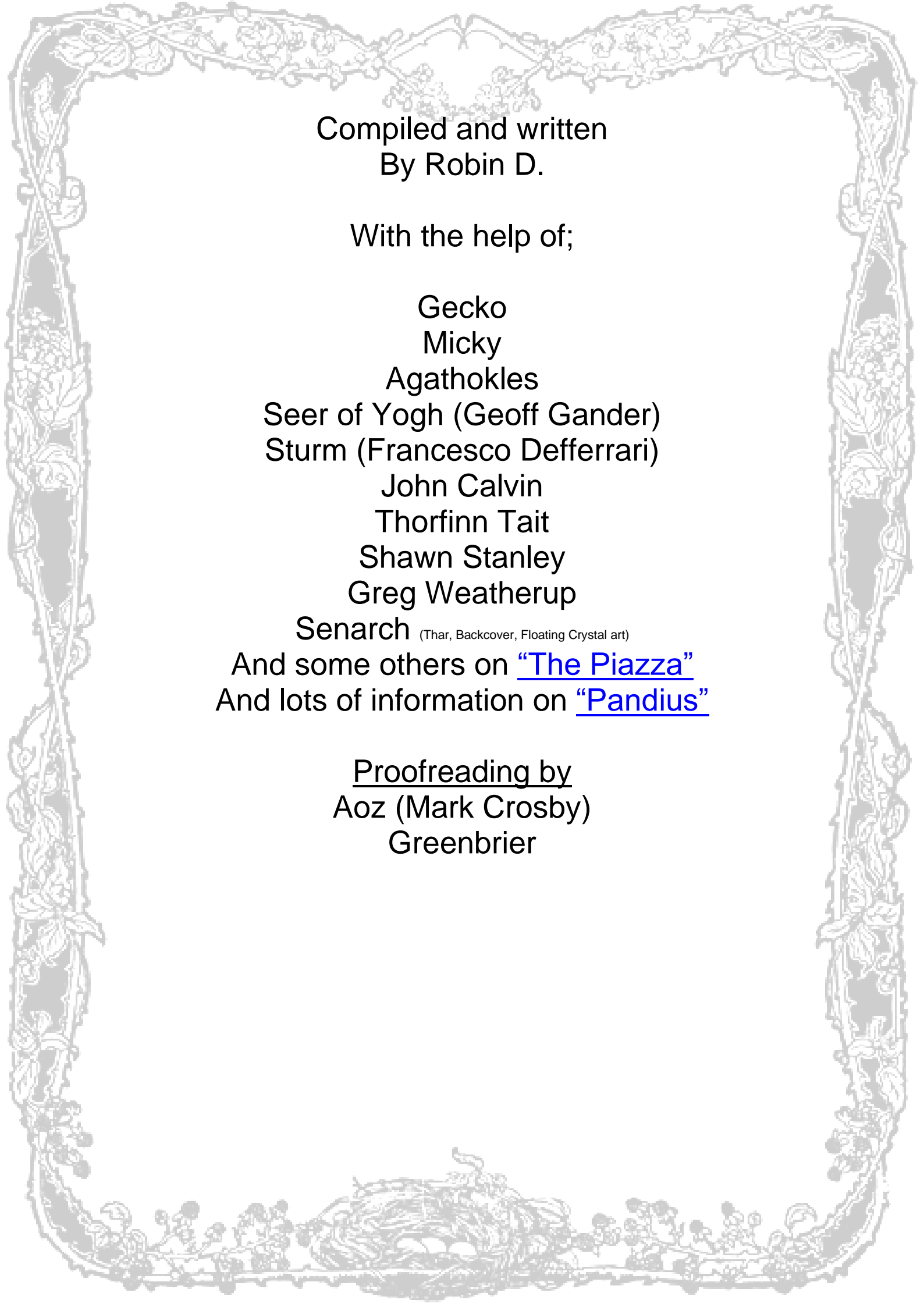


MYSTARA

GAZETTEER

Expansion & Additions
For the Broken Lands



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Source List;

Broken Lands:

Mainly [TSR 9241 - GAZ10 - The Orcs of Thar](#) YOU ABSOLUTELY DO NEED THIS BOOK TO BE USEFUL WITH THIS EXPANSION!!!

But also: [TSR 9223 - GAZ5 - The Elves of Allheim](#)

[TSR 9227 - GAZ6 - The Dwarves of Rockhome](#)

[TSR 9246 - GAZ12 - The Golden Khan of Ethengar](#)

[TSR 9287 - GAZ13 - The Shadow Elves](#)

[HWA1 - Nightwail](#)

Thorfinn Tait Broken Lands; <http://mystara.thorffmaps.com/broken-lands-8/>,

<http://i1.wp.com/mystara.thorffmaps.com/wp-content/uploads/2016/02/gaz10-broken-lands-8.png>

Results out of the compilation from the Geomorphological timeline of the Broken Lands;

<http://breathofmystara.blogspot.nl/2016/05/voyage-of-discovery.html>

Glantri:

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[TSR 2511 - AD&D2 - Mvstara-Glantri Kingdom of Magic](#)

Agathokles interactive atlas; <http://diqilander.libero.it/agathokles/glantri.htm>,

Alan Jones; <http://www.zen27196.zen.co.uk/mystara/bronsdale/episode7.pdf> <http://www.zen27196.zen.co.uk/mystara/bronsdale/maps.html>,

Micky's Glantri Project; <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=2331>

[TSR 9211 - AC10 - Bestiary of Dragons and Giants](#)

<http://www.zoominfo.com/p/Ezechiel-Naramis/1292386303>

Darokin:

[TSR 9250 - GAZ11 - The Republic Of Darokin](#)

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http://www.icculus.org/~msphil/mystara/maps/d27/darokin-2_7mph.png

Overall

[TSR 1071 - The D&D Rules Cyclopedia](#)

[TSR 9368 - PC4-Night Howlers](#)

[TSR 1082; 1901+1902-D&D-Wrath of the Immortals boxed set](#)

The 3050-3000 BC, 2300 BC 2300BC campaign (especially maps) by John Calvin and Sturm, and other Threshold information; http://www.pandius.com/thrs_mag.html

RCC Reactor; machinery factory underground by yoyojun-d6hne5l

Hadron Collider CERN

http://cdn.theatlantic.com/assets/media/img/photo/2012/07/the-fantastic-machine-that-found-the-higgs-boson/104_31052663/main_900.jpg?1420515747

Nuclear underground explosion <http://cdn.zmescience.com/wp-content/uploads/2015/07/sedan.jpg>

The Tower of Doom PC game; http://www.arcadequartermaster.com/capcom/ddtod_bosses.html

The Storm over Mystara PC Game; http://www.arcadequartermaster.com/ddsom_bosses.html

The Mystara Timeline <http://www.pandius.com/timeline.html>

[TSR 2135 - PHBR10 - AD&D2 - The Complete Book of Humanoids](#)

[TSR 2140A - AD&D2 - Monster Manual](#)

[TSR 2501 - DMR - AD&D - Mvstara - Monstrous Compendium](#)

[TSR 9438 - DMR2 - D&D - Mystara - Creature Catalogue](#)

[TSR 2510 - DMR - AD&D2 - Mystara - Player's Survival Kit](#)

[TSR 2512 - DMR - AD&D2 - Mystara - Dungeon Master Survival Kit](#)

[TSR 9403 - TM1 - The Western Countries-Trail Map](#)

[TSR 2020 - AD&D1 - Wilderness Survival Guide](#)

[TSR 2019 - AD&D1 - Dungeoneers Survival Guide](#)

[TSR 11392 - AD&D2 - Reverse Dungeon](#)

[TSR 9173 - D&D - AC9 - Creature Catalogue](#)

[TSR 9372 - A1 - D&D - Mvstara 1010AC - Poor Wizard's Almanac I](#)

[TSR 9441 - A2 - D&D - Mvstara 1011AC - Poor Wizard's Almanac II](#)

[TSR 2506 - A3 - AD&D2 - Mystara 1012AC - Poor Wizards Almanac III](#)

[TSR 2517 - A4 - AD&D2 - Mvstara - 1013AC - Joshuan's Almanac](#)

Fanware - [A5-A9 - D&D - Mystara - Web Almanac AC1014-1018](#)

Dragon Magazine Annual #4, Dragon Magazine Dragon Circles by Bruce Heard; <http://pandius.com/immguard.html>

Dragon Magazine 214 Ecology of the Owlbear by Jonathan M Richards

Dungeon Magazine #22; Rank Amateurs, #20; Pride in the Sky

Wikipedia; On Volcanoes

Some Illustrations from Magic the Gathering (owned by TSR)

Pictures of the Glass Art by Dave Chihuli

Native American Folklore

Apache language; <http://www.native-languages.org/apache.htm>, Lakota Dictionary; <https://nldo.lakotadictionary.org/>

English-Goblin Translator; [https://eberron.fandom.com/wiki/Goblin_\(language\)#General_Lexicon](https://eberron.fandom.com/wiki/Goblin_(language)#General_Lexicon)

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unknown, and not used as a way to threaten their rights.

<http://www.smithsonianmag.com/science-nature/this-alkaline-african-lake-turns-animals-into-stone-445359/?no-ist>

And bits and tips and doodahs on The Piazza by some others (Gecko, Geoff Gander/Seer of Yogh); <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=15023>

Don Lawrence, Trigie/ The Trigan Empire, De Rode Dood/The Red Death; Section of the Cover and drawn conents.

Cover artist: "Apology" by Zeronis (Internet). Used out of respect. Cover Titles made by; Banesbox (Deviantart).

Thar's Shadow by Senarch/Mr Musashi <https://www.thepiazza.org.uk/bb/viewtopic.php?t=29874> <https://www.deviantart.com/mrmusashi/art/The-orc-king-Thar-928550886>

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Foreword

As detailed as the 8 mile hex maps are, they miss also much of the more interesting information. As thus I've created 1 mile hex maps. With this document there are 3 map sections thus far. Before Meteor disaster of 1006 AC West, after 1006AC West and an East version that fits both maps as the changes in the east are minimal (any changes will be listed in the description).

With the Help of Micky, Agathokles, Gecko, Geoff Gander/Seer of Yohg) and a few others from [The Piazza](#), I succeeded in bringing in much, much more detail. I compiled all information on the Broken Lands (and South Glantri, North Darokin) I could lay my hands on. With the use of maps from Thorfinn Tait, Sturm and others of times dating before 1000 AC, I have created a Geomorphological timeline in which the forming of the Broken Lands is clarified. (See my Blog; <http://breathofmystara.blogspot.nl>).

All adventures (Nightwail for example, fan adventures, PC games (Storm over Mystara, Tower of Doom) were all incorporated in this map.

In addition I used my learned knowledge of Biology, Ecology, Geology, cultural habits in comparison to region and landscape (socio geology, geomorphology and flowpatterns), and mixed that all together.

Now you can almost feel and see the region you are travelling through. Imagine the smell and environmental effects.

Flaws, corrections, additions and detailing

The canon maps of 8 mile hexes did contain several flaws, and a multiple other altitude based flaws or omissions. It can clearly be seen that the original mapmaker, never envisioned the work on a grand three dimensional scale, with flowing water, mountains and such, otherwise most of the larger flaws would never have been.

To mention just a few large flaws;
The major flaws had to do with Altitudes and waterflow. This was very tricky to repair, yet to stay as close as possible to the combined canon maps and sources; I had to alter several altitudes to prevent.

1 Akkila's Throne for example; according to fanon maps of the region earlier in time there was a lake where now the Mucks and Yellow Orkia are. As the canon maps also say this region is roughly at 350' altitude, it places the plateaux of Akkila Kahn at roughly the same height as the South-west Ethengar plains. The "Plateaux" of Akkila's Throne, would thus have down sloping cliffs on the North, south and East sides, but UP sloping Cliffs on the West side. This accommodates the collapsed mountains there that did exist prior 1700 BC between Ethengar and Glantri, and the altitudes of the region there, combining it with the other regions. As such the "plateaux" is actually on the same surface level as the Ethengar grass lands on the other side of the former lake

2 The Sun's Anvil plateau is too low in correspondence to the location and volcanic activity; 800-900 feet is only about 240-270 meter, at a 650' it became lower than the surrounding areas, and as Plateaux, this seemed wrong. Those aren't altitudes that correspond with the text descriptions in Gazetteer 10; those are measurements for mere hills, not impressive plateaux. Like with other flawed regions the map and text in Gazetteer 10 did not speak of an altitude (*as seen from sea level*) but an altitude as seen from the average ground level in the region in comparison to the depth or raised areas (*they say "a depression of..."*, "*a plateaux of ...high..."*, *instead naming a specific height*).

The Plateau of South Gnollistan I thus raised to an altitude between 1650" and 2900"...with this raising, I had to alter the Height of Sun's Anvil and the dead volcano of Oenmar too, but now it seems all right with a roughly 2000 feet higher than the areas next to it.



Gazetteer 3 Glantri in 8 mile hexes. Early incomplete and faulty map



Gazetteer 10 Orcs of Thar 8 Mile hex map (complete and ok)



Gazetteer 12 Golden Kahn of Ethengar 8 mile hex map, incomplete

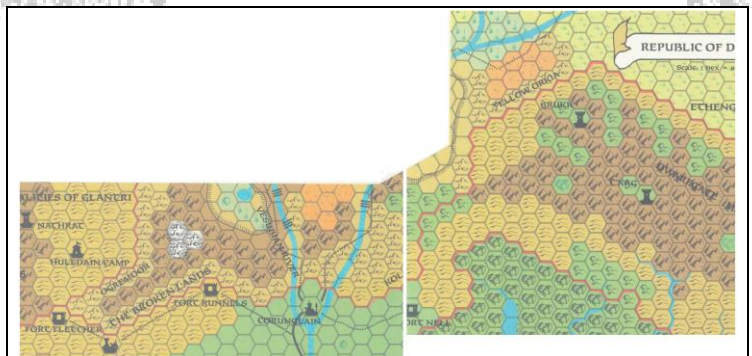
The mountains that collapsed SE of Gnollistan, sort of folded into itself, leaving peculiar ridges of broken lands and compressed hills in between. This is also the Location of Carnifex ruins; **The Slanted city of Khareth**, by John Calvin and Sturm in their 2300 BC info.

3 According the Canon maps Trollhattan is at -600 feet, but according the Text in Gazetteer 10 Orcs of Thar it is a depression of 600 feet deep. As the region around it has a lowest water level of 3000 feet, and still enabling the three waterfalls and streams going in, it places the bottom of Trollhattan at 2400 feet instead -600 feet. Working from canon sources; Vesubian River; 4200'N, N Waterfall 3900', mid waterfall 3600', south waterfall 3300' and then steadily declining to Corunglain level. The mountains around Trollhattan would then be somewhere between the general height of 10.000 feet (*give or go a 1000/2000*) lower of the region and several hundred feet above that of the highest waterfall. And with small inlets the seasonal water would limit the internal flow of this valley. Several versions of the Broken Lands map seem to hold other flaws here too, as waterfalls disappear on one map to be reintroduced later. One map even gave only one waterfall next to Trollhattan. This is clearly wrong. The water inlets of the Vesubian River into Trollhattan would be through thin and only seasonal small channels into very hard (*granite??*) erosion resisting rock. It would be out of order to make these channels a continuous flow or Trollhattan would have been a lake filled up by the Vesubian (even if there is a down flow elsewhere underground). Eventually, this will happen anyway in the future due clogging downward flow.

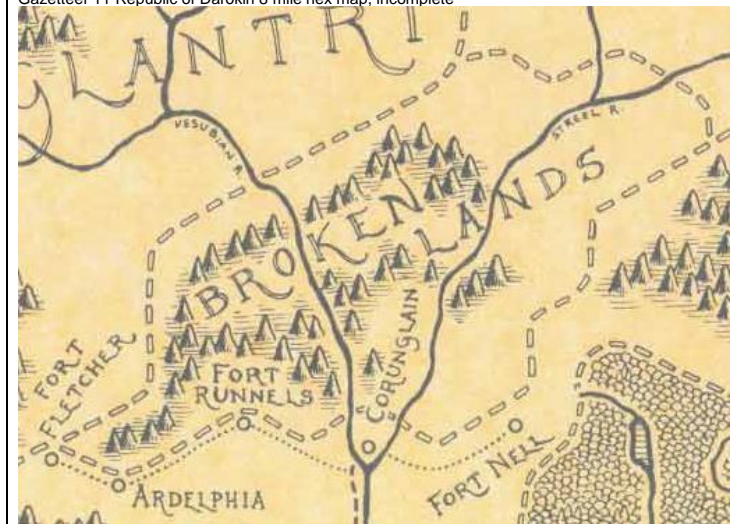
4 In the earlier version of the 8 mile hex map from Gazetteer 3 Glantri, they used only Broken Land Hexes, and the two rivers with several, apparently random placed waterfalls, amongst which one in the Mucks, northeast, while in the older 8 mile detailed hex maps of the region there was no waterfall in the Mucks, only with the Trail Maps later they placed it there. I removed the waterfalls in the map of the Mucks, as these did NOT exist in the first maps, but were apparently placed there later in newer editions of these maps and consistently used again, yet also because in swamps there are NO waterfalls, a waterspout maybe, but a swamp is most "at water level"....making waterfalls impossible...hence I removed it.

5 At the same time the canon mappers removed the most northern waterfall in the Vesubian River, or even left only one. Most maps say there are three waterfalls and that I continued in the map. All in all they made a mess of the mapping of the rivers.

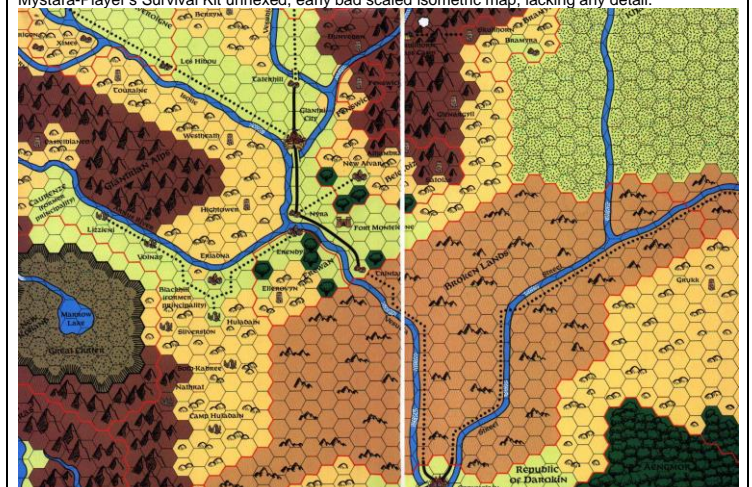
6 To the Mystery of the Strel River itself as Bruce Heard once imposed (starting near the Eastern coast, curving through a thousands miles of rocks, mountains, hills and lands to enable a swamp in the South), there was also no logic in the source and flow of the Strel and Krandai Rivers as according altitudes. As according Broken Lands map, the area on the Ethengar side 350', Bargdha according Trail map 1800', as such the altitude of South western most of Ethengar I assume would be somewhere around 500-350' This would mean that the area of Yellow Orkia and The Mucks are the lowest location 350'-280', deemed logical as Fanon 2300BC maps explain this area was earlier a large lake, and there was NO waterway to the region of Corunglain, but instead one coming down from the area near the Twin Volcanoes, using the same path as the later Strel River path. Both Corunglain and Ethengar are at an altitude of 1800' while the same river flows through the region. And worse of all it passes a mountain range known as the Broken Lands. All in all the Strel River Flowing into the Ethengar lands From the Heldann Freeholds is not a problem. That is just determining the Height of the Heldann hills.



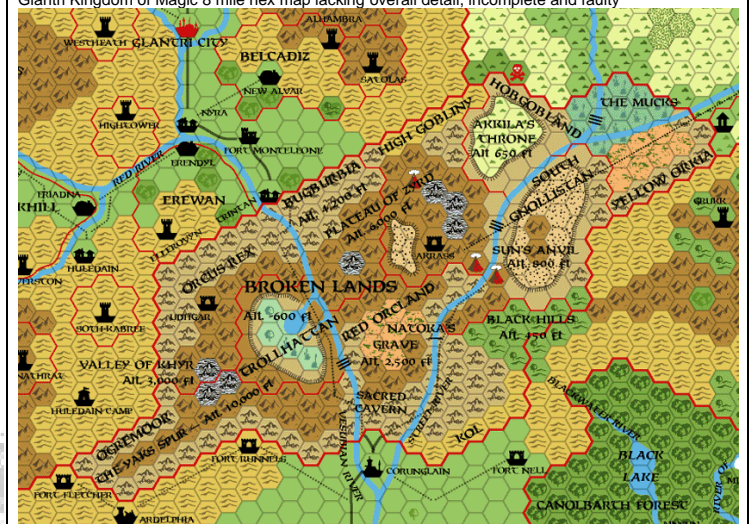
Gazetteer 11 Republic of Darokin 8 mile hex map, incomplete



Mystara-Player's Survival Kit unhexed, early bad scaled isometric map, lacking any detail.



Glantri Kingdom of Magic 8 mile hex map lacking overall detail, incomplete and faulty



Canon Broken Lands map (TM 1) in 8 mile hexes. Lacks detail, contains several great flaws.

The height of the river on the Ethengar side must be significantly higher than Corunglain's 1800' to enable a flow/current strong enough to pass the Broken Lands.

Thus far we have a flow from West 3800 to 350' and Streele River 1800' to 350' the section between Bargdha and Northern Reaches must be significantly higher to give a flow strong enough to reach the Broken Lands.

The Krandai River, is flowing towards the Broken Lands as the canon maps suggest, starting in the Northern Reaches, it flows down a lower section of Ethengar and continues to flow West after merging with the Streele River.

The reason that drained the former Anur/Grondheim Lake, and flowed it against gravity over the Broken lands also enables the water to bypass the higher mountainous area between Ethengar and Corunglain. (Magic!!)

To solve this logically I have derived a story which explains how the river flows uphill against gravity for several miles through the Broken Lands. ([see Baba Yaga](#))

The Black Hills are hidden south behind the Gnollistan Plateaux, the Dwarfgate Mountains and the small ridge of mountains north so as with the Alfheim 1 mile map, I had to raise the Black Hills significantly, to a 1500'+, to enable water flowing into the Blackwater Lake of Alfheim, as such I had to create heights fitting for the surrounding areas.

The Streele River would thus flow through the lower part of Kol (estimate 2300' in the NE, 2100' in the SW making the SE part higher to about 2300', sloping of to 2000' into the hills of Inlashar Darokin (roughly 1800') The Black Lake of Alfheim would thus be at about 1250'.

7 Trails took bizarre and impossible straight courses, sometimes over mountains and plateaux still in a straight line. While straight lines are simply an impossibility in medieval times and in an chaotic environment.

8 The mountain west of Plateaux of Zyrd was assumed only 6000 feet height, which meant it was lower than the average mountains, and the Plateaux of Zyrd, while mentioned as being in the shadow of that mountain. As it is snow covered the mentioned height must be the average height of the northern hills instead this mountain. The Plateau of Zyrd I would advise to keep at its registered height, but Bugburbia's snow-capped mountain would be significantly higher (I gave it a peak of 15.355', placing it high enough above the indicated snow line and the Plateau of Zyrd.

9 The valley of Khyr (SW) at 3000' given altitude is illogical, as that is way lower than for example Bugburbia, Glantri, and only slightly higher than North Darokin (1800 -2100 feet). As thus I heightened the Region of this valley several thousand feet, (the surrounding valley walls would be about 10.000 feet as indicated in Ogremoor, the valley 8500 to a depth of 8000 at most. Like Trollhattan the given altitude would be a rough depth from the surrounding area.

10 Orcus Rex perhaps best deserves the name of the Broken Lands. The upper territory is a succession of cliffs, narrow canyons, impassable rocky crags, and dusty plateaus. The hinterland sharply rises to 3000 feet. ([ehh. Even the lower sections of Glantri are higher??](#)) This had to be corrected.

11 According the Fanon map 2300 BC, there was a mountain between Ethengar and the Darokin plains; this collapsed and enabled another environment, but also giving me the chance to keep heights as much as possible canon...or according waterflow.

12 The same happened in the north where the southern part of the Colossus Mountains collapsed into itself. The area had a lot of erosion and the broken remains became slowly the current hills, some mountain sections however still exist. There was a glacier north of where now the Glantrian Keep Satolas is, Moraine distribution in a bowl valley, reveals this clearly.

And then were the introduction of several new hex icons on later canon maps, which were not in use earlier. As thus the volcanic ash of Kalazyrd, which is depicted as a glacier in most maps. Or the lack of growth on hills, broken lands and such, even the difference of evergreen or deciduous forest was unclear in the older maps.

13 As for the dead tree symbols I used on my maps; The fanon 2300 map gave a large lake with a pine forest around it, this forest died in the geological, volcano-chemical, and drought events , and lowering of the lake itself. On many places these logs are used and taken away, on others these trunks, root clumps, and branches still exist. Even in the mountains here and there. Akkila's Throne has several clusters of these tree-logs remaining, of which one protects the surface castle which was spoken about in Ethengar/Broken Lands canon history. This location seemed best to fit both sources in the Broken Lands and the Ethengar resemblance. There is a section of more recent mountains south of Akkila's Throne and that has forest remains from before on it

14 As analyzing the earlier maps of the region in 3050BC, 2300 BC, 1700 BC, and 1000AC, I could deduce the whole Geomorphological history of the region. This is displayed in this [Gazetteer expansion](#).

15 According to the Blackmoor adventures (DA1-4) the comeback inn was in a bowl shaped valley on top of some other edifice. The location seems to be right, in an obscure corner of the Broken Lands even less traversed by the Humanoids. As Gnolls were named, I supposed Gnollistan was the most logical solution.

16 I know that Stone Giants, Hill, a few Cyclops, some Cyclopskin, a few Minotaur renegades and at least 2 Cloud Giants have there business in the Broken Lands, and some of them were rather difficult to place. Minotaurs, Cyclops and Cyclopskin, because of their low number might be fused in existing hordes, but still would desire their own caves (instead those of the smaller creatures). Cyclops would thus be found in Orcus Rex and Bugburbia, Cyclopskin only in Orcus Rex and the few Minotaurs only in the Bugburbian Pillars. The Stone Giants seem best on the Eastern side, the Hill Giants in the Hills of Yellow Orkia, and North of High Goblity. I have added Rockmen, Geonids, and even Ghaleb-Duhr in the region of the collapsed mountains between Darokin and Ethengar, enabling a region of silicon-based organisms.

The Stone Giants have several hatching caves in the region as they are oviparous (As from The Bestiary of Dragons and Giants). The Cloud giants I made into a couple with an interesting castle near Trollhattan, Orcus Rex and Khyr.

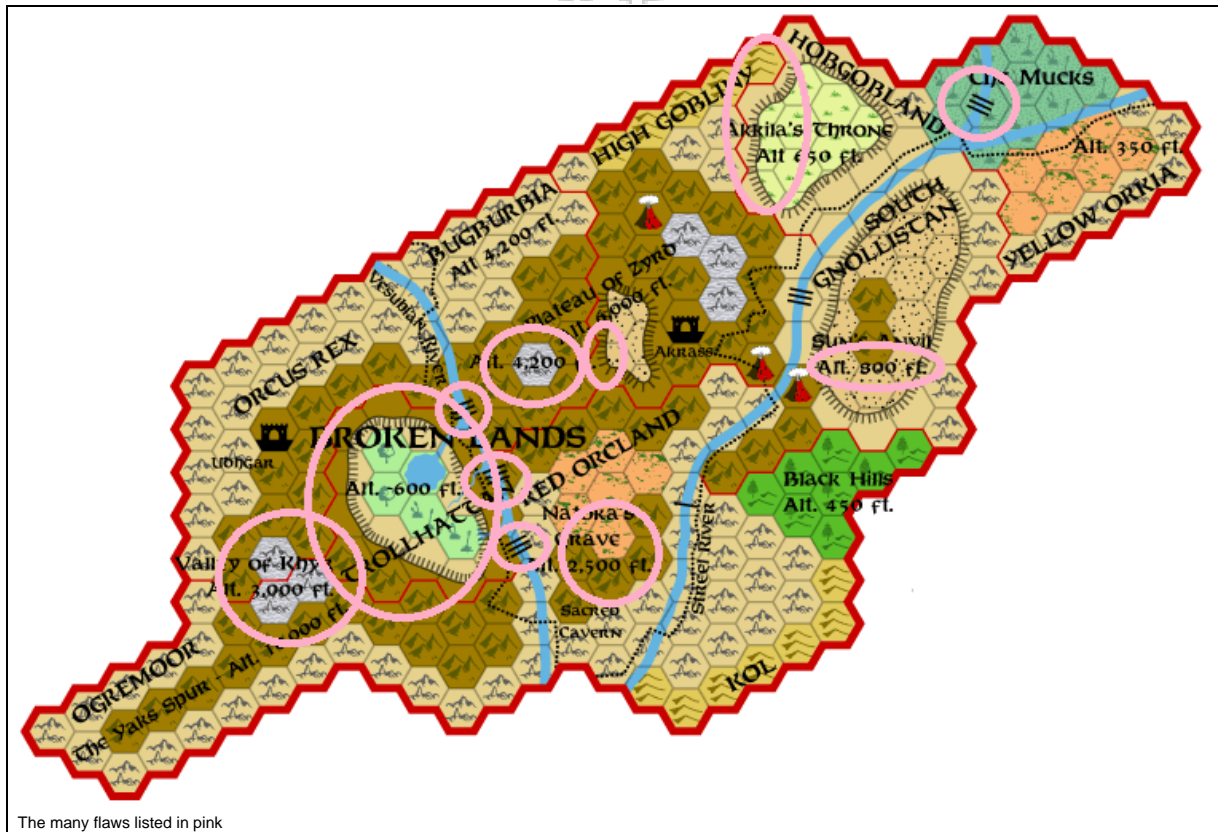
17 As all this information now compiled I could bring back in detail past regions that did exist earlier, but were never mentioned in the later versions. Several of these (for example the old Vesubian course) must have affected the region and left traces or still exist in one way or another.

18 **The Thin Yellow line** on the map is the outskirts of the original Anur/Grondheim, at its widest point in 1700 BC or Erewan, or Red Orc Lake at later dates.

19 **The thin orange line** is the outskirts of the Original Anur/Grondheim Lake at its largest surface area in 1269 BC.

20 Then the detailed sources of fans, adventures, modules, stories, gazetteers, and maps of others, all these compiled together were a great source to further detail the maps of the Broken Lands.

I had to create several new hex icons to reflect more detail in the regions (Orchards, Vineyards, Reed fields, Magma, Dead Trees, Fallen Trees, Ice and Snow fields, variants of Caves, and many others.



The many flaws listed in pink

Then placing final touches in living the region up, by using material from other sources (AD&D2 Humanoid book, cultural behaviour (building/use etc from Wikipedia/internet/books for example), making the region a living vivid region, you would be interested in, understand why and how Humanoids live there, give enough base for adventures, or at least living up the passage through the Broken Lands.

Another flaw was the number of Humanoids. Based upon a 50 HD schedule per 8 mile hex, was ridiculously low, especially when canon battles in the surrounding areas (Wrath of the Immortals for example) spoke of thousands of Humanoids. A 6 HD Goblin does not eat much more than a 1 HD Goblin, and so on. All the numbers have been broken down, restored and are now based upon more logical numbers. The number of combative Humanoids I decreased somewhat between 50 and 75% dependant of each different Humanoid tribe. I also increased the Hordes, named the unnamed ones, and expanded these accordingly in number of Humanoids by advice of my helpers.

Then I adapted a few sources from the old AD&D1 Survival guides to Basic D&D, and made new tables, or BECMI ways to use them.

What follows is thus in addition to the Gazetteer 10 Orcs of Thar. A sort of expansion so to say, with extra and new information, more illustration, more background, and also some improvements of the Gazetteer itself. Although most information within here is new, as I try to refrain from duplicating information, of course some information can also be found within the Gazetteer, but I added some here too to clarify the additions or alterations. For example Humanoids and Charisma had a way too difficult system. As this is now changed, some text had to be added, adjusted, but some of the old text came with it.

I hope that my compilation/restoration/ expansion of the Broken Lands is as interesting and useful for you as it is now for me.

It maybe handy to know, that the background layout of each page already reveals what the page gives; **Humanoid racial information** (Humanoid figures), **Regional information** (Skulls and bones), **History or new creature or plant information** (weathered paper background). The overall build up is; describing the region, giving detailed information about the Dominant Race, additional detailed regional information.

One final word beforehand; as this Compilation book is an expansion of the Gazetteer 10 Orcs of Thar; it is best used together with this fine product. If you do not have the Gazetteer 10 Orcs of Thar, please get it, as it is the base I worked upon. You can get it here; <https://www.drivethrurpg.com/product/132809/GAZ10-The-Orcs-of-Thar-Basic>. Some subjects there have been greatly expanded here, giving more detail and clarification. A good DM knows what to use and what not.

Ps. Several maps that follow have are directly linked to my blog or Deviantart, or even Pandius, to be accessed if desired. (If you view this book as a PDF with access to the Internet; Hover over it, CTRL+ click, other wise go to; <https://www.deviantart.com/6inchnails> and peek around the maps there)

Gaz 10 Orcs of Thar, and presumed racism or cultural sensitivities in D&D.

There are several people who look at the Gazetteer 10 and see things which to them seem offensive, mocking or disrespectful to Real World People. What these people see is ranging from cultural appropriation, to blatant ridiculing. Even in those days written the Gazetteer was NOT meant to implement these difficult items. They used Humanoids as a means to make them lessen the violence in the game, while still being a game enemy, to be slain. And at the same time others tried to make these creatures more realistic, using various real life historic and cultural Human examples, some based on legends, some based on animals. Doing this they made the Gazetteer less difficult in a time where you were simply disallowed to play a Humanoid, for these where evil. Remember this was a time where discrimination ran still rampant in the USA and many other places in the world, and religious biased assumptions decreed D&D was an evil game. Producers tried to save their products and renamed Devils and Demons into Baatezu and what not, they removed any item not found suitable or readjusted and changed it in a somewhat better light. They imposed several cultural backgrounds to enable any culture a place they could recognize and allow them to play that culture if they liked it so. And they ridiculed Humanoids to make them less evil, yet more a comedic opponent. Stereotypical antagonist were used like eastern European Vampires, German Nazis, Evil Bogeymen, all were drawn from very recognizable real world Human cultural backgrounds, as these were recognizable antagonists to fight against..

D&D is not only a game of role-playing a character in a fashion resembling a culture (*Like Karamaikos as Hungarian, Thyatis as Greek/Roman, Nithia as Egyptian, Ylaruam as Arab, Glantrian Flaems People of the Netherlands, and so on*). There is literally no location on D&D, whichever world you choose which has no real world base which was used to draw upon. That is something Humans do, always, they refer what is known, from our Human Real Life culture. Is that wrong? Actually yes and no, cultures change together with opinions over time, and with those opinions on other cultures. D&D was the first game allowing female heroes, to enable them a realistic background several real-world female antagonistic agents to fight against, often cultural or religious based, were placed. Did it stop women...., no, actually the opposite. Women were enabled to conquer their opponents and be as functional as the men. The same applies to the various cultural backgrounds that were discriminated against. Vampires do not exist, yet imagine what if they did, they would not like to see their kind being imaginary slaughtered. You could remove vampires, change their name to bloodsuckers or similar, remove all trace of the cultural aspects of the vampire, yet people stop recognizing it, and it loses its realism to imagine playing against. Nowadays D&D, you can even play a Vampire, and still that cultural setting is there. Because vampires, like most D&D creatures and Humanoids do not exist, not many people rebel, as vampires were even antagonist in those real-life cultural legends.

D&D is a game using violence, the whole game is directed as slaying opponents by using dices and numbers, yes dialogue and discussion is also there, and good Dungeon Masters give experience as a reward for gamers who talked an opponent out of its in-game antagonistic actions. That is a development welcomed, yet violence will still exist; we still kill Animals, Monsters, Undead, Humanoids, opposing Humans and even Aliens....we Humans need a specific amount of violence to conquer to feel better. And D&D is a way, maybe even the best way, to enable (fictional) violence to be used in a healthy way.

Of course we use Real Life cultures to mimic other in-game cultures, and there we see wrong things; some ridicule, some flawed and/or mixed cultures, and some pain from how we did see these cultures in the past, or how dreadful these cultures where on their own, or we ourselves have been. These can be seen as hurtful still today, yet disregarding the past, and all it has wronged disregards the positive aspect that we are slowly accepting these into our one world mixed culture of one Human race in all its beautiful varieties (sorry color is not a race), and we do that in the real world as we were successful in the game.

In Gazetteer 10 there are Red Orcs which have **some** aspects of cultural Native Americans, Yellow Orcs which have **some** aspects of Mongolia, Goblins find several aspects in Eastern/Chinese culture, Gnolls in Egyptian history. Typically 'common' Orcs, are easily depicted without a cultural real world background in most D&D material, and are mostly just pigheaded Humanlike violent individuals. Likewise Goblins, Bugbears and Hobgoblins are just portrayed as a Human-animal mixture and no single real world Human culture is used. With Kobolds this is even stronger, as D&D even changed their original D&D canine background and made them reptilian, something so alien; we still enjoy killing in-game. Trolls are even less understood. Mystara, and the Gazetteer 10 allowed all these Humanoids to get a bit of their own culture; some have more singular real-world aspects, others a mixture. And the ridiculing aspect of the Gazetteer 10 was used to make the antagonist less evil, yet also as an attempt to portray an average lower intelligence as these creatures are assumed to have, for we Humans can't understand why they otherwise would act/live they way they do according standard fantasy and D&D descriptions.

Keep in mind we in the real-world still think Neanderthals were primitive hairy Humans with low intelligence; while we now already have learned that their downfall was absolutely not based on their lack of intelligence and primitiveness. Actually they had larger and more active brains than we now have, they were all more artistic, and in their early stage of progression they did things we still can't do today. The only way the modern Human was able to claim dominance was that Neanderthals had a seasonal reproduction period while modern Humans do it all year around, and got much more offspring.

Quote by Havard; *"Their monster description in BECMI says Humanoids are chaotic, not evil!! Of course this means that the dominant culture of that group leans towards chaotic and there can be lawful or neutral Orcs as well. Orcs being chaotic means that most of them prefer living in the wilderness and prefer a tribal society structured around physical strength, honor and individual integrity rather than laws, rules and principles. Dwarves on the other hand lean towards being lawful. This makes them the exact opposite, building fortress cities where they have highly organized societies with intricate rules and harsh penalties for breaking their rules. These differences lead to Dwarves and Orcs often being in conflict. Elves, Humans, Halflings etc fall somewhere in the middle.*

Orcs, Goblins and the like often fall prey to evil Human wizards, Dragons or Demons who will use them to their advantage and sending against the PCs. But evil is also found in cities, corrupting leaders and those pretending to represent the law as well as in the city underbellies in the domains of thieves and criminals."

Gazetteer 10 clearly enables players to play these Humanoid cultures and enables to wrest the character away from the general portrayed Human vs. Humanoid bigotry, and become heroes in their own right. Try to look it in this other way; a Humanoid would see Humans as evil, as these continuously send agents to slay them by the thousands, disabling their own progress or stable nation. What we Humans see as violence is something different to them, ranging from pride (*"I killed this"*) like Human hunters do, to mockery (*"com and see I have killed yours"*) what Human opponents in Real Life still do, or just a way to survive (*"eat Humans"*), what some Human cultures in the Real World did up to a few decades ago, and secretly it happens still. You could really see most Humanoids as a threatened species which only survive due a high reproduction rate.

Their names as Red Orc, Yellow Orc are translations of how they simply name themselves based on what they see. So a reddish Orc is called Red Orc, and a bald Bugbear Bald Bugbear. A tribe with Flat noses could call themselves Flat Noses just because they have nothing more important to name themselves, and so on. Keep in mind, simple creatures take simple names, and do not place difficult meanings behind this like we today Humans do (see how we all differently see a painting or book and think on what we see or read is what is meant, even if the artist meant something different)

Their cultures will have aspects of similarity to real world Human cultures, yet as you might see in this fan material, is more a mixture of cultural and racial aspects. Some sound weird (*no wonder when you have fangs, you will speak differently*), yet all these races have their own pride, even if it resembles Human cultures. And some Humanoids mimic these in-game cultures from Humans they were impressed by... See Atruaghin Humans and Red Orcs, Ethengarians and Yellow Orcs, Thyatis and regular Orcs (*by their Tharian language and cultural aspects*), Sindian and Ogres, Gnomes and Kobolds, and may even follow the Immortals of said cultures, all in a way to grow themselves.

As I expand on the Gazetteer I keep all the aspects given, yet also add more to the individual races, to enable a more realistic Humanoid culture to be shaped, with the Gazetteer cultural aspects as a base adding other cultural sources to this.

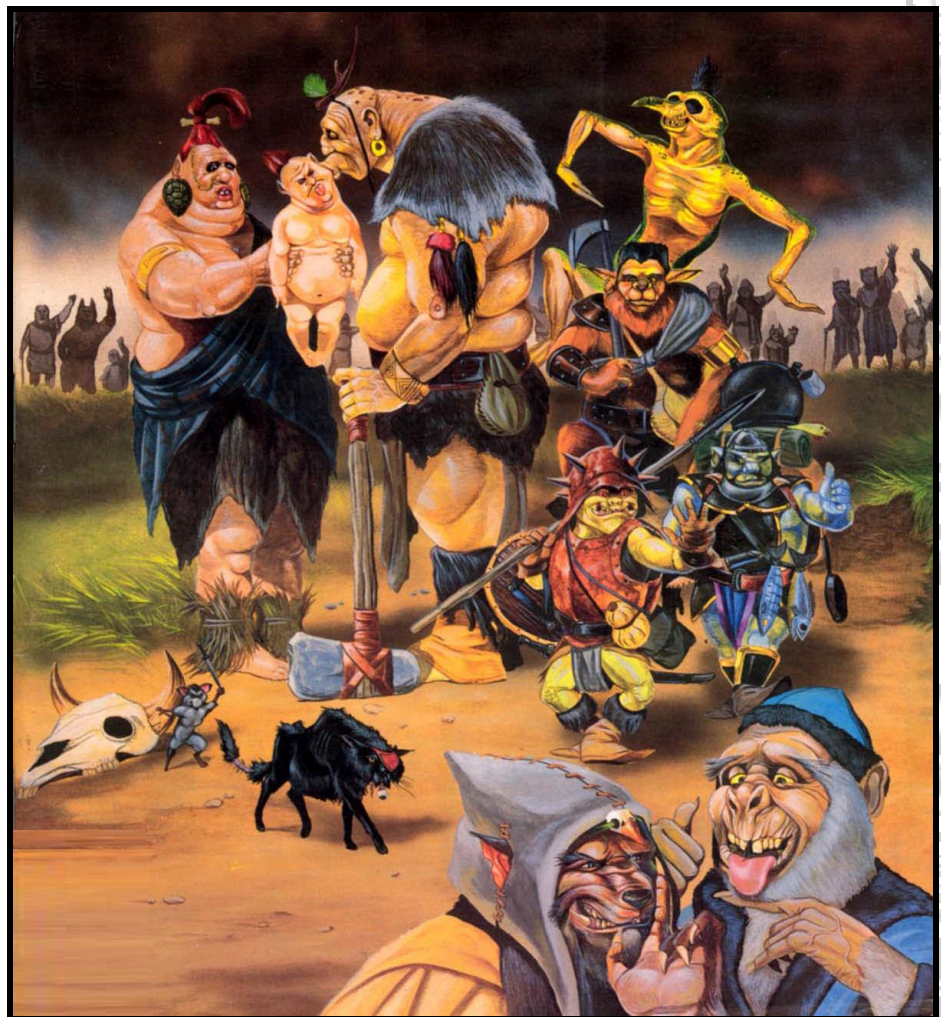
So nothing herein, as well as in Gazetteer 10, is meant to degrade a Real-World or in-game-world race, culture or individual. Even if we Humans will sometimes see things as an insult, mockery, cultural appropriation or inacceptance, it is actually the opposite, by using these aspects we, accept them. By using these aspects in game the Humanoids become more realistic, and have a base to evolve.

By disregarding these aspects you try to move these original aspects away, disrespecting that cultural historic part into oblivion, as well as disallowing Humanoids their own in-game evolution away from being 'Cannon Fodder'.

A lot can be seen in this wonderful artwork of Jim Holloway's on the Dungeon Magazine 22 adventure Rank Amateurs. Beside the variant races, and apparent (*at least to us Humans*) silly, chaotic and amateur behavior you see also love, care, pride, duty, cooperation, preparation, family, joy, comraderie, loyalty, seriousness in a culture made of bits and parts from many cultures (Real World and Mystara).

That, is what I tried to compile together. Keep what is and expand together into a more realistic Humanoid, using nature, geology, culture, housing, history, war, food, and such, to compete with other races just to survive, and not having them as evil creatures, insinuating by the resemblances with Real Life cultures these were evil. That is not the case

I hope you all understand.
Enjoy and have fun
Robin



Geomorphological History of the Broken Lands

As told by Mergrath the "Dwarf Druid" (actually Earth-Elementalist) 1020AC. Penned down by Professor vander Klil who was present at this interesting lecture.

Mergrath, twisted his beard, rubbed his bare feet and thus removed some caked earth from his feet hair. He looked down upon his scholars, and without hesitation began.

In my lectures about the Megalith, the living planet Urt, the history of the Broken Lands region will explain many things happening with the cells of the Megalith. (Read [Megalith 1](#), [Megalith-2](#))

As some of you might have learned in accessing other worlds, is that most planets with active geological processes have, what we call, tectonic plates; a crust actually floating very slowly on the internal magma and molten more metals that actually compose most of the planet.

Mystara, as being a living planet has no tectonic plates, it has cells instead. Where tectonic plates slowly move on the molten mass and fold against, over-under and alongside each other, thus creating geological effects as; mountains, depths, volcanoes, earthquakes and similar processes. Mystara functions differently. Although same said geological effects are produced, Mystara's cells only sink, raise, twist, or rotate, expand, shrink, or most rarely implode. Some other effects like temperature increase or decrease can happen too.

The different rotation effects do cause earthquakes, but rarely as destructive as on tectonic worlds. Oh yes, it may be destructive to the creatures living on the surface, but to the planet itself, it is a mere shedding of skin, a blemish, a zitt growing or expanding, an itch, or a wound with a crust forming.

But we as mortals have almost no effect on tectonic worlds; we do have some effect on the cells of Mystara, especially Immortals, or our magic. We all know of the Plateaux of Atruaghin being raised by the Immortals, or the impact of the meteor in the Great Crater south Glantri. But even here we can see the difference of the tectonic versus the real living world.

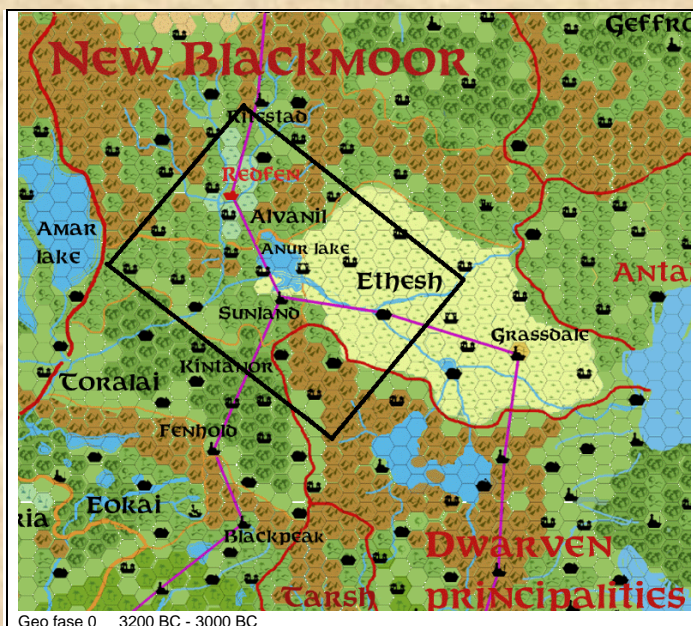
I do say living, even if there are many sages who say our Urt is dead or extremely slowly dying, but other sages say the opposite. Both way, the processes are part of living processes, and as such I call it Living World (even though there seems to be proof of these processes changing. More about this later.)

Back to the Meteor; Mystara has a powerful Skyshield, a biological magical process that functions similar as the spell protection from missiles. The speed of the incoming object is instantly decreased or reflected and only sources with internal magic can penetrate that shield. As the nearby fifth planet did explode some time ago, many debris of this magical world floats around in space, some of it reaches Mystara, and as thus penetrates, though greatly reduced in speed, the Skyshield, hitting the ground below with greatly reduced impact.

A meteor of the same size would normally have destroyed ALL life on a tectonic planet, as the meteor would have slammed deep into the tectonic plate, surfaced explosion magma, spreading an impenetrable dust cloud, and bombard the rest of the world with returning meteor and planet debris. Survival would be nigh impossible.

Mystara on the other hand has the Skyshield, AND it has cells. Not only is here the speed of the incoming object greatly reduced, the surface (or skin) cells are the secondary defence. With the impact of the Glantrian Meteor, we see that only a few cells exploded, a powerful wave of energy caused an earthquake several cells further away, and expelled matter was spread within the general same region, even the dust cloud was less intense than it would have been on a tectonic world. And you should be happy about this, for if Mystara was no Megalith, we would now be dead, or dying, buried, burned or choking dust, and then die slowly because of heat, or food deprivation. This impact clearly learned us much more about the composition of our world.

And as such we can explain many other things, among so...The Creation of the Broken Lands.



Some dwarves twisted in their seats, and between the snoring of the sleeping ones, some muttered foul words of Shadow Elves or Humanoid scum.

We must go back in time, back to the age before the Great Rain of Fire, back to 3000 Before Crowing. Several sages have discovered that the dominant nation of Blackmoor had a great colony here on the continent of Brun, in a temperate region not very far from the edge of the polar cap of that era. The Azcan and Oltec Empires to the East, and a Draconic empire to the Northeast. And South East, the ancestors of the dwarven race, before Kagyar moulded us into his image. A lot of minerals important to their technomantic energy could be located in this region, and as thus were of great import of the growth of both the Empire and the region itself. The region was accessible over the Grasslands we now know as Ethengar or by using their technology to fly. Some even say they had tunnels in the air where tubes could fly, in which you sat. Nobody knows for certain, but the ruined city in Fenhold seems to be connected to this.

As you see in this map...I drew a square over the region we discuss...which is the region we will learn to now as the Broken Lands.

Yes, it was a fertile region with forested hills, some mountains, and a large lake. No culture of any race would disdain itself from here by choice.

Mergath scraped his throat, paused a moment and then continued. Still many dwarves were attending...consciously.

Then we had the Great Rain of Fire. Some unknown technological magical devices exploded in such a force that it tilted the planet, and changed its polar axis. The region of Blackmoor was depressed by the power and cells of the Megalith underneath imploded, the ocean swept in and doused the flames, which otherwise would have caused greater harm. The dust and debris covered most of the world, and caused darkness, greatly diminished harvests, and the rotting plague we all know in our history. It also caused a great temperature change, the amount of snow (with ash from the explosion) covered great areas of the world. Spirits were drawn in to merge with the world.

Of the map here the grey areas are the limits of the thickest snow layers.

Of the information gathered by these sages there was created this large scale map of the region. Yes it looks differently than our world, but do not forget that the world was tilted. As points of reference, Redfen was on the location of current Glantri city and the mountain spur in the lower corner are the Dwarfgate Mountains.

Beastmen, the ancestors of the current Humanoids, unhalted by the fallen Blackmoor Empire, quickly took over the region, changing rapidly by the Rotting disease in a multitude of forms, we now know as the different Humanoid races.

The Human race, were it survived, returned to a much more primitive state. Their former cities ruined, slowly crumbled down, and within the upcoming centuries, most of the completely disappeared (either by nature, erosion or plunder).

Some Fairies tried to withstand this hard era and had a region they claimed as theirs. The Beastmen slowly filling in the niche of disappeared Humans, elves and other races were afraid of their magic and stayed away moving north into future Glantri and south into the Hills of the Streef Plain.

2300 BC. .The forming of new Nations in the "Known World". In the centuries following the Great Rain of Fire, the giantish races saw an explosion of prosperity. Of all the mortal races on Mystara, they (along with the Beastmen of Urzud) seemed to be immune to the worst effects of the Rain and the Wasting disease that followed it. Frost giant Jarls and fire giant Emirs reclaimed much of their ancestor's glory from the ashes of Human civilizations around the globe. The nation of Grondheim in and near the Mountains was a shining example of this giantish rebirth. Many ruins can still be found see my Canolbarth 1 mile map.

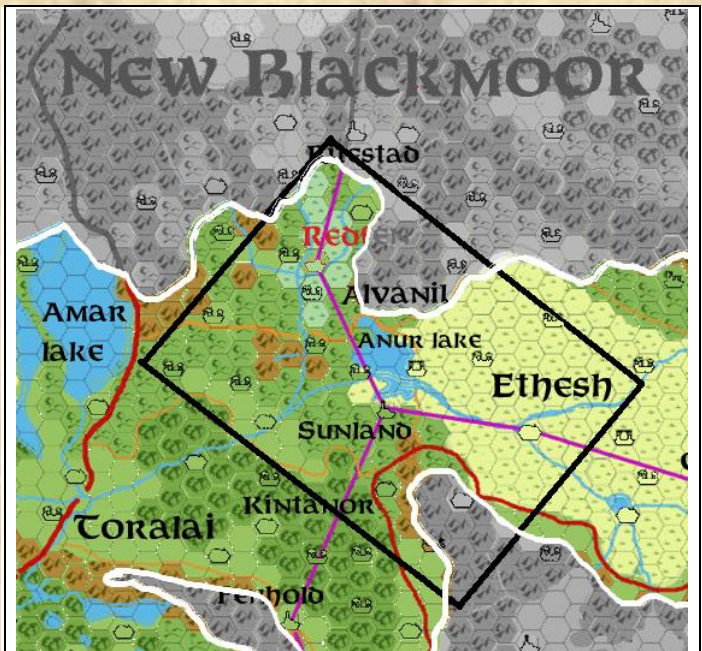
2200 BC; Surface elves arrive in the area of Future Glantri, south against the future Broken Lands, as the north of Glantri is still covered in ice. Though the borders of Grondheim expand little over the next few centuries, the presence of the nation introduces a general state of instability in surrounding nations. Children, lone travellers, and sometimes even entire villages disappear over night, never to be seen again. Some theorize that the lost find themselves deep in the heart of the fey world, but few will ever know the truth or be able to tell it once discovered

1720 BC Akkila Khan conquers southern Steppes (probably the northern section of Future Darokin)

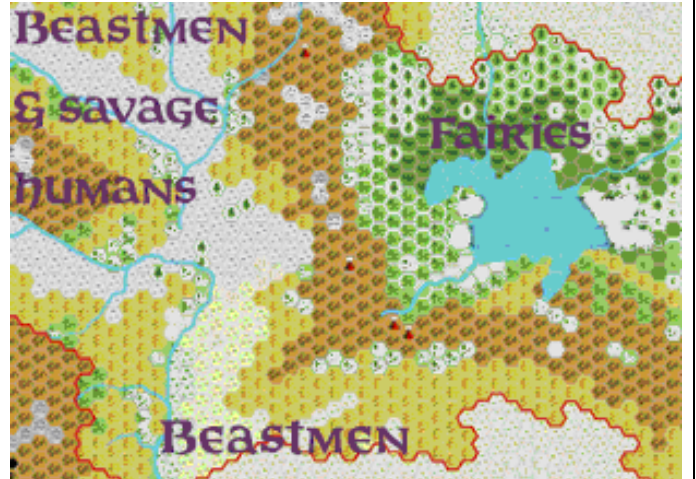
1711 BC Akkila Khan allies King Loark against the Ethengarian Nomads.

1709 BC Akkila Khan betrays King Loark for Lands west of Dol Anur (probably an old name for the mountains west of Ethengar). The Great Horde is defeated in ancient Ethengar. King Loark reaches the future Broken Lands and settles. According the 2300 BC maps, this would most logically be in the woods around the lake southwest against the Mountains, called Lake Grondheim.

The northern part of the Known World was probably covered by snow and ice all year long, making food scarce and life quite difficult. All this snow has weight, and this weight depressed the cells. Ethengar and Northern Darokin were lower in that era as currently. When the snow later melted the ground slowly rebound, as the cells expanded again.



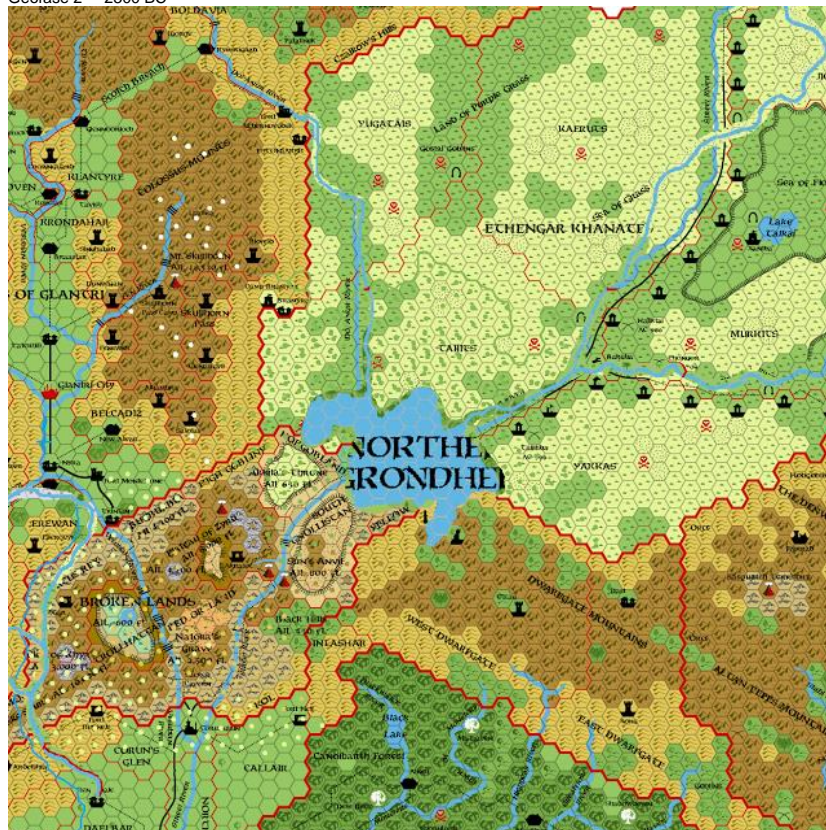
Geofase 1 3000 BC - 2700 BC



Here a more detailed map depicting the region. Clearly can be seen the huge area covered with hundreds of feet of snow



Geofase 2 2300 BC



Superimposing past and present to reveal the differences.

Back to the Broken Lands, the next thousand or so years, the world calmed down, the dust clouds dispersed, and temperatures rose, snow and ice melted, new rivers sprung and lakes filled. The following map is the region in the year 2000 Before Crowning.

To explain the difference and the coming changes of this region we overlap both maps and create a new one. Now it becomes clear where what was and is. The dots within the hexes denote the state of the region 2000 BC being different from that currently. White were glaciers, of which only a few, much decreased in size and volume may exist. Brown dots were mountains, very familiar to us.

The words "...were mountains..." caused a stir under the suddenly active dwarves. Mountains disappearing, that's a horror. "Silence please" Mergrath continued. "I will explain later".

Beige dots were hills in that era, as light yellow dots were fields, acres, or flatland. There were no forms of broken land. Green dots were forests. As you study this map you can see great differences between today and then, but this did not happen all in once.

The great lake, almost an inner sea, formerly known as Anur Lake was now part of the Grondheim region, and as thus we name it now Lake Grondheim, although the real name of that era is lost.

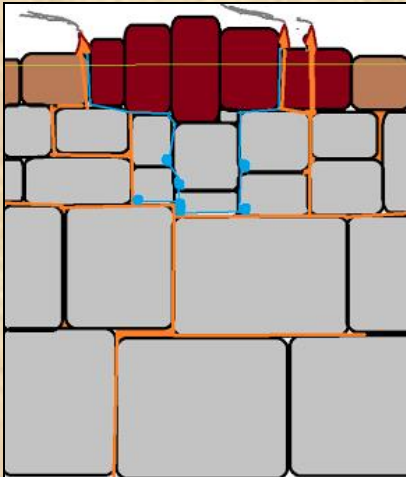
Then came the year 1700 Before Crowning. We all know how inquisitive, strange, curious yet dumbfounded elves can be in reflection or use with machinery. They may know a lot about plants, nature or even magic, yet they are often so alien to this world, that they seem to be no part of its real understanding.

The dwarves cheered, and applauded. Some even brought forth a flask, and poured it in their gullets as a way to enlighten the joy. "Please, please, keep your attention" Mergrath said smilingly, trying to prevent the lesson turning into a dwarven bar feast.

As I said it was the year 1700 BC, but to explain, we actually have to go back way to the Era of Blackmoor. It

was in this time the scientists (as mages were called then) discovered the cellular structure of the world. And it was in this age, druids and elves surmised that the world could well be a living creature. Yet no signs were known to link to life signs, so further investigation was needed.

As technology and magic fused, powered by the knowledge the Ancients brought forth when their vessel crashed on Mystara, the world soon suffered from pollution by this technology, and the nature minded people and elves desired other sources of energy, better for the world but without pollution. This was difficult, as the world was often in war, the Humans versus the Beastmen, and nations against nations, all to acquire the technological might Blackmoor possessed.



3050 BC-1700 BC



Simplified arethrough Broken Lands to clarify cells
Seen Left as West to Right as East



be harvested. Further details of this machinery is lost in time, and that may well be a good thing too.

3000 BC - 1700 BC

The machinery was still in its try-out phase, when the Great Rain of Fire disaster struck. All over Mystara machines exploded that were connected to the Technomantic reactor, many people perished in an instant, cities, and villages were blown away in mushroom clouds. Why mushrooms? We really do not know, maybe the technomagic worked like a fungus, a disease; at least it brought a great disease.

At the RCC machine, only the outside controlling towers suffered from the explosions, the machinery below survived, intact, and active. Yes, active, the machines continued working, unchecked, uncontrolled. Some say that special golems called S-bots and U-bots kept all things as they were, but none of these were ever recovered, or recognized as such.

For 1300 years the machines hummed, slowly storing energy, continuously created by the biological effects of the cells themselves, normally used by the organism, intended to be used by the Blackmoor culture and stored in huge special vats, called accumulators.

2500 BC; A second Elven separatist group migrates north, including the Belcadiz Clan.

2200BC; A branch of the 2500 BC 2nd Elven migration (including the Belcadiz Clan) leaves Ilsundal in the Great Waste and reach the frozen valleys of the Highlands where they settle amongst their cousins (these combined are the early Aengmor Elves). They hunt with sleds, daggers, bows and spears, and have small wooden settlements, or even live in hill caves. Nothing of the Elven Grandeur we know of today. White Dragons are prevalent in the Highlands. The Belcadiz decide to live west of the low mountains, most others in the woods near Grondheim Lake where Fairies already live.

Before 1700 BC, the Great Horde conquered the steppes. King Loark settled in the region west of Lake Grondheim. Some say he was influenced by the Mighty Troll Queen there, others say differently. There seems no real proof of either case, however. The elves were enslaved by the Humanoids as were the Ethngarians.

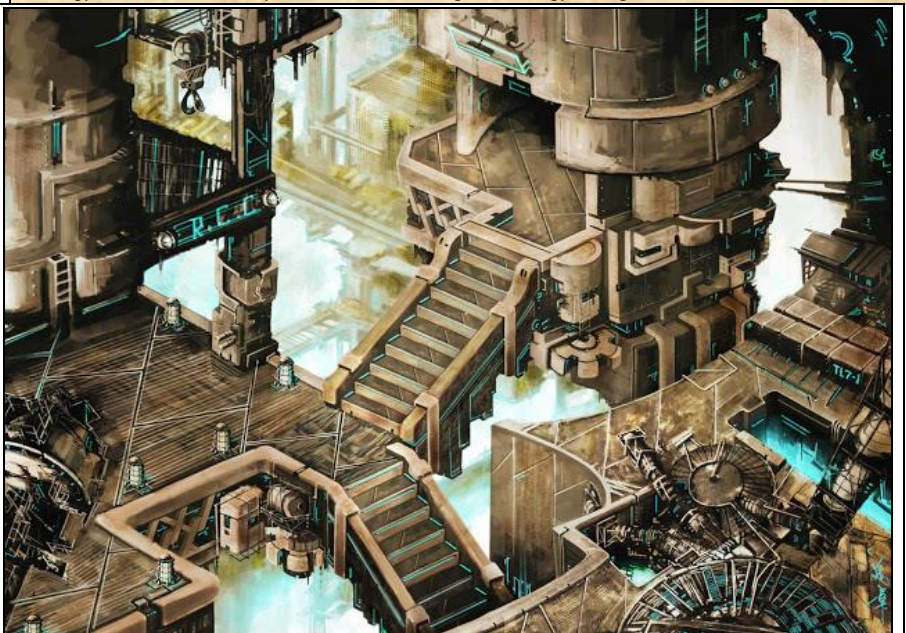
Then some scientists discovered that on some locations in the world the ground possessed great power generated by itself. As if this living planet had something like muscles, able to generate power to do things. This power could maybe harnessed and used. There was only one location that was easily accessible...The region West of Anur Lake...the current Blackmoor colony of Brun.



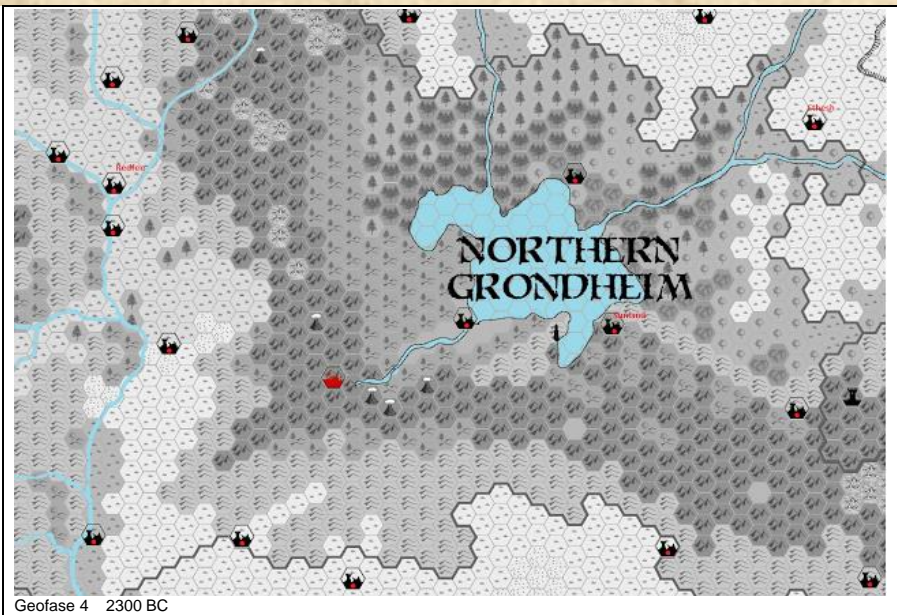
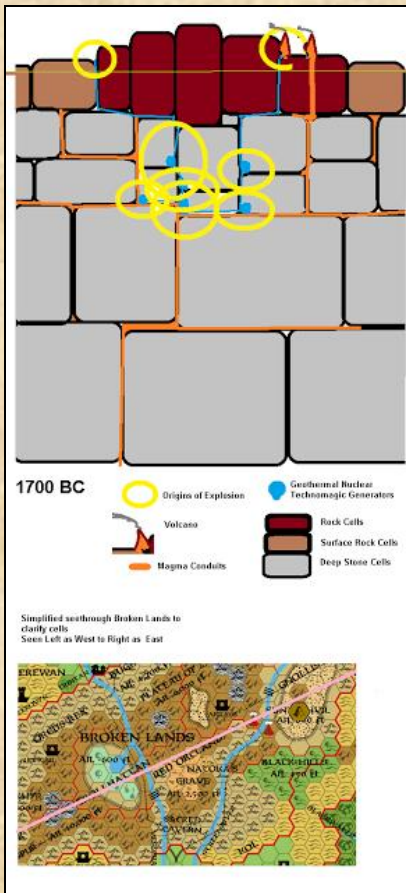
RCC (Regressive Colliding Collector), magma conduits

The Humans, dwarves and yes, even elves worked together to create an immense machinery called the RCC (Regressive Colliding Collector), around the few underground cells that provided the energy they craved for.

At several locations they erected huge factories of machinery, connected to each other in a large circle around these cells. The huge rock cells above holding the energy within, and nearby volcanoes enabling the energy being channelled outside to



RCC (Regressive Colliding Collector),



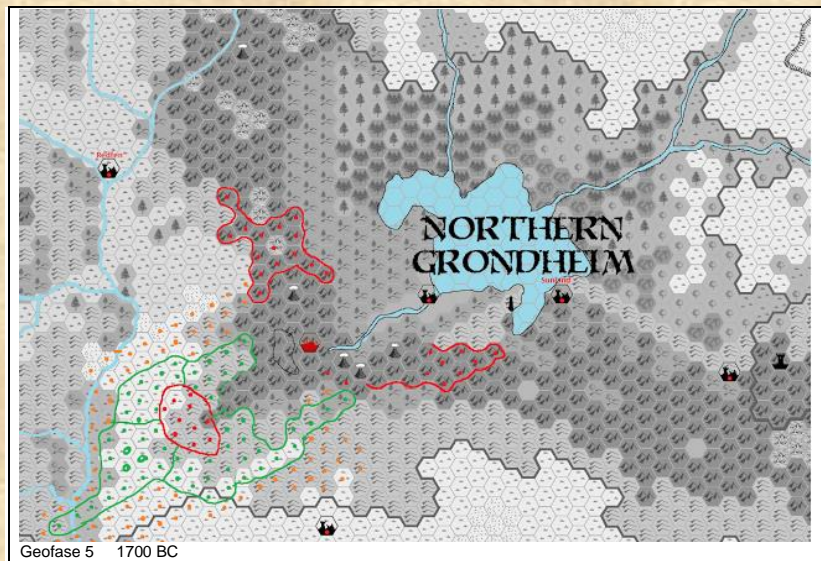
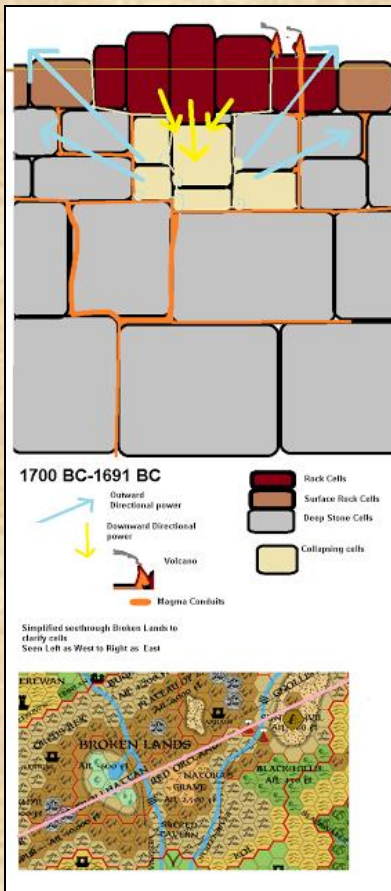
The Elven King Atziann, of surface Elves in Southern future Glantri who maybe was in hiding with some loyal followers, discover great caves under the mountains there, and within they discovered ancient still working technology, a Blackmoorian device; the ancient RCC machinery. As being technologically inept Elves, they wrongly surmised it was a weapon of some sort, and tried to use the Blackmoorian device to destroy the Humanoids. Pushing several unknown buttons, and altering several levers, they activated the machinery.



The Great Cataclysm of 1700 BC as seen from Ethengar, 200 miles away.

In their attempt to tinker with the vile machinery, they triggered a cataclysmic explosion that has a profound affect on the lands around. The plan backfired, the last we know is that Ubot and Sbot Golems tried to save what they could and Atziann and his followers were forced to escape underground. It was too late; What did actually happen? The cells surrounded by the RCC device released all stored energy back into the cells were they derived energy from. This sudden instant backlash of energy caused the cells to chemically overload and explode. A huge local cataclysm rakes the region, and buries the Great Horde. The caves collapse and the force pushes the rocks on the sides outward and up. Volcanic activity underground and aboveground is abundant. Great depressions and upheavals change the whole region. The skies over the mountains were engulfed in flame, impenetrable clouds of smoke and ash, which did not dissipate for years. Gray dust fell from the sky. Again a dreadful rotting plague affected the region. The grass of the steppes withered and died. In some places plants did never recover, and many Humans, Humanoids and animals fell sick or perished. The Aengmorian Highland elves living miles away are inflicted by a rotting plague. The elves shelter themselves in the deepest caves of the Highlands. There they find an incredible series of caverns and begin a long migration. Even though partly affected by the radiation, this instant flight possibly saved them from extinction. The Land of Black Sand is formed, partially from the ashes attracted from the skies. Grondheim is shattered in BC 1700 when the greed of the Troll Queen backfires and she and her court are transformed into ravenous beasts. Some theorize that the transformation was caused when the magical backlash of the explosion interfered with the Queens own powerful spells. Regardless of the cause, the effects were devastating, and waves of giants, Trolls, and other creatures fled from Grondheim and into Antalian lands. A band of starving Goblins in the Altan Tepes Mountains of Dengar turns to cannibalism, with the younger members eating their elders. Over time these Goblins transformed by radiation and mutation into chokers and began preying on Goblins, dwarves and others.

1700 BC – 1550 BC



The explosion caused the central cells to collapse. The main cell complex, which was located right underneath today's Trollhattan, was literally destroyed. (Red circle with red dots).

The blast created a force directed outward of the region, pushing the bordering cells outward, rupturing their connection, but also lifting the area upwards. This power was greatest upwards in the North, west and Southern Region. (Green lined area with Green dots).

The mountains existing in the North East and East could not endure this and two large sections collapsed into itself. Where there were only hills or flat land before, the force pushed the area up, and this pushing continued as the heavier Rock cells on the surface start sinking, as they lost their support, pushing the lower and other cells next to them away.

The two complete mountains collapsed and disappeared. All this being hidden from direct view in an enormous cloud of dust and sound. (Red lined area with red dots).

The whole breaking up caused further side-effects lifting and pushing territory, that it became Broken Lands (orange dots)

This whole breaking up caused further side-effects lifting and pushing territory, that it became Broken Lands (orange dots)

At the same time magma comes from below in an attempt to heal the wound thus creating more upward power.

The alteration of the region caused the Vesubian River from the region of today Glantri to become blocked, slowly creating an ever expanding lake. This lake pressed itself against the new broken lands in the south of future Erewan and Belcadiz. Hence we will call it "Lake Erewan", although the Belcadiz Clan have mentioning a *Lago Caña-más* (translated; *Reed field lake* as it was named by local barbarians) in their historic scriptures when they returned to the region in 700AC, at which moment the lake already decreased and had become a vast reed field.

The Red and orange dots on the last maps became Broken Lands. The Green dots became Mountains. Some minor areas had lesser effect and became hills or barren plains.

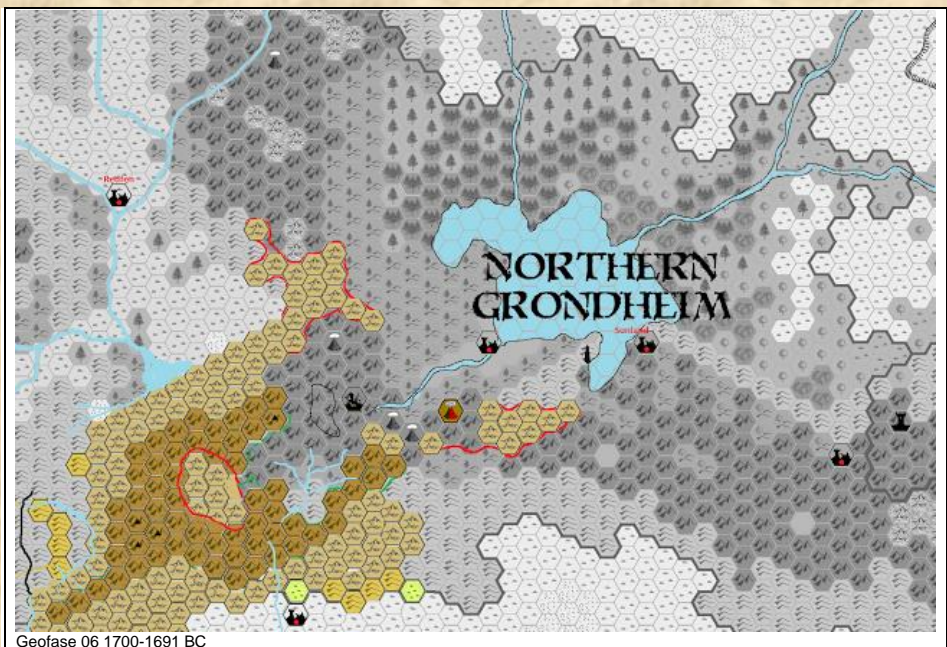
Slowly more pressure build up by the magma coming in from below, loosened the remaining upper cells. The body of the Megalith worked clearly to heal this wound.

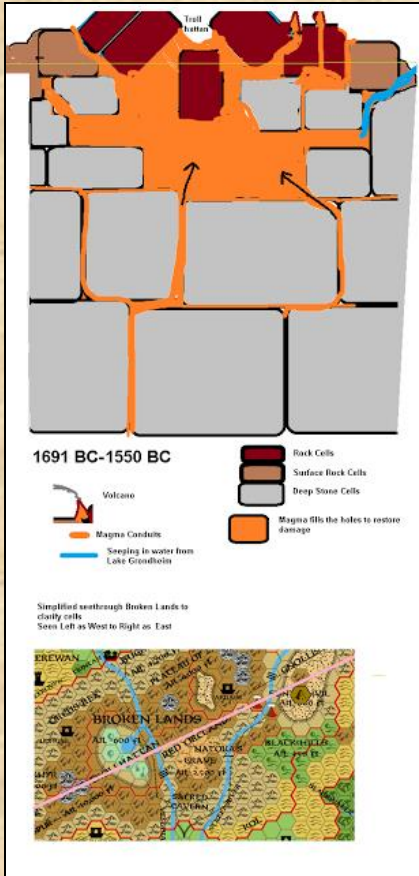
We now know that dust of fresh magma used in potions of healing, increased the healing power significantly (from 1d6 to 1d6+1).

The devastation seemed complete, but actually the change was just beginning.

The region of the collapsed cells was terrible. Through the broken Lands, deep within this crater, noxious gasses killed all that was still living, and even petrified them, similar as fossils.

Meanwhile, the magma started slowly to solidify.





The Great Glacier on the Southern end of the Colossus Mountains, north of the Broken Lands, starts to melt, and two new rivers empty in Lake Grondheim. On the Western side the same glacier helps filling the new lake in Future Erewan. In 1691 BC the lake already covers an area of more than 200 square miles, and there does not seem to come an end to this.

Baku betrays Akkila Kahn and drives his Humanoids into the Broken Lands. Akkila Kahn builds a fortress named Akkrass in the Broken Lands upon the Ruins of an ancient city. The area is however very unstable and continuous repairs are needed in the upcoming centuries, and hence becomes known as the ever-changing fortress. In this same year the pressure from below becomes thus strong it slowly, but inexorably lifts up a whole region of mountains, creating a whole new Plateaux. This area will later be named South Gnollistan, and holds three active volcanoes.

The old fortress of Akkrass is slowly pushed up also, but further sustains minor damages.

Otherwise the old Blackmoor town at the rim of the rising Gnollistan Plateaux suffers severe damages.

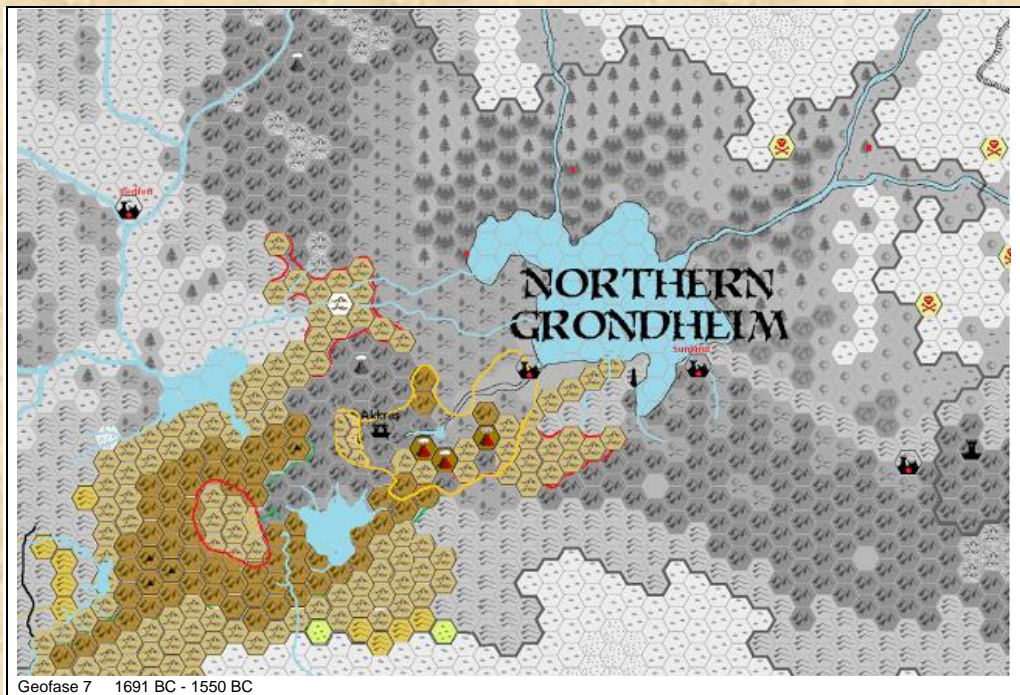
Water being blocked from leaving the mountains come together south west of fort Akkrass, and create another lake in the region later to be named Red Orcland.

The Darokinian side of Steel River is now only fed by a single source (and some minor sources elsewhere) in the mountain pass east of the crater of implosion.

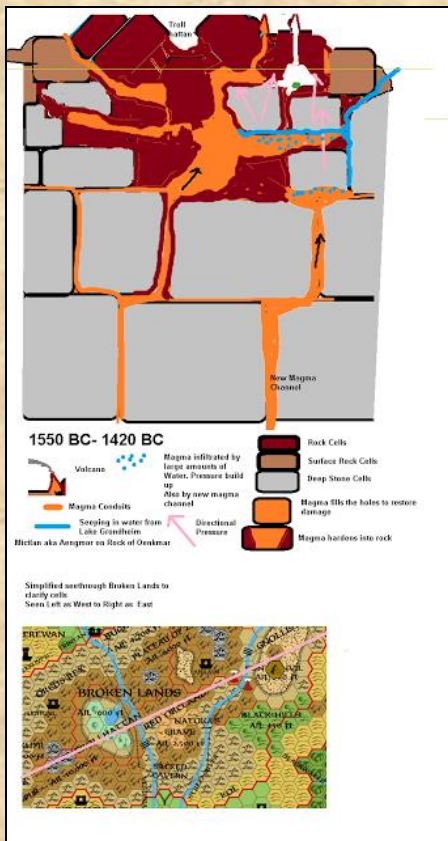
Specific locations in Ethengar seemed to become attuned to Magic, by the amount of dust caused by the Region.

Further away, the destruction caused a breach between the spirit realm and the Prime Plane on the only mountain of Ethengar. The new magic attracted the falling dust towards it, and as thus saved Ethengar from eternal deprivation of a fertile ground. The region became known as the Black Sands, and the various other magic locations seemed to become sources for magic users or Hakomon.

The region of the today Yak's Spur/Ogre Moor, starts and continues up to today, a slow but steadily rise. This not only breaks of the old Vesubian River, but with the uplift of the area, creating a sort of Plateaux, it locked water here into small lake.



1550 BC - 1420 BC



As the Vesubian River did no more connect the Streel River, it became of much less influence to the nation of Darokin, much less water passed through and often he river fell dry in summer. Side rivers went even north on the Glantrian side and further filling up the Erewan Lake, effectively enlarging it to a surface area of no less than 850 square miles. The water slowly gained such a high level; it found a way into the new broken lands.

The new mountains have reached such height new glaciers are formed on several tips. As the mountains seem to rise faster than the area in between them a new valley comes to be. This valley is the Later Valley of Khyr.

The erosion caused by the disappearance of the glaciers of the Colossus Mountains caused the brittle rocks of the broken lands between Ethengar and Glantri to become hills. The broken lands created on the former mountains between Darokin and Ethengar, had no glaciers and as thus suffered less erosion.

The volcano Kalazyrd (north of the Zyrd Plateaux) becomes active and up to our current date never stopped. This was caused by the geological activity below. Kalazyrd is an ash volcano, and its poisonous ash is blown to the air by a wind that is almost always southbound due to the Colossus Mountains. Even the Twin volcanoes were still active, spewing fort supplies of lava that hardened and increased their height.

However, the volcano on the Plateaux of Gnollistan ceased its activity, and seemingly died. The large "cork" that closed the crater falls down in the now empty magma chamber, and will later become the "Rock of Oenmar" resting on the floor of the small upper magma chamber of the dead volcano.

Within this underground chamber refugees from the Hollow World Azcans later created a new town Mictlan on the rock as this is the only flat and sturdy surface to build upon. A small temple and several structures were erected.

The plateaux itself continued to rise, and the water that became blocked, still enabled enough moisture to let trees survive...for now.

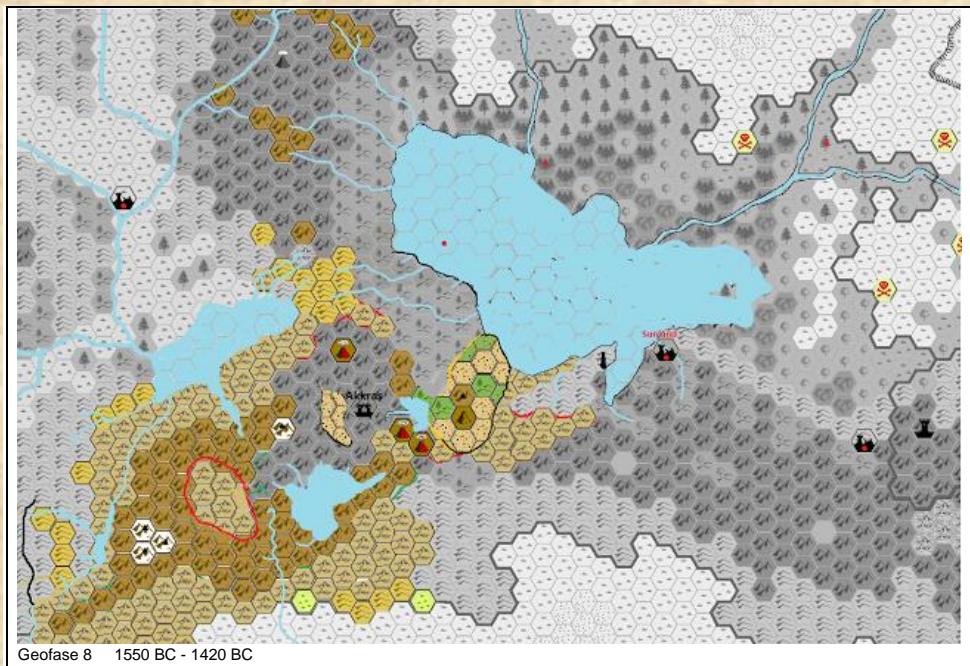
Lake Grondheim also enlarged, by the several new streams from the melting ice caps and glaciers of the Colossus Mountains.

Water from Lake Grondheim seeped in through the ground, creating enormous pressure as it became steam. Not only created this the further heightening of the Gnollistan Plateaux, but around it a new feature became prominent,

making the region difficult to traverse to; Hot Steam Vents.

The region of today's Ogremoor has been uplifted that much, that small lake flows down north through its old riverbed where it earlier flowed south. The Humanoids call it "The Returning River". It flows back into Lake Erewan, fed by the small creeks in the mountains. Lake Erewan slowly pushes itself, into the Broken Lands.

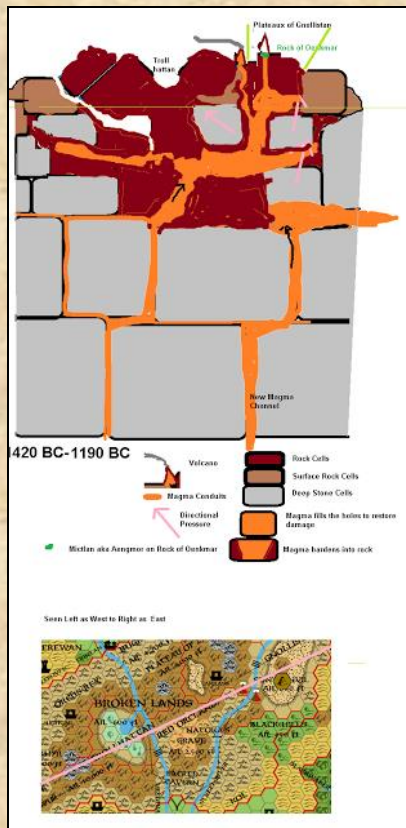
From Hollow World investigators;
1494 BC Atruatzin and his followers retire in the Hollow World Fortress Quauhnahuac.
1484 BC The new Azcan emperor, driven



by fear of Atruatzin taking over and Atzanteotl's whispers, lead a massive assault on the Hollow World Fortress Quauhnahuac. Everyone found is slain, but of Atruatzin there is no trace.

1468 BC. Atruatzin and his followers find a resting place after years of travelling underground. Here they build a temple to the old gods. They name it Mictlan, after the legendary land of the dead. The city is erected upon a huge rock of Pumice (volcanic Floating stone, a fallen "cork" stop in the surface inactive crater on Future Gnollistan.

1420 BC - 1290 BC



Even in the darkness, there seemed to be hope to the Outer-world Shadow Elves. While following the guidance of the Immortal Atzanteotl, wandering underground, they stumble upon a very deep cavern below the Broken Lands. Here they found a temple (Mictlan), built in a strange and unfamiliar style and the centre of a community of barbaric Humans, the Azcan. The elves drove the Humans out after prolonged battling, occupied the area. Those Elves who had been seduced by Atzanteotl declare that the temple is sacred to him, and he has given them victory over their enemies, and a place to call home. Most elves are uneasy about this alien immortal, but they are weary, and so they settle and changed the central religion of the Humans of the Old Gods, into their new God; Atzanteotl, and around and over the former Mictlan temple they erected a much larger pyramid temple and built a great city, which they named Aengmor used the name of their former nation, Aengmor..., over a period of fifty years. They finished it 1352 BC. The Elves could not rebuild their nation however, as the region was not fully settled from the earlier happenings, and ravaged by many earthquakes and volcanic eruptions. Around 1400BC, a group of Schattenalfen were driven out of Aengmor (by the will of their patron). They retraced earlier expedition's path to the Hollow world and became the Schattenalfen.

The elves in Aengmor could not enjoy their city for long, as already in 1290 BC, a mere 62 years later, the inflow of water from lake Grondheim renewed the inflow of magma caused by the build up of pressure from below. Clogs in the flow directed most pressure to the larger magma chambers in the North East. With this, magma surrounded the Rock of Oenkmar, lifting it up back to the cavern's vault into the crater of the volcano. The city was then thrust upward, allowing Aengmor's temple, the city's highest structure, to fill the bottom of the shaft exactly. Lower South Grollistan is mostly filled by Magma. Aengmor/Oenkmar was "locked" in its current position, with only the Temple surfacing within the crater. Nearby Shadowelf structures are either crushed in the disaster by pressing it against the ceiling, or are buried between the Floating Rock of Oenkmar and the Ceiling. Many elves died from toxic fumes or the overwhelming heat, but a fair number escaped through the use of magic. The survivors moved on to even deeper places, abandoning the city of Aengmor forever. Several sources claim that Atzanteotl caused this to happen, to further increase the power and input of Humanoids on the world. With the Elves gone, the input of the Humanoids on the region greatly

enhanced.

Within the area of future OGREMOOR (actually an Ogre bastardization of Aengmor), the area slowly stabilized. In the underground chambers the magma retreated, and never returned as the inlet was blocked by a basalt plug.

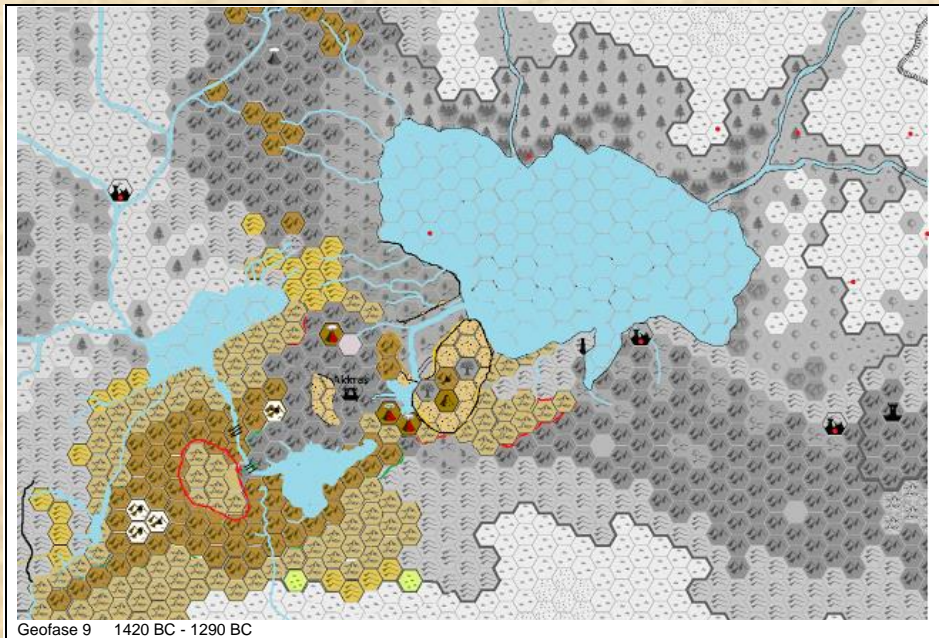
The Erewan and Red Orcland lakes continued to fill and expand, as did Lake Grondheim, by the increased wet weather in this era. This was probably caused as a final stir of the destabilization caused by the tilt of the planet, and the few disaster following, before it stabilized in normal weather patterns. Most dust now settled, and the world prepared itself for a clearer sky.

Lake Erewan, pierced itself through fissures into the mountains North East of the Trollheim crater, plunged down into Lake Red Orcland,

further filling it up. With this waterflow, through a small channel, erosion was imminent, and the fissure opened by the Erewan Lake, widened, and covered the bottom of the Red Orcland Lake with a thick coating of sticky mud.

This also caused Lake Erewan to decrease, and leaving behind very fertile light clay. Soon nature will take over and covers the edges of the lake with grasslands. The Humans of the region greedily made it into farmlands, and former fishing settlements, slowly become farming centres. This can still be seen, as upturned wooden ships have been used to make housing and temples.

The small poisonous lake created earlier north of the Twin Volcanoes breaks over its edge and starts to cause effect in Lake Grondheim. As the flow in the Lake seems to be east bound, the poisonous acidic water starts to affect that region. Many plants and animal life seem to perish, or adept. The Plateau of sun's Anvil is pushed upwards very slowly (reaching +800feet in 1000AC).

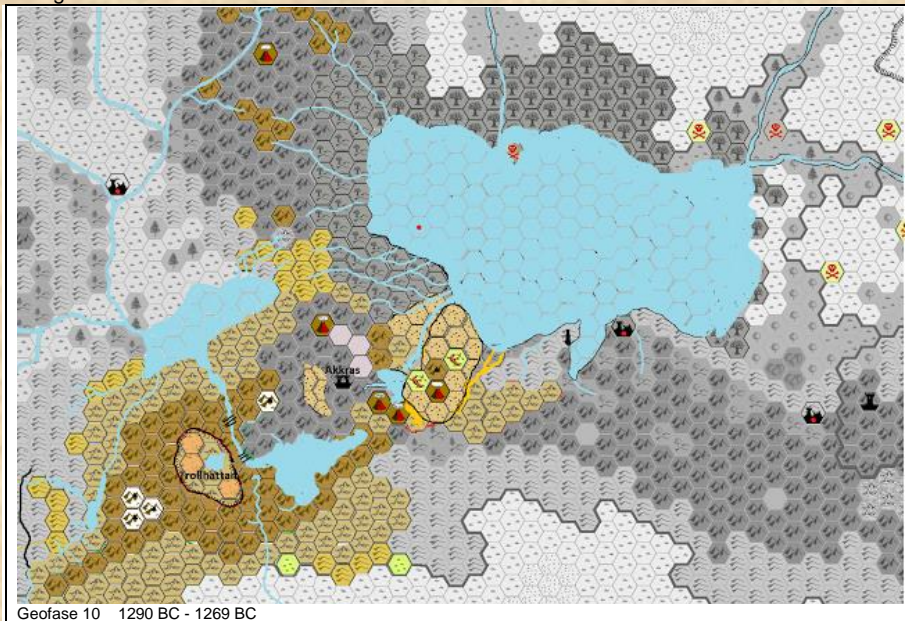


1290 BC - 1269 BC.

The always active volcano Kalazyrd increases its activity and yield of ash, greatly altering the region, as the mostly southbound wind draws all the ash falling down in the same area. A plain of Ash is created, and continues to grow up to this date. When not blown South East, it tumbles down the hills, packed up in layers of dust, ash and debris of several feet thickness in the areas of High Goblins and Bugburbia.

Another Volcano becomes active; further up north the Colossus Mountains, south of Mount Skullhorn. This volcano, later named Thanos Breath, exhumed great amounts of noxious gasses, and acidic downfall. This greatly affected the region of Ethengar West, Glantri, and Lake Grondheim, which took the brunt of the damage. The forests around the lake died. And the region was abandoned by most animals, Humans and even Humanoids. This may be the reason for the attacks by Orcs into Darokin, as their own territory became less usable.

This massive eruption took away a lot of pressure below the Broken Lands, and the higher magma chambers began flowing back down. In this process the magma underneath Oenkmar Rock started to solidify and crystallize into fine sand-like particles, which do not adhere to one another. The Rock of Oenkmar was still stuck in the shaft of the volcano it was originally the "cork" of. The small upper magma chamber was fully filled with this crystallized sand. This "sand" was later traded and was the prime source for the dwarves who invented glass. This process later became simpler, and open to use by all races, but the source lay within Dwarven hands and this region. Many glass artifacts will proof this. This trade and the hidden Elven knowledge ignited the growth of the influence of Oenkmar.



1269 BC; Ogres settle in the Broken Lands after suffering great drought in Sind.

Mergrath viewed the room, several hours had passed, yet still most dwarves were awake. He was content, but decided he no longer could keep their attention.

"This was all for today. If you want to learn more return tomorrow. For those hungry, we have drinks and food prepared in the halls in outside. A courtesy of my own".

The dwarves cheered and readily ...a bit stiff... left the large room.

Most would return tomorrow, maybe a safe spot to sleep, or an interesting lecture, who knows.

The Next day.

The noise in the cave was overwhelmed by rumbling chitter-chatter of the dwarves attending the class. There were more Dwarves than the day before, so Gaston assumed Mergrath struck some sense into these stubborn Dwarves. It was as if the Dwarf to his side read his mind, and his bright eyes seemed to dance with fire, when he reacted; *"Lots o'Dwarves indeed, more than day before, indeed, interesting..indeed, but why a common mage shows interest I do not understand"*. Gaston responded; *"Not so common as you might think..."* while handing him a gourd of Dwarven mitaq ...*"A sip in fwiendship and leawning, pewhaps?"* That was something the Dwarf could not resist, it was not often that a mage understood the taste and joy of mitaq, let alone offering some. *"Mitaq, nice...Salechaam is the name"* *"Nice to meet you Salechaam, my name is Gaston vandew Klil, and I am hewe to leawn, how ouw wowld functions"*. Salechaam responded frowned *"www???"* *"eh..yes, you point to my speech impediment"*, and lifted his upper lip, revealing several teeth missing, *"...an "accident" so to say, I might explain mowe latew undew a meal, maybe a job offewing?"* *"Ya know how to charm a Dwarf Gaston, that date is set, I might be interested in da job...depending on da pay of course."*

The stone stage started to move and changed shape. All the dwarves went silent. Large stony arms seemed to lift themselves from the stone, and took on a Humanoid shape. Then the shape shrunk, and Mergrath appeared, dusty and sandy as always.

"Good day to you all. I see, my class has grown in attention a bit. Imagining you all here are interested how the Broken Lands came to be, and eager to hear more, I will continue where I left yesterday."

We reached the period after 1269 BC.

1269 BC- 1190 BC

As explained the Volcano known today as Thanos Breath in the Colossus Mountains exhumed lots of ash and noxious, gases. Some of these came rolling down faster than a dragon on Haste spells could fly. Some came low, others came higher. There was no escape. We all know the dangers of the underground, hence you dwarves made the invention of coal masks to purify air, or use the Ylari Airspores from their rare desert plants. (note1), but it is clear why the Old inhabitants of both Glantri and Ethengar named it after the Immortal of Death.

Meanwhile Lake Erewan had become that large that the pressure of it caused water to penetrate through

the many cracks, and valleys in the Broken Lands. The waters had earlier already reached the current Red Orland, but slowly and steadily breached through to the south. Small amounts reached the pits of Trollhattan, flooded it and emptied it on a seasonal basis, until lower holes were large enough to prevent the area from drowning...more about this later.

The Great Grondheim Lake still grew, but at a slower rate. The pine forests around it now dead, the trees started to fall, and slowly return to nature. Early Ethengarians took great risks in plundering large amounts of wood, like the Humanoids did too, for the area was still very toxic.

The Hakomon (an very dirty and stinking Ethengarian version of Magic-users) had earlier discovered several locations that had great affect upon magic, or even enabled creatures from other Realms entering the Prime Plane here on Mystara. These magical locations were somehow connected to the World Mountain and the 1700 BC incident, and it is presumed that the large explosion drew an other Plane/Realm closer to the Prime Plane, where borders were breached. Some say it is the Plane we will all finally meet; Limbo, the Spirit Realm, where all our souls will go in search of our promised afterlife. A few of these locations are in the direct neighbourhood of Lake Grondheim, and it was here where Hakomon first discovered the magical powers. Some of these Hakomon even say these locations hold connections with the earth itself and shed powers through it. I don't know if you've ever seen or smelled these dirty mages, their magic may be somewhat similar to normal mages, but their knowledge seems awry, as their magic also decreases their body and mind somehow.. It can be though that the pollution due the volcanoes has created a mineral basis, where plants and nature reacts upon. Otherwise, It could also be that these magic locations were already in existence before the disaster and merely awakened, and thus part of the biological structure of our Megalith. If this is the truth, than these locations may hold interesting magics of a diverse nature.

The global temperature on the continent of Brun still raised, the last glaciers continued to meld, their waters flowing down, eroding the caved in Mountain between the Broken Lands and the Colossus Mountains. This can be seen to this day in the valley of Satolas in Glantri where the moraines and erosion of the old glacier can still be found.

As Lake Erewan slowly emptied, the fertile ground from the volcanoes and erosion came forth and caused a great growth of grasses in the region. The Red Orlands however were covered with a thick layer of clay-like debris on the bottom of the lake there.

The Western Mountains stopped rising in height, and it is now that Faenare found a place to settle in the region...the problem is we do not know where.

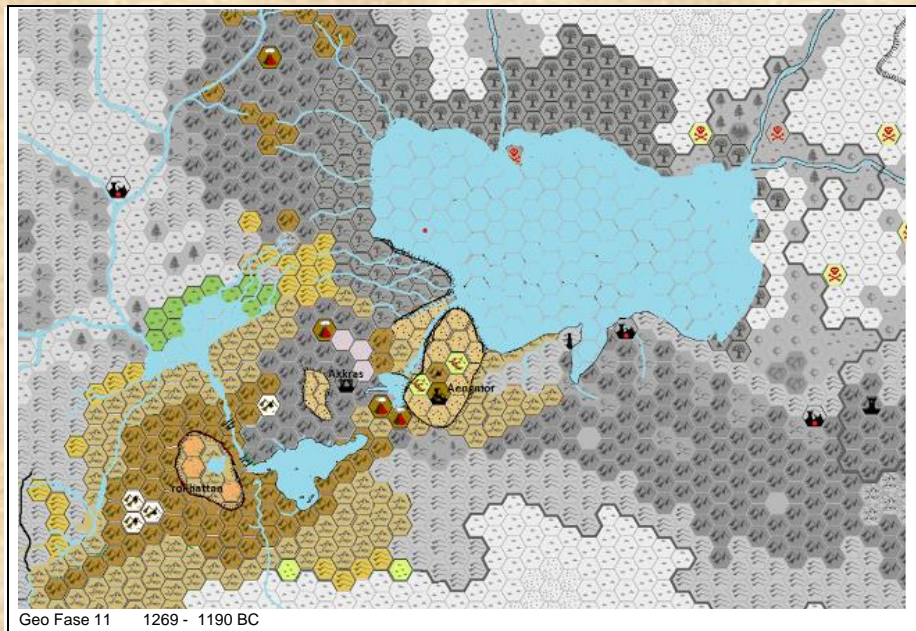
As the Volcano on the Gnollistan Plateaux stopped, and the magma hardened and crystalized, the first large caves below (re)opened, as the magma took other paths down again, thus enabling the Humanoids to spread into these new areas.

The pressure from below still continued, as another magma chamber in the east slowly expanded.

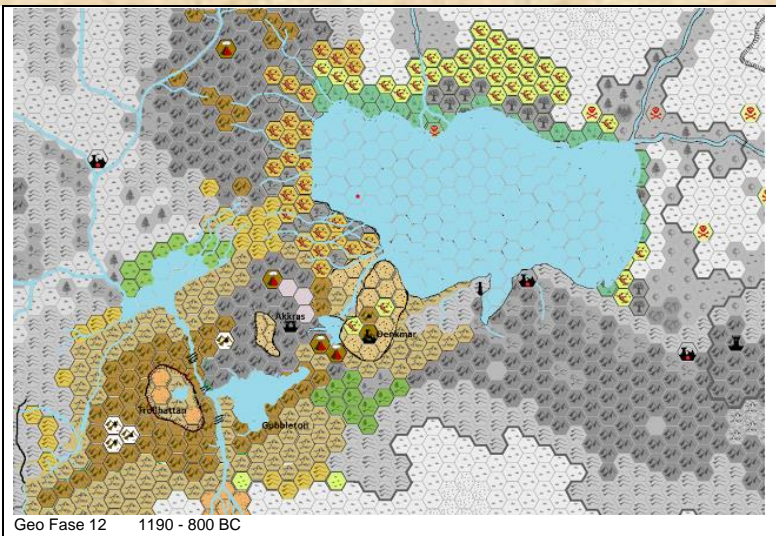
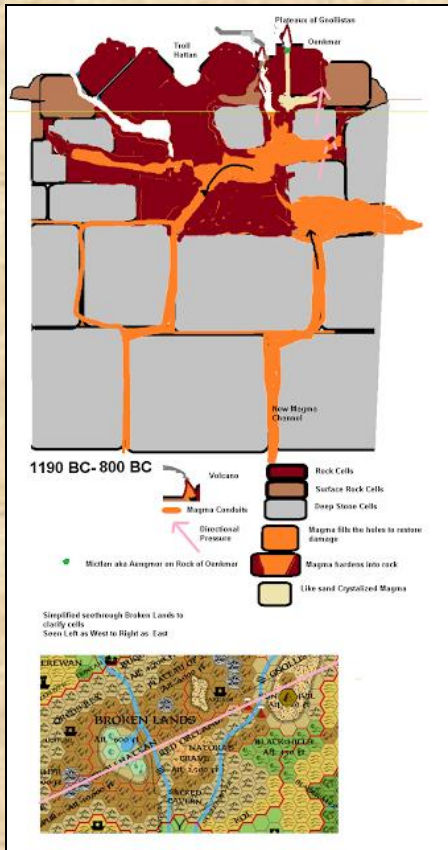
The Rock of Oenkmar pressed upwards centuries earlier, still stuck into the grasp of the Old volcanic shaft upon the Gnollistan Plateaux that keeps going upwards. Upon it the Humanoids grew a whole culture. And it may even have been their best period in their damned history. Other races and cultures came there to trade, amongst us dwarves. These early dwarves, discovered the secret of making this sandy crystal into glass, and with that discovery, we made great profits.

1257BC A section of Wogar's Horde settles in the Central Broken Lands.

1199 BC; After a century of cavern wandering, the Grim Rippers Troll horde settles in a swampy area they call Trollhattan in the west central Broken Lands. Their leader Bagni Gullymaw eats an elephant.

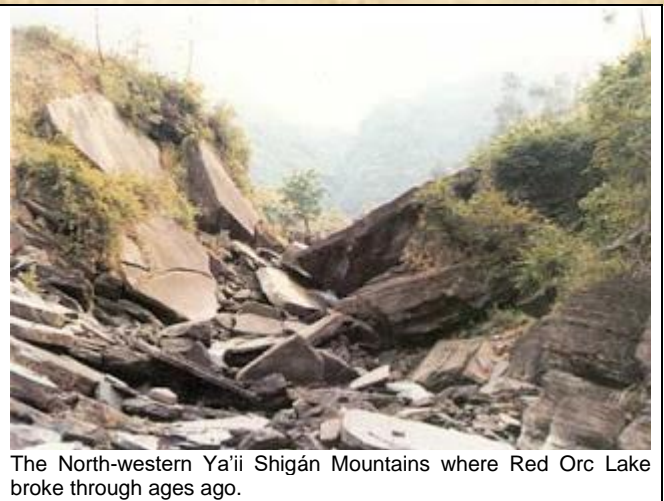


1190 - 800 BC



The pine forests north of Lake Grondheim, perished and fell down. Large areas are now covered by logs and roots of dead pine trees. Even in the hills the damage can be seen, but near creeks some trees succeed in eking out a chance of survival. As the water rises, the areas at the northern edge turn into a swampy region, between the many logs. The large amount of vegetable matter and the chemical base of Lake Grondheim, make this a growing unfriendly region. The magic location of the Dol Anur River (named **Hosjann** in 550 BC) animates lots of immaterial Undead, which start to wander around. Soon Hakomon come, study the area and succeed in more or less seasonally halting this vile effect.

The Vesubian River finally succeeds in breaking through the Broken Lands (somewhere between 1190 BC and 1000BC). The Sandstone Mountains between the Red Orclands and the Vesubian collapse, and become broken Lands, the waters continue south, and with great power pushing and flushing all the debris slowly or violently into Darokin, creating the Northern plains. This thick layer of clay, sand and even rocks is very fertile due the bacterial growth it underwent in the Red Orc Lake, and the Chemical depositions of all volcanoes in the region. Lake Erewan rapidly empties, giving the Humans and elves there a fertile valley. As the Grollistan Plateaux and the Black Mountain have risen considerably in the last ages, wind is blocked enabling a calmer and moist area south of the Black Mountain. The Black hills are thus populated.

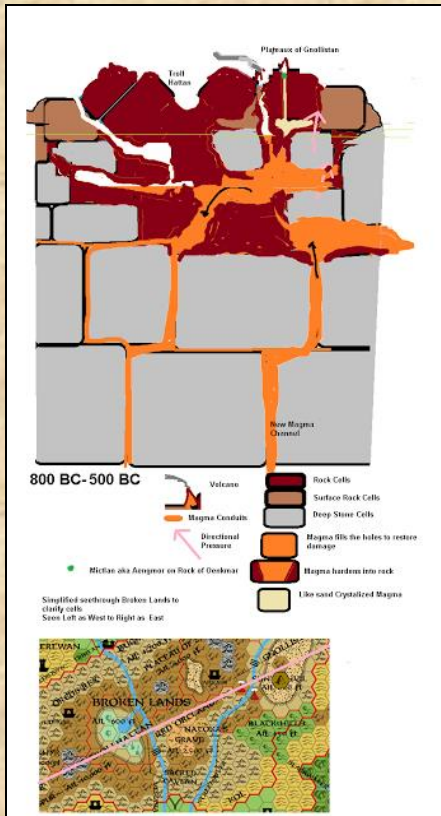


The North-western Ya'ii Shigán Mountains where Red Orc Lake broke through ages ago.

The acid lake North of the Twin volcanoes slowly diminishes, but its vile vigour still poisons Lake Grondheim.

The region around Red Orc Lake already had become populated by a mixture of all Goblinkin; when some Ogres arrived from the west, power was gained, and together with some help of these Sindian Ogres they created a simple nation named Gobbleton in 1190 BC. As thus even the Goblinoids and Ogres seemed to thrive upon the commerce Oenkmar gives. The Rock of Oenkmar still stuck within the old volcanic shaft, has become a location to explore. The temples and buildings from the Elves and the earlier older Azcan civilization harboured much knowledge and secrets, and the Humanoids were willing to learn. It is in these years the magical powers of the Humanoids rose to their current levels. Were they earlier only able to use a few primitive spells, now spells of true magic became available; Fireballs and similar...the Humanoids became a power to take caution off. It is in this period several Humanoid heroes became Immortal, they say themselves. Whatever, their influence upon the region became strong and permanent. 1190 BC: Descendants of the Great Horde resurface in the Broken Lands. The Tribes meet again and discover the Rock of Oenkmar within the crater, the city of Oenkmar on it, and a knife they mistake for one of their legendary artifacts. End of the Quest for a Blue Knife, a truce is proclaimed. 1050 BC: Odious experiments in Nithia turn Black Moon Trolls into Gnolls. Gnolls rebel soon; they escape and later invade Karameikos. Nithian priests visit the Shamans of Oenkmar. Atzanteotl is increasingly offended. Nithians and Humanoids create new structures next to Aengmor/Oenkmar. 1000 BC Broken Lands overpopulated. All forces join and raid Rockhome; defeated by dwarven King Blystar III. Minor raids go on for 500 years, and Humanoid tribes migrate south.

800 BC - 500 BC



The last ice sheets in the region of Future Glantri have melted away. This is the time in which there seems to be a continuous growth. Not only the Humanoids, but most cultures and nations expand, in territory, number of inhabitants, and social structures like commerce, war, magic, architecture and agriculture. The wasting disease from the Blackmoor era slowly fades into a memory, leaving scars and marks behind. Whole nations have perished, moved or changed due this disease, and it greatly affected the life on Mystara. Underground the magma further recedes, removing the pressure on the Western half of the Broken Lands. The Eastern half however still continues to rise, due the increasing pressure of the lower Eastern Magma chamber. Especially the Grollistan Plateaux seems to be affected by this. The Magma permeates through the solidifying rock of the upper chamber, but there seems still no connection....up to 500 BC.

The Plateaux is now populated by Humanoids and several "guest" races, amongst other Dwarves and a culture that came from the region South of Rockhome... Not much is left of this nation or culture, other than several large structures clearly build with dwarven technology, stonework and masonry. Whatever happened with this culture is completely unknown, no scriptures are found, and even the older living races have no knowledge of that culture. It is as if the immortals want us to forget that culture for a reason, an obscure one, but still.

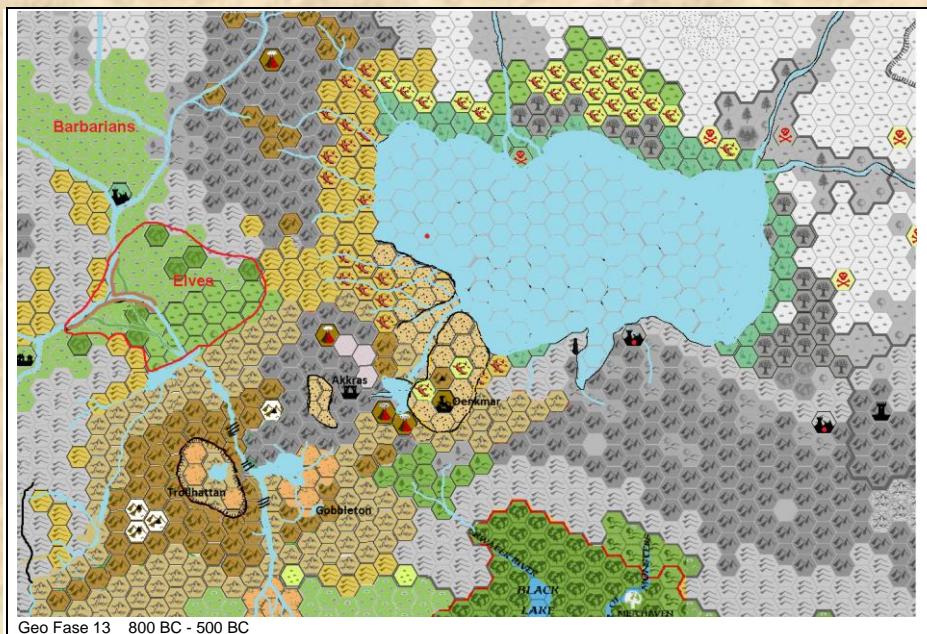
What remains of this culture are the Gnolls. Way to stupid and violent to being able to be that forgotten race, so they must have been tools of war or slavery. These wicked creatures rapidly affected the region, and settled on the Plateaux of Grollistan. Many others of them spread over the Continent spreading war and havoc. They are known to have invaded Karamaikos, the Shires, and are now even found in the Sind desert.

Other great changes to the region are the arrival of the Elves, the alteration of weather patterns and the creation of the Canolbarth Forest. This greatly affected the amounts of rain, and thus erosion by flooding water. One great example is the Black Hills, originally dry, and uninteresting, now many small creeks and brooks cobble down, feeding a new river; The Black Water River. The Twin Volcanoes deposits over the centuries and the pines that continuously expand upon the hills in this area produce chemicals that color the water dark, hence the name.

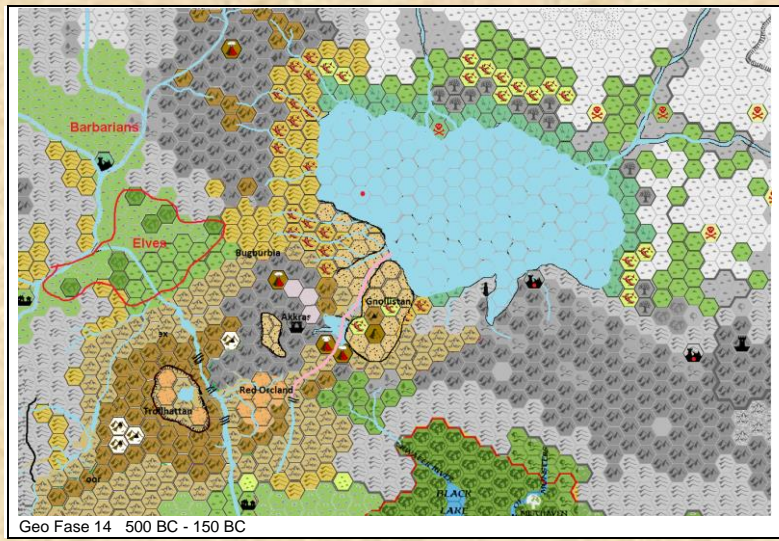
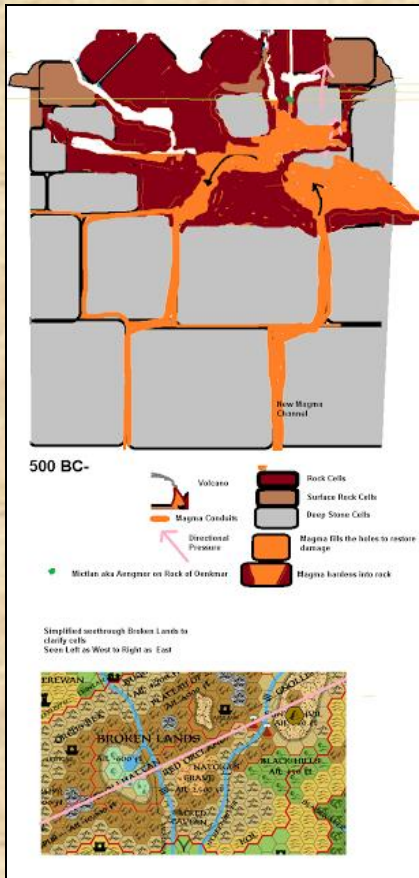
700 BC One group of Elves disbanded, and settled north of the Broken Lands, and it is them that named Lake Erewan for the first time; the name of their clan. They merge with the Belcadiz elves who already live there, but are not really accepted in the Pre-Glantrian culture, as they disdain themselves from Human behaviour. The Belcadiz Elves did adapt, much earlier and are more accepted. Forests are created/planted by these elves and they alter the course of the Red and Vesubian Rivers to their liking with the use of Dams. A technique, the Humans on the StreeL Plain used to protect them from the seasonal flooding of the Vesubian River.

As the toxicity of Lake Grondheim slowly diminishes, the locals come in and start plundering the wood. Structures are built, fires are lit, and even tools and medicines are created. Some Glantrians in Bramyara use the remains to turn into compost, but must chip the wood down first.

Darokin starts its great rise of agricultural region. The sediments washed down the Broken Lands are rich in metals and minerals and in effect triple or even quadruple normal yields of harvest.



500 BC - 190 BC



Underground still a lot happens, the Western caves, give further room as more magma recedes, and water erosion from Trollhattan on the surface creeps in. The magma channels that go down, become slowly smaller in diameter, but the speed goes up. This effect is caused by the enlarging of the eastern lower magma chamber, which slowly melts away the lower remains of the surface cells that once were here. In this large geological process, an enormous amount of pressure continues to grow. The Twin volcanoes became active

The western magma chamber continued to go back down, creating a powerful flow down in the central magma chamber sections. The Eastern lower Magma chamber caused so much pressure; it literally pushed up the central magma chamber, which thus melted the plug underneath the old smaller magma chamber underneath the Plateaux of Grollistan. As the magma went up, it melted the sand. As the current of the magma was going up AND down, the shaft of the old volcano melted and widened.

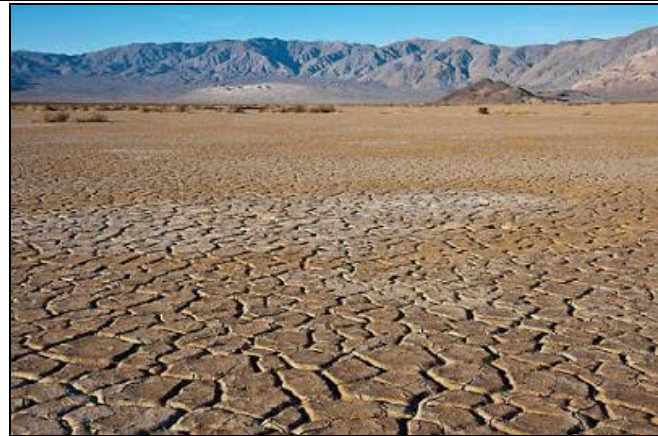


The last view of Sinking Oenkmar in the wide shaft of Lower Grollistan. The smoke hides the size and details of the city.

And with the sinking of crystalline sand, the Rock of Oenkmar followed down, but instead like before settling on the ground of the smaller upper magma chamber, it slid into the now widened shaft leading down. The Rock of Oenkmar, impervious of heat, created in a volcano, sank into earth, even through the sinkhole.... Deep into the Magma chamber, there floated on the Magma, trapping the Humanoids on it. This was the end of the Humanoids golden era, the end of the age of Oenkmar. At the same time two new chambers are created (West of Lower Orcus Rex, South-east of Lower Yellow Orkia and a small chamber in Lower Ogremoor),

lowering the level of magma in the Great Chamber. As thus stopping any volcanic activity from this chamber in the nearby future (as there is air in between, there is no more possibility to pressure build up). Aengmor/Oenkmar will thus reside within the magma chamber until it is fully filled again

The upper smaller magma chamber slowly cooled down again, and the magma again hardened and crystallized again into fine sand. This sand can still be found in the Lower Grollistan caves...which actually are the smaller upper magma chamber, but now empty. Fresh air continues to come from above through the shaft of the old volcano. Only a few tunnels and housings in this upper section of the shaft where Oenkmar was for so long remain its glory. As the number of survivors which were NOT on the Rock of Oenkmar were low, and Humanoids have a short lifespan, and even shorter memory-span, Oenkmar was soon forgotten. The survivors on the Rock, however, did not forget. Entrapped upon a large floating rock on boiling magma they had from now on a very hard time to survive. The city proved to be self-reliant in the upcoming years, but sometimes at great costs.



Red Orcland Lake today, viewing North.

The Red Orcland Lake is now almost fully washed down, or evaporated, leaving behind a vast desert of muck, which dries, hardens and breaks. It is now called by the few Humans who ventured here; "*The cracked earth*". The nation of Gobbleton becoming deprived of water moved north, splitting up in Bugburbia, High Goblins and Hobgobland. The former lake and its bordering mountains are taken over by the Red Orcs, which succeed staying there up to today. The erosion of the rocky islands that existed in this former lake, leave behind small plateaus with a rocky top. These are up to this day used by the Red Orcs for various reasons.

A few areas don't dry up, amongst others a large pit of mud, replenished by the few small creeks that still exist in the region. There were valuable ores and metals in the mud. Natoka, a brave Orc warrior ventured here with a small army and battled the many Mudmen that the muddy pit became his grave. Up

had staked out a mere existence here. He succeeded, and the Mudmen were defeated, but to this date the area is named after his demise by the Red Orcs. The other areas still muddy stay that way as being magical imbued areas, responsible for breeding or even creation of Mudmen. Mudmen still exist in the region, but they are either enslaved or eradicated. A way of torturing death to these rare and strange earthlike creatures is sending them into the dry and barren plain, viewing them to crackle, stiffen and breaking apart from the high-topped plateaus. Enslaved Mudmen are threatened with death, and forced to do manual simple labour. However as these creatures are neither strong nor smart, they are mostly only used for covering areas with mud (for housing for example). Like Stone Giants, Rockmen, Geonids, and Ghaleb-Duhr the Mudmen belong to the few creatures without a carbon-based but a silicon-based biological structure; as such they are also oviparous.

Warning: Do not confuse Mudmen with Mud golems, Mudmen are smaller, strange, but natural reproducing creatures, and seem to have intelligence, while mud golems are larger, and much, much more dangerous magical creations which follow pre-programmed commands in a limited frame of understanding (we can't call that intelligence).

As Mudmen strike fear into most creatures not understanding their biological physique and behaviour, Red Orcs sometimes emulate these creatures with clay-masks and a mud dirt covering upon their skins. These are often part of their rituals, or parties.



Then there is another great and important change. The Streeel, Dol-Anur and local Rivers empty themselves into Lake Grondheim together with a multitude of creeks, brooks and goblets. Yet a river spontaneously appeared, and according to the recent few merchants with at least a spark of geological understanding able to return to the known world; "It flowed UPHILL through the Nankoweap region!!". This strange section of River now belongs to the Streeel River,

"This mystery will soon be solved, as I introduce to you Professor Gaston Vander Klil, who has been granted free research in Ethengar, and with lots of expertise in ventures into the Broken Lands themselves, will soon leave us and bring us back this secret".

Gaston bowed. Salechaam, swallowed and almost choked upon his tongue... "*The Broken Lands and Ethengar??? That is what he needs me for???...the Danger*".....*he continued pondering...*"*Hey that must be a hefty pay...*" were his soft-spoken words.

The crowd cheered, and several dwarves nearby congratulated Gaston and Salechaam, who they presumed was already hired...

"Back to the case of the region...", Mergrath continued loudly. Slowly the dwarves became silent again, many still viewed the couple, while Salechaam looked a bit down beaten now he knew the possible adventure he would step in. A soft curse escaped his lips,...*what did he gotten himself into.*

The region was greatly affected by this strange effect. And as thus we are very interested in the cause...looking back at Gaston. As this river had a flow rate as powerful as the three rivers and all the creeks combined or actually even somewhat stronger....Lake Grondheim slowly emptied. The waters going through the valley between the Gnollistan Plateaux and the Northern grassy plain, between the Twin Volcanoes, over the region Red-Orcland, splitting it up into an eastern and western half. The eastern Half was abandoned, and rapidly taken over by the Kobolds.

The river gobbled down until it reached the Streeel Plain where it connected the Vesubian River.

This river we now call the Streeel River. The strongest current, is normally the name giver of a river and as thus the Lower Vesubian River became the Streeel River, which instantly became the longest river of the Known World. The Dol-Anur being weaker and the Krandai River actually flowing so slow if sometimes flows another direction, as thus it was the Streeel River that crossed the Broken Lands.

150 BC

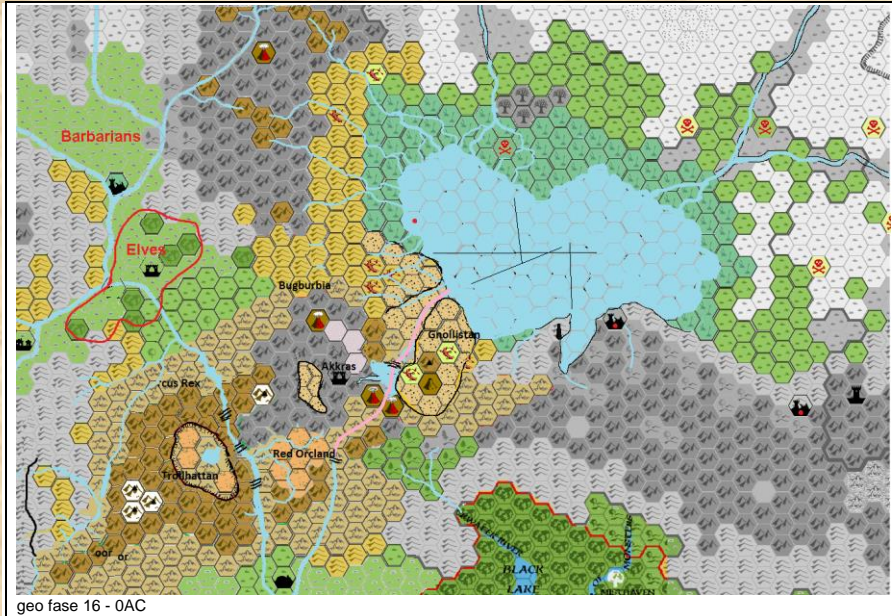
As the Anur Lake slowly receded, the Humans and Humanoids followed and plundered the wet lands. The last dead trees fell, and finally even the last still standing pines died. The trunks of a bygone forest were slowly removed and used. The swamp engulfed the rest in a stench of the rotten muck...Bog logs. Where in 500 BC still was forest, now grass waved in the Ethengar wind. And yet even the swamp slowly shrunk in size.

First contact between the Humanoids and the shadow elves, and this was not peaceful.

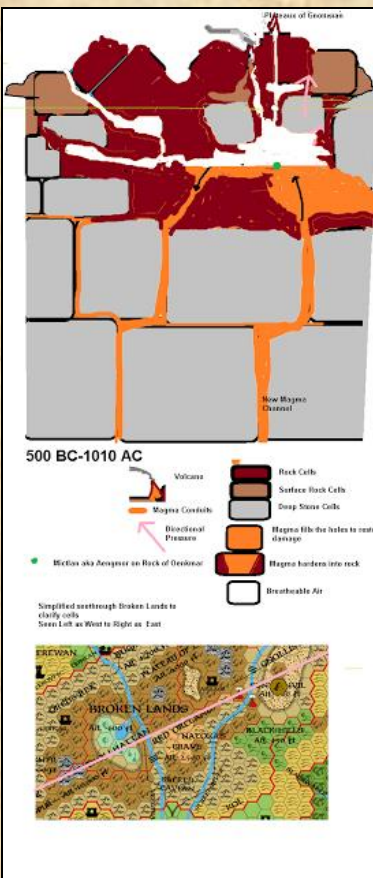
The magic Hakomon locations (as seen on above maps clockwise) of **Hosjan** (North of the Lake), **Abukka-Lai** (West of Streeel River), **Wourigusta** (East of Streeel River), **Nin-Ji-Batu** (North of Krandai River), **Chimeibutu** (south of Krandai), and **Yo-Orkajinqertu** (further South of Krandai River) slowly became stronger, purer, more defined, as if the volcanic and biological pollution of the lake affected the passing of magic.

The acid lake north of the Twin Volcanoes was emptied, but the StreeL Flowing through it between the Twin Volcanoes **Gvozdězuba and Ježibaba**. The naming of the volcanoes was done by the Goblins of Gobbleton, and was named by the same cause of the reason why the StreeL went UP-stream. The acid water rushed through the broken lands and hills of Gobbleton, while Red Orcland was established more firmly. This combination of factors forced the Goblins to move into the mountains. It was not until this date they started to rebuild Akkras to their opinions. Until now they only lived within the fortress of the Former Troll Queen. It was to become their sole achievement in architecture. Akkras is even up to this very day, one of the largest, so not THE largest fortress on Mystara.

0 AC (Crowning of Thyatis Emperor, begin calendar)



Back to the Acidic StreeL River, the Grondheim Lake slowly reduced in volume, and much polluted water was drained uphill into the broken Lands. This caused the region the Humanoids now call **Nankoweap**, (the section between the Gnollistan Plateaux and Hobgobland Plateaux) to become very infertile for a few centuries. The Acid Lake did the same to the Southern Broken Lands, but its deadly effects went even further. As the water reached the Vesubian River, it killed or at least sickened all life living in or from this water. Crops died, cattle became weak, dead fish floating by was a normal sight in those days. This deprivation caused many farmers to become bandits and robbers. And it was this



tension which finally led to the Elf wars in Darokin. Of course there were other additional factors, but the main reason was much, simpler, and slithery crawling into their life poisonous water. The acid water passed even by the south end of Gnollistan, affecting the Black Hills, and eventually changing the chemical base of this hills, in such a way, it darkened the water, making it less optimal for bacterial life, and thus also plants and fish. This continues up to today. Blackwater Lake does harbor life, but much less than any normal lake would do.

It was only a few decades before the Crowning of Thyatian's Emperor that the StreeL River finally became pure again. It was from this moment the growth of Darokin's farming produce began.

The last dead trees had fallen north of the still shrinking Grondheim Lake. The lake was now only about a quarter of its large size, but now had a vast swamp of that size around it. Within this swamp (north of Akkila's Throne) the Hobgoblin Wokani discovered a new Magic Location, which they called **Garonn**.

The area seemed calming down, but there was still enough activity.

A multitude of minor eruptions of the Twin Volcanoes caused them to grow. They cut off any downpour from the former Acid Lake. The StreeL had become the sole river through this side of the region.

The great geological effects may have reduced in intensity when compared with the earlier effects, but the still have great effects. Some cracks appear in the rocks between the Vesubian River and the Valley of Trollhattan. The water seeps in slowly, but becomes more powerful with each century. There is still some downward flow, as thus Trollhattan does not overflow...yet, but as soon as this is clogged (and eventually that will happen, but unknown is when, either by geological changes or debris clogging), the valley will become a vast lake. Probably with a pine forest growing a its sides.

The upward force continues up to this date forcing the whole central area of the Broken Lands further up, as can be seen in the Geofase 7 map, the yellow Line depicts the affected areas. These include the Plateaux of Zyrd, - of Gnollistan, half the mountains of Gobliny, and all areas in between. The Goblins even named a section merchants today use; "*The Mountain that Died*", which does reflect that southwest of the Twin Volcanoes a whole mountain collapsed. Although this area is indeed broken land, revealing great geological effects, earlier written history reveals that it was like this much earlier. As thus it can be assumed that "*The Mountain that Died*" has been a

mountain pass or valley of some sort, which collapsed due to the Twin Volcano's activity, and thus remain in the Humanoid collective mind.

The Plateaux of Zyrd is also an interesting feature. It has been proven that the whole plateau is a singular slab of hard stone (maybe a solidified ancient wound crust or something similar). In its ancient times this area was the flat top of a mountain, of which sprang even a river flowing into Lake Anur, this river's origin was much lower and further away in 2300BC. But it can even be assumed that the area was originally even lower than that, as it encompasses the remains of a vast and ancient petrified forest. This forest is thus old that the trees have petrified by being submerged for aeons. Geology lifted the area up, erosion revealed the trees, and with the uplift through the ages, the forest reached a height it never attained. One thing is clear about this area; It is since 1700BC that the whole region is affected by an upward push in varying intensity and effect during the centuries. This push created the surrounding mountains, and pushed up the hilly area west thus high it became Mount Barbia at 15.355' current height. This push does even continue today, especially since the Shadow Elves changed the lower areas thus that the Magma filled the magma chambers enabling Aengmor to be lifted back up. It can be certain that the Broken Lands region will continue to rise. More about this later.

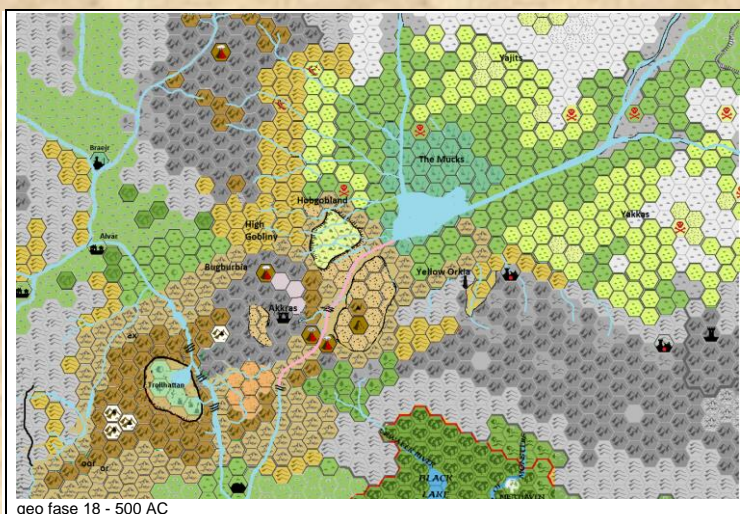
The plateau "*Akkila's Throne*", which is actually NOT a plateau, but an area that seems elevated because the lower areas around it. To one side the remnants of a large lake which had depressed the underground for so long it clung together in a thick layer of clay. On top of this is the muck we know now, but is the remains of all the plant, and animal life of the area before the lake and of the lake itself. To the west the remnants of the mountain reveal it was higher here long ago. To the South we see the erosion caused by the earlier acid lake and effects of Grondheim Lake itself. Gnollistan, however, as being part of the central rocky section, continues to rise, and is a real Plateaux.



are assumed too.

395 AC The surviving Followers of the Flame, now calling themselves Flaems, arrive from their long journeys and settle in the land that will one day be called Glantri. The radiance is discovered in Glantri

Around 500 AC;



area of swamp. The remaining sections of the former lake have slowly been taken over by the grasslands of Ethengar. And within this grassy encroachment, the Ethengar warriors followed. They went towards the Magic Location owned by the Hobgoblins; **Garonn**. The force had several Hakomon magicians with them, who soon discovered the power of this location. The Humanoids were forcefully driven away, up to "their" plateau. The nimble horses of the Ethengar were unable to traverse in the rim of Broken Lands. And their attack was halted. Up to this day the Ethengar tribe of Taijits regularly patrol this region in a (feeble) attempt to keep the Humanoids out.

Both Hakomon and Hobgoblin Wokani keep using **Garonn**, but within the area itself any combat is refrained from. It may be weird and even strange, but here the Hakomon and Hobgoblin Wokani may even work together, while battling each other elsewhere.

200 AC; The Gnolls of Gnollistan take care of "their" land, the trunks of the former forest are being used for construction. Their Plateau is now thus high and hot, no trees can and will grow their anymore. A most unpleasant region, but preferred by the heat-loving Gnolls. Although not like Ylaruam, the Gnolls do their bests to make it look that way.

The Grondheim Lake has been emptied thus far, that even the swamps surrounding it start to dry out, and become Ethengar grasslands.

One large section of the Former Lake, between to spurs of Dwarfgate Mountains falls completely dry. This is discovered by several proud and brave Dwarven explorers, who discover an ancient Obelisk and the ruins of an ancient Blackmoor city. They succeed in bringing the material of their discovery home to Dengar, but upon their second voyage they fell victim to some unknown danger, and never returned. Beware, not only Humanoids live in the region, several monsters also, and undead

450 AC The city of Braeji is built.

451AC The Belcadiz Elven clan travelling from Darokin finds a hidden trail on the east bank of the Vesubian River in the southern Broken Lands. They follow it through the Broken Lands and are constantly attacked by Humanoids. They eventually reach the Highlands and found the settlement of Alvar (now Ellerovyn).

Soon dwarves are hired to widen the path were possible. Many guards, dwarves and other explorers perished, and this was only the beginning. The Humans, however, continued in creating the Trintan-Corunglain Trail. The first merchant trail between Glantri and Darokin, that did not need to go far west or east (Rockhome) circling around the Broken Lands.

Around 625 AC, the same happened along the Strel River, a much longer route, but in a geological aspect much easier and diverse.

These passes opened the Northern Realms to the Darokin Trade. The Grondheim Lake now holds a small lake of 30-40 miles and a double

The southern part of the Lakebed rapidly dries out. Strange finds from bygone eras become visible; metal vessels, rusted and seemingly haunted. Whatever is there, only the Yellow Orcs dared to settle in the area, while to their south Stone creatures like Stone Giants and Rockmen are discovered.

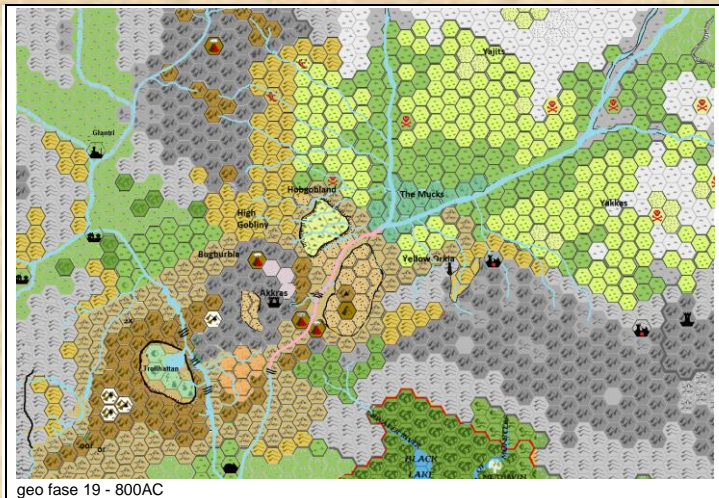
700 AC; After learning that the Belcadiz Clan had found a path through the Broken Lands to the Highlands, the Erewan Clan migrates to the Highlands via the Broken Lands trail and settles amongst the Belcadiz.

785 AC; In Glantri, Thyatian settlers and elvish allies are beaten by the Flaemish at the Battle of Braejr and driven south of the Vesubia.

786 AC; An Alphatian lord named Halzunthram arrives in Flaemish lands, sides with the Thyatian/Elvish coalition, and defeats the Flaems, effectively assuming control of the area.

788 AC Battle of Braastar & the Start of the Forty Years' War. Halzunthram leads the settlers to victory over the Flaems at the Battle of Braastar. The Flaemish defence is shattered. The Treaty of 788 is signed, giving the north to the Flaems (Province of Bergdhoven), the south to the elves (Province of Belcadiz), the west to the Thyatian settlers (Province of Caurenze) and the northeast to the Traladaran settlers (Province of Boldavia). A council is formed to govern the city of Braejr and the 4 provinces. Later in the year, Halzunthram receives more troops from Alphatia, takes over the council and declares the Highlands a Protectorate of Alphatia. The elves claim independence, the Flaems and settlers revolt. Nouvelle Averoine remains independent of Halzunthram. Etienne d'Ambreville negotiates an alliance between Nouvelle Averoine, the Flaems, the settlers and the elves to fight Halzunthram. The Forty Years' War begins.

800 AC



The Yellow Orcs could however, not endure the bounties of this land for long. Salty deposits on this former lakebed rapidly deprived the area of more and more vegetation with each year. There is no more lake (other than a small 2 mile "puddle") where the Dol-Anur and Streel intersect. The whole northern area is now either grassland or swamps.

The region of Red Orcland, also a former lake, suffers from the same heat as Yellow Orkia and Gnollistan. It is therefore assumed that the heat of the lower magma chambers somehow penetrate the ground, vibrating up in the air and thus affecting the local weather from the Red Orcland's edge against the Vesubian, along the Streel, the Twin Volcanoes, Gnollistan and Yellow Orkia in a path of 25 to 40 miles wide.

From dwarven underground explorers we have discovered that there is indeed a huge magma chamber below, following the same general area on the surface. This heat is the main reason for the biological and ecological changes found within

this area. This new ecological change causes deprivation of food and water with the large Hordes of Humanoids. Tensions build up, and soon The Legendary Orcwars are started. Followed by a Plague in 802 AC, of which we dwarves always get the Blame, as we are not as weak as mere Humans or elves.

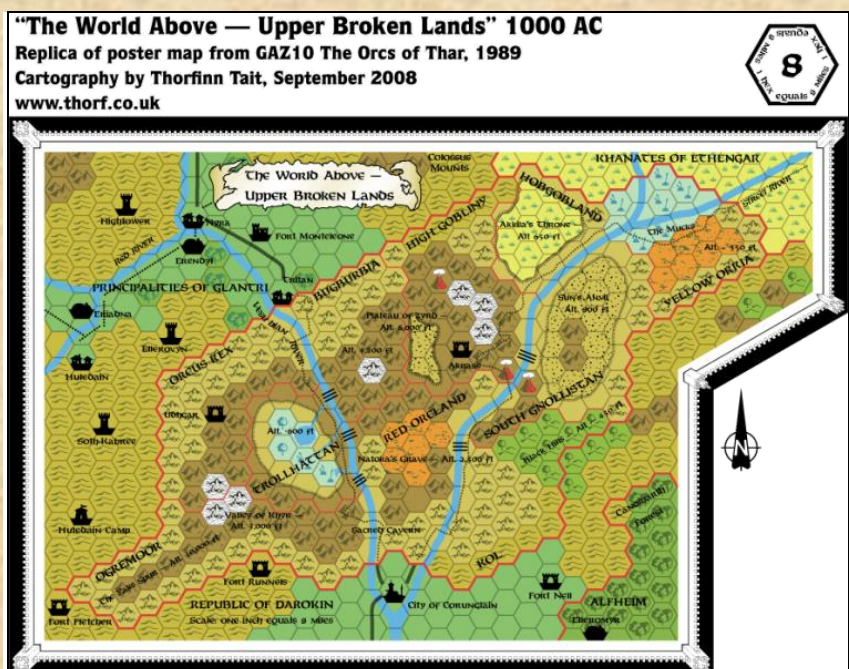
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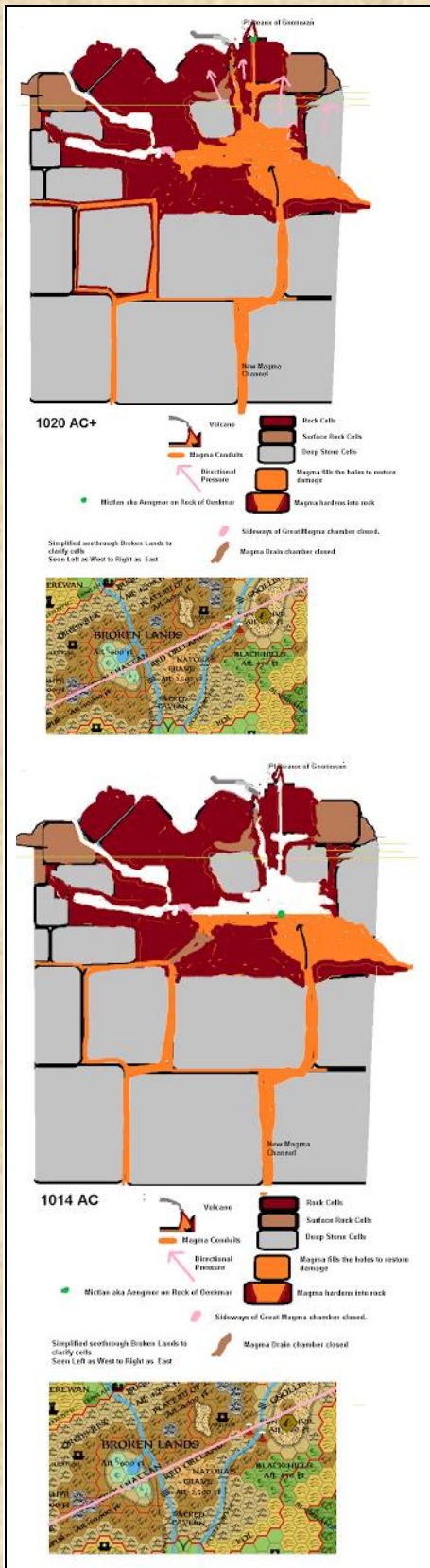
The area is now already about one century almost equal to the maps we all know. Even though these various maps hold several flaws, this one has the least.

Does our story end here??
No... it does not.

In 1006 a huge meteor impacted near the west of the Broken Lands. It fell in an angle, severely slowed down by the Worldshield, but the damage was tremendous.

When the area cooled down, a huge crater was where first the Silver Sierra Mountains were, where provinces of Glantri did exist. The impact was so severe that almost none on the Known World would not have noticed or harmed by it.





As the Dwarves discovered an ancient Humanoid City with the name Oenkmor in 1012AC, they proudly started a war with the Humanoids for all the treasures buried within this lava-floating island city. However, halfway the battle the Shadowelves learned of their exploits, and decided that Oenkmor must be Aengmor, their ancient city lost sooo long ago by them. Already battle-beaten, the Dwarves could not resist another army attacking from behind and had to retreat....

The crowd jeered and shouted. Many curses and profanities were spread. The pain of the defeat was still alive in many of these dwarves.

1014 AC

King Everast sends spies..."Mergrath continued"....even the Shadowelves were unaware of, and they learned the following. With their ground altering magic they closed of several side passages of the great Magma chamber below, but also a major down flow channel. As thus the great chamber slowly filled, carefully they guided Aengmor to beneath its original location, while it was pushed upwards with the rising Magma in Lower South Gnollistan. In this process many caves below were altered, locked out from the magma, or were wholly or partially filled with magma. And the Gnollistan Plateaux was again on the Rise. They held city up within the shaft, but not totally up (as the Shadow Elves are vulnerable to the sun, due genetic alteration or the wasting disease of the past.

Lower Gnollistan was radically altered, first it was filled with magma again, when this hardened, the Dark Elves removed much of it to free the cave again, reopened the waterways, and thus making the area fertile. With the residue of magma chemicals the Funghi almost exploded within the region, making it very fertile. Several towns were created and Lower Gnollistan became the new nation of New Aengmor. The Southwest corner filled with magically summoned rock, held within the shaft the Rock of Oenkmor with upon it Aengmor. The old tunnels were restored or re-opened and Aengmor became a fact.

While doing so, the Shadow Elves of Aengmor religiously diverted to the Immortal Atzanteotl, an evil entity. At first the Shadowelves evicted all Humanoids from the city, then from the lower caves, and then even from the surface.

The fleeing Humanoids entered the Great Crater, finding many fissures and large caves below. Adaptive critters as they are, they settled, and even managed to be accepted by the Glantrian mages as Magic using Princes...the ludricosity...

Many Dwarves sniffle or giggle within their beards, like only Dwarves could do.

As later the cultural split of the Shadowelves continued, the Humanoids slowly retook their surface of the Broken Lands.

1020 AC

And now...? The Shadowelves have turned into "Drow" or dark elves, and now follow even another vile immortal. They have learned that they will never be able to adapt to the surface world like their normal Elven cousins, and are even further angered by their Shadowelves relatives, who still try to do so. The Humanoids are accepted back in their caves, which have radically changed with all the closed conduits, and now they have to accept Dark Elves as neighbours or sometimes even rulers.

"Thus far the Geomorphological history of the Broken Lands"...Mergrath looked over the crowd...he had not noticed that while his speech his audience quadrupled. Where-ever you looked, you saw Dwarves, and no single spot was free. Some even hung on trapezes from the ceiling...."I hope you all learned something from this story...namely, that even the ground you walk upon, will change, slowly, but inevitably, or sometimes rapidly with devastating effects. This is what the broken Lands are. Until a next time, with another story or another lesson, I bid all of you goodbye and a fine day. May gold be found under your footsteps."

With these final words Mergrath slowly transformed or was taken into a Huge Earth elemental and faded through the ground away. While this happened the crowd applauded, and then slowly dispersed.

"We have to talk Salechaam" Gaston spoke loudly to overcome the mumbling noise. "I have a gweat adventuwe weady fow you...with gweat wewawds."

The Dwarf looked up; "It better be..."he mumbled in his fletched beard.

For any interested in what precisely happened after 1010 AC read Threshold Magazine 10 <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=15019>

For those interested in the continuation of the story about Professor Vander Klil and Salechaam, read Voyage of the Discovery <http://breathofmystara.blogspot.nl/2016/05/voyage-of-discovery.html> Here can all the maps also be found if the Hyperlink fails.

Airspores (*Fructus Medicago orbicularis*)

Mystara Information; Air spores are found in most deserts and come from the "*Medicago orbicularis*" plant (For game statistics see my monster manual compilation chapter Lowlife, page 844 under basic statistics of a herb <http://pandius.com/mnstrmnl.html>), or "Airbloom". It forms a symbiotic relationship with *Bacterium sinorhizobium Medicae*, which is capable of Nitrogen fixation and large amounts of O₂ and CO₂ production. Growing in desert gardens and oasis, these 3 to 5 foot high thin bushes give blooms which can be found year round, and produce the Airspore seedpods. Every week 1d4 2 inch diameter round-disc-shaped Airspores can be found for every 10 plants. These bushes living no more than 2 years give blooms after 6 months, when having enough water only.

These Airspores when ingested will provide the user with 4+1d4 hours of breathable air (in the perfect mixture for normal demi-Human-(oid)-s). As thus the imbiber becomes invulnerable to poisonous air, noxious gasses and even lack of air.

The Airspores however do not affect how acidic gasses might affect the body exterior, and items, but instead only gives air to breathe. Thus acidic, hot, or freezing gasses still give damage (-25% as this is the damage normally caused internally). It is up to the user to get away as fast as possible when gasses cause other damage, or use other means to resist that.



These Airspores are collected in small pouches of 10 (11cn) or 20 (23cn) and then sold for respectively 50 and 100 gold on Ylari and Rockhome markets.

Dried Airspores are good 6 month and then start losing efficiency (-1 hour/month of age over 6). Fresh spores, are green and not usable, but need a minimum of 4 hours in hot sunlight to dry (or 4 days in warm sunlight) to beige circular fruit (see picture).

The plants spread themselves with the tiny seeds within the Airspores, which come free after about an additional 6 to 8 hours after ingestion, by passing through the body of the host, and only then are able to grow on the manure in the right circumstances.

The spores can also be used in Herbalogy/Apothecary to help curing long diseases. (+3 to save to cure).

From the Game AD&D2 Ravenloft, Stone Prophet, with help of Wikipedia.

This plant does NOT do the same in the Real World. Do not eat or use plants you do not know!! Any mishaps are your own responsibility.



Mudmen (*Caeno hominoides*)

Climate/Terrain;	Any pool or large muddy area
Frequency;	Very rare
Organization;	Pack or solitary
Activity Cycle;	Any, but Night preferred, as they dislike the heat of the sun.
Diet;	Algae, spores, mosses, plants in ground or magical Dweomer
Abilities;	ST 6+2d4, IN2+1d4, WI 2d6, CO 2d8, DX 4+1d4, CH 1d4
Treasure;	Nil
Alignment;	Neutral
NA;	2d6
AC;	9
MV;	30'-10'
HD;	2*
THACO;	19 (mud throwing special)
Att;	1 fist slam
Dm;	Special
Special Attacks;	Mud-throwing, suffocation
Special defences;	See below
MR;	15% chance of some treasure at bottom of pool (U or V)
Size;	Small (4' high)
Morale;	Special
XP Value;	25

Mudmen are sometimes spontaneously formed in pools of mud magic locations in a former wet area exists (like Red Orc Land in the Broken Lands), and where enchanted rivers (even mildly enchanted ones, such as a stream eroding a magical structure) collect and evaporate and concentrate the dweomer. Because they are essentially creatures of magic, Mudmen are sometimes called Dweomerlings. A *Protection from Magic* will hold these creatures at bay. Mudmen are almost intelligent life forces with but one goal; to protect their pools against intruders.

When aroused into a physical form, Mudmen take on the appearance of animated mud in a stocky Humanoid shape, about 4 feet tall. Their coloration varies between a dirty brown and tar black. They have four thick fingers on each hand. Their legs stay submerged within the pool, and are not usually visible. Their eyes seem pools of jet black shadow and enables them to see with an infravision-normal vision mixture 45' in day light to 180' in night. They are blinded beyond these ranges and with magic light, or intense sunlight (which they despise). Mudmen speak no languages and are incapable of communicating with any living carbon-based creature.

Combat: In their dormant state, Mudmen wait beneath the surface of the pool, spread on the bottom, feeding on the dweomer. In this state they are immune to all weapons, even magical ones. Spells that normally harm a Mudmen will still affect it, although damage is divided evenly among all the Mudmen in the pool (the entire group counts as one creature for these effects, and fractions are rounded down).

When a creature enters the pool the Mudmen immediately sense its presence or when it is seen by non-dormant Mudmen, they take but a single round to draw their substance together and rise to the surface, ready to attack on the following round. Once fully formed and standing, a Mudmen can be harmed by magical weapons. Mudmen attack by hurling mud at their opponents, who are considered AC 9 (modified by target's Dexterity only, and not by magic or armor) for the purpose of determining hits. Mud hardens instantly on impact and slows the creature's movement rate and initiative by 10% if it hits. While hurling mud, a mudman will also advance on its victim at its full movement rate. Once within 10 feet, it will hurl itself (literally) at the victim in an attempt to suffocate its target. A successful hit means the victim's movement and initiative is reduced by 40%. A victim must hold its breath for 1/3 his constitution in rounds or die by suffocation. A victim can only escape when the Mudmen is dead. Any damage suffered to the Mudmen will also be given to its victim (unless immunities apply). A miss means the Mudmen must spend the next round re-forming in order to attack again.

Once a victim's movement or initiative is brought to 0, he becomes immobilized and suffocates, suffering 1-8 points of damage per round until the mouth or nose is clear. The victim will die of suffocation in 5 consecutive rounds unless rescued. Hardened mud can be cleared from a character's nose and mouth in one round. Movement can be restored at a rate of 10% per five rounds. If the creature flees the pool, the Mudmen will normally not pursue. Their main interest is the Pool. Instead, they sink into the depths, return to their dormant state, and wait until the next time someone enters the pool.

Mudmen may wander about like normal creatures in search of food and nutrients, but take care. It is vulnerable to many things; rapid flowing water, drought, heat, bushes. Each of these will cause it 1d4 damage for each round in contact or affected by it. Mudmen are affected by all spells that cause damage to living creatures (e.g., cause light wounds, magic missile, fireball, flame strike). Dispel magic and dig act as fireballs cast at the same level as the mage. Transmute mud to rock, Petrification of any form including freezing and fire or heat kills all Mudmen within its area of effect, with no saving throw allowed.

Mudmen are immune to all poisons, natural and magical, and are unaffected by spells that affect the mind (e.g., hold, charm, and sleep).

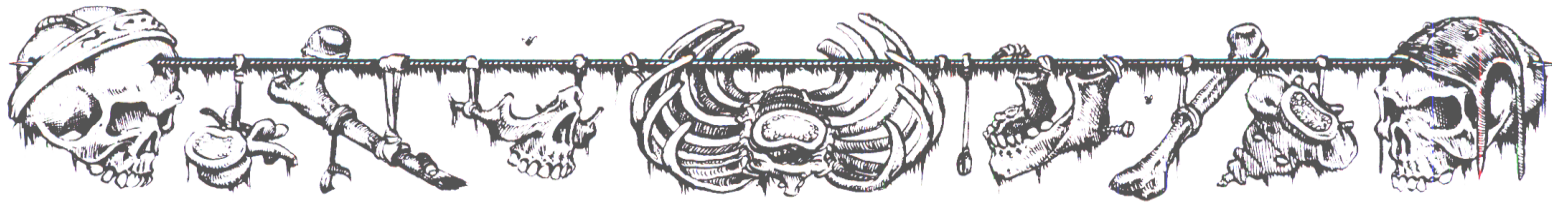
Habitat/Society: Mudmen have two states: rest and activity, the latter of which solely involves killing intruders. A Mudman's pool varies in size between 20 and 200 feet in diameter. Such pools are often found near waterfalls, or in almost dried up lakes.

Ecology: Mudmen are silicon based creatures and at the bottom of the ecosystem. They try to kill all natural creatures that encounter them and have no natural enemies other than the environment. Over a long period of time they absorb mud-submerged decaying flesh, wood, and bone, extracting whatever they can get from it, so they rarely possess any treasure, only if they were attacked within the last month by someone who was bearing treasure. Though no uses have been recorded for a Mudman's mud, it is logical that mages would not ignore its magical properties. Magic items within a pool lose 10% of its dweomer per day, excluding artifacts and within natural locations (they prefer to feed from the source instead of an item). Mudmen arise spontaneously within magic mud, but normally reproduce by asexual reproduction called Fragmentation. Fragmentation is a form of asexual reproduction where a new organism grows from a fragment of the parent (as long as it is within dweomer rich mud). Why and how the creature does so is not fully understood, but they do so only once in their maximum 10 year long life. These 1 foot large fragments are called eggs, and are harder, more solid than the mud around it. When a pool dries up these eggs harden like hardened mud, but do not die. When water is brought to it, it will again grow. Each fragment develops into a mature, fully grown individual in 2 days. Eggs are much better resistant to heat and drought than living individuals and suffer only 1% of damage from these effects, but they do not heal, unless in mud or water.

They have no males or females. As individuals they may wander around in search of food. They know themselves individually, even recognize species, but do not name themselves or others, or recognize other identities. In Red Orcland Broken Lands they all hate Orcs. Mudmen heal all damage sustained at a rate of 1 hp per day, if they are in dormant state.

Although somehow sentient, these silicon-based life forms are not listed with Humanoids but with Monsters instead. They also do exist in the Plane of Matter. These elemental creatures are also oviparous and reproduce with parthenogenesis. Some sages say new ones spawned at magic pools of mud are actually originating from the Plane of Earth, and the pools function like a sort of Conjure Elemental spell, but conjures only Mudmen instead.





Broken Lands Topography

Few Humans and DemiHumans ever venture any distance from the treacherous merchant tracks, but the Broken Lands are far from deserted. Although the rugged surface may be baked by the sun of summer and frozen by the winds of winters, many are its inhabitants. These are the denizens of the depths, nomadic hordes of darkness, and fierce caravan raiders. They are the Hordes of Thar.

The Broken Lands are a haven for Orcs, Goblins, Trolls, and many other foul beings. They call their nation Thar, and the very word makes merchants tremble, and old warriors shiver in the night. Thar is King of the Broken Lands.

Entrances to the World Below are usually well Hidden and usually blocked by fortifications and gates.

This region has been called the Broken Lands mainly by Merchants who crossed it. Indeed it is a rugged area, but not as uniformly devastated as some earlier map makers may have portrayed it. (See page 4).

Despite its hostile appearance, there are fascinating and even beautiful places away from the caravan trails. Since few guides ever ventured far from the beaten paths (and fewer still ever returned), the Broken Lands 'topography remains a mystery to all but the finest sage and the native.



Road signs on all ingoing roads in the Broken Lands, always with a Magic Mouth active in 10 most known languages saying, "Danger, Monsters!!"



Road sign on Vesubian Trail in the Middle;
Meaning; Trolls!! Beware!! Dead Trolls do not exist.

No self-respecting Orc would grow crops; this is not one of their skills. Instead, Humanoids send foraging and hunting parties to gather foods,--a dangerous activity but a much more exciting one.

The area is very dangerous, not only because of the residing Humanoids, the monsters, the vermin, the disease, but even the area itself. So take heed, and do not venture beyond the warnings given. Any insurances will be annulled if the client went beyond the known trails.

Merchant Maps

Along Vesubian Trail;

<http://6inchnails.deviantart.com/art/Vesubian-Route-Corunglain-to-Glantri-620549910>

Along Streel Trail; (3 maps);

<http://6inchnails.deviantart.com/art/Corunglain-to-Ethengar-Merchant-Trail-map-1-621261244>

<http://6inchnails.deviantart.com/art/Corunglain-to-Ethengar-Merchant-Trail-map-2-621262184>

<http://6inchnails.deviantart.com/art/Corunglain-to-Ethengar-Merchant-Trail-map-3-622427875>

These are typical merchant maps that players may buy in Corunglain, Bargdha, or Trintan for only 100 gold pieces each.

It is the most complete map merchants have access to.

The hefty 100 gold price is normal for maps made in dangerous areas.

All details are as seen from the Trail, (often with farseer glasses), or by brave scouts who ventured somewhat from the path.

Other details not described as clearly are assumed by logic or divination. The map will be copied by scribes on paper and delivered in a leather tube for carriage (*waterproofed tubes cost an additional 15 gold*). It is roughly 1 foot by 2.5 feet long, including tube it weighs 15 cn (*tube 10cn*).

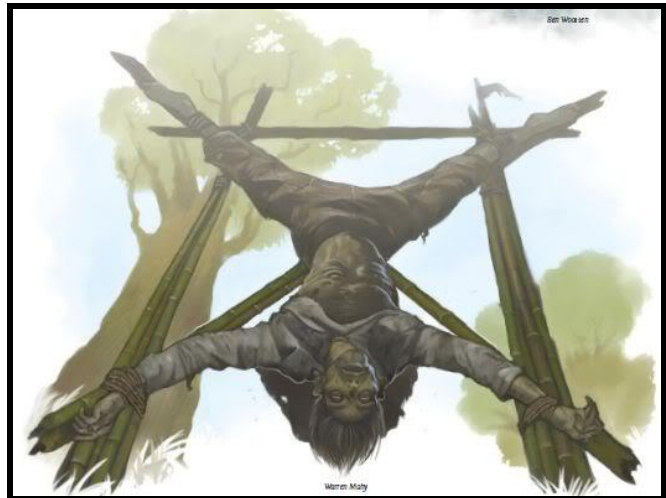
Caravans travel mostly in wagons at speeds of 60/20' or 90/30' and rarely (*or not*) use forced march adding 50% to the total travelling time of 8-10 hours, but exhausting most animals, riders and drivers that they need 50% extra resting time (*averagely 6-8 hours depending on individual*).

Remember a Turn = 10 minutes, 1 minutes = 6 rounds on D&D Mystara.

On the Trail a common wagon with an average speed of 60/20' passes 1 mile Broken Land hex. Hill hex in 2 Turns and 1 minute for a total of 18 miles a day in this territory, beyond the trail this would be 6 Turns (*1 hour*) for a total of 8 miles a day.

On the Trail a common wagon with an average speed of 90/30' passes 1 mile Broken Land hex. Hill hex in 1 Turn and 8 minutes, beyond the trail this would be 4 Turns

Travellers assume the Broken Lands are an endless series of ravines, cliffs, rocky outcroppings, and impassable wastelands, ploughed by two major rivers, the Streel and the Vesubian. The only seriously charted areas remain along the caravan trails, a path between ten feet and a mile or so wide (by using magical far-seer glasses, or viewing lower areas). Geographical details of each tribal nation appear separately below. The majority of Humanoid hordes living on the surface of the broken Lands raise goats, sheep, yaks, and wild pigs for their sustenance. The little vegetation in this rugged land is barely enough to sustain the herds. Humanoids get the rest of their food from hunting wildlife, insects, monsters, or in the worst case, by raiding each other and outside settlements.



Common Humanoid Sign to repel those who want entering the area
Meaning; You might be next!!



Broken Lands Climate and Weather

This is based on the Trail Map1 weather system, and is best created by the DM for a few months in row, and adjust those numbers where needed.

The general climate is similar to that of Glantri and Darokin.

Additional or different weather & weather-like effects are listed with each region under climate.

To Calculate

Choose Region and Season, Determine seasonal trend, Determine basic statistics according region table and according season, determine minimum/maximum temperatures according region tables and seasonal trend %-chance, determine precipitation possibility according region tables and seasonal trend %-chance, and then determine Fog possibility according region table and seasonal trend %-chance.

[A useful table is placed at the End of this PDF.](#)

Build up time/date frame for whole season=3 months (3 table sheets).

Place times and dates sunrise/sunset for whole season according tables

Place times and dates moon rise/moonset for whole season according tables

Place lunar stages for whole season according tables

Place twilight 1/2 hour before and after sunrise and set

Rolls to make

- A seasonal Trend once a season
- B 1d10 once a day & precipitation/fog chance
- C 1d10 once a day & precipitation/fog chance
- D 1d10 once a day & temperature change
- E 1d10 once a precipitation starts precipitation
- G 1d4 once each fog period duration fog around sunrise/sunset
- H 1d6+10 once wind +10 temperature reduction in weather effect or once Thunder/Hail/Snowstorm temperature reduction in weather effect
- I 1d6+3 once wind 9 temperature reduction in weather effect
- J 1d6 once wind 8 temperature reduction in weather effect
- K 1d20 each weather change & wind change direction
- L 1d10 each weather change & wind change strength

Determine Temperature

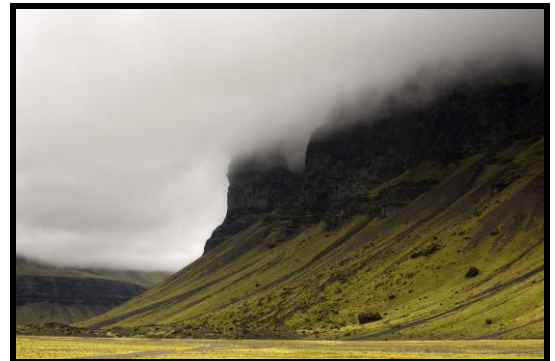
- (T+)-D if season is Fall or Winter and in 1st month following winter
- (T+)+D if season is Spring or Summer and in 1st month following Summer
- (T-)-D if season is Fall or Winter and in 1st month following winter
- (T-)+D if season is Spring or Summer and in 1st month following Summer

Determine Precipitation

Bx10+C if equal to or lower than P in precipitation possibility
 if Temperature is lower than 33 Fahrenheit Precipitation is Snow
 If Temperature is 33 to 39 Fahrenheit Precipitation is wet snow
 If Temperature is 41 Fahrenheit or more Precipitation is Rain
 If Seasonal Trend is 3 or lower than wet Snow is Rain
 if Temperature falls more than 8 degree and below 35 Fahrenheit Precipitation becomes Hail
 if wind from sea +5% on precipitation
 Precipitation never Higher than 95%
 If B=0 and C=0 use special weather Table
 Ex2=Start Precipitation
 C=Intensity Precipitation
 B+C=Duration Precipitation in Hours (0=10)
 CxB= maximum distance vision in Thunderstorm in Yards (0=10)
 When Precipitations overlap between start and duration of each Precipitation they increase intensity by 1 for the overlapping duration

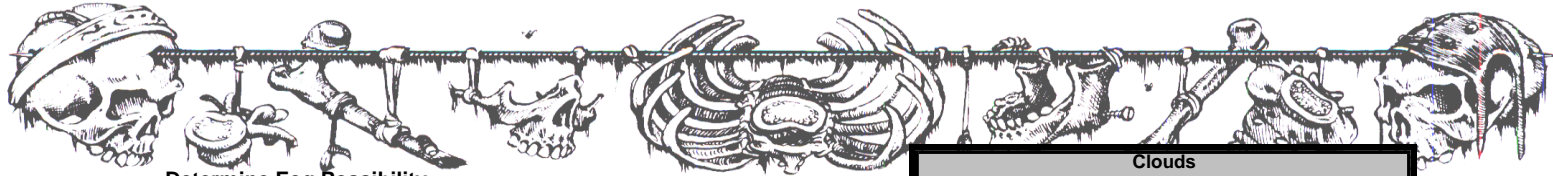
Broken Lands Weather Table	Degrees Latitude	Winter		Spring		Summer		Fall							
		daytime	daytime	daytime	daytime	daytime	daytime	daytime	daytime						
Sunrise-Sunset	45°	6:50-16:50	10:00	6:30-17:55	11:25	4:50-19:05	14:15	5:33-18:28	12:55						
Average	3000' to 5000'			Mountains 5000' to 11.000'											
Moon	Season Month 1	Season Month	Season Month	Lunar Form											
week 1	07:10-19:10	13:10-24:10	01:10-20:10	New Moon	NM										
week 2	08:10-21:10	16:10-01:10	03:10-23:10	First Quarte	FQ										
week 3	09:10-22:10	19:10-03:10	05:10-14:10	Full Moon	FM										
week 4	11:10-23:10	22:10-05:10	06:10-17:10	Last Quarte	LQ										
Weather Numbers for Roll															
winter months	spring months	summer months	fall months	Dominant Wind											
12 - 1 - 2	3 - 4 - 5	6 - 7 - 8	9 - 10 - 11	W to NW											
T+	T-	P	F	T+	T-	P	F	T+	T-	P	F				
25	5	15	5	40	25	15	15	80	60	20	10	45	30	15	15
if F =100+ then fog into night															
T+	Temp.Maximum		P	Precipitation											
T-	Temp.Minimum		F	Fog											

seasonal trend				
1d10	Temperature	Precipitation		
1	Very Cold	T-10	P+10%	P max90%
2-3	Cold	T-5	P+5%	P max90%
4-7	Normal			
8-9	Warm	T+5	P-5%	P min5%
0	Very Warm	T+10	P-10%	P min5%



Rain clouds on Ogre Moor Plateau

Precipitation	Intensity	rain	River accumulation	Snow (temp-35F)	snow accumulation	Hail(Temp falls 8+ and below 35F)	Damage /hr
(Bx10)+C=%chance	1/2	Drizzle	none	Flurries	traces	Drizzle	None
Rain = Missile THAC0-1 and bowstring snaps if rolled 1	3/6	Light Rain	1"/hr rain storm	Light Snow	1-6"	Light Hail	All-1d3-AV
	7/9	Heavy Rain	2"/hr rainstorm	Heavy Snow	1"/hr	Heavy Hail	All-1d4-AV
	10+	Thunderstorm	4"/hr rainstorm	Snowstorm	2"/hr	Hailstorm	All-1d6-AV
river decreases same rate it increased			after 1Hr/24miles per river creaks x1/2		x2 in hills x3 in mountains Half snow height after 48 hours	Foliage=AV2 Straw/Tilerof=AV4 Other Roof=AV6	



Determine Fog Possibility

If Temperature lower than 33Fahrenheit then no Fog
 If there is precipitation then there is no Fog
 Cx10+B if equal to or lower than F then there is Fog at Sunrise
 Roll again B and C
 Cx10+B if equal to or lower than F then there is Fog at Sunset.
 If F= higher than 100% than F-100 and fog lasts all night
 Fog Lasts for G hours around Sunrise
 If Place is Fogbound fog will lasts over day and 1d6 Hours beyond sunset.
 CxB= maximum distance vision in Fog in Yards (0=10)

Determine Wind

During Fog wind is 0
 Each Weather Change
 K Determine direction (Dominant Wind +K according Compass table)
 L Determine Wind strength

No (K) changes if there are more than 2 weather changes within 4 hour
 If wind 7, 8 or 9 temperature during that period -1d6 degrees F. Missile THAC0 -2, no Long Range Medium as Long, Short as Medium. Range
 If wind 10+ temperature during that period -(1d6+9) degrees F. Missile THAC0 -4, no Medium or Long Range Short as Long range.
 If wind 10+ and Precipitation gives Snowstorm then Weather becomes a Blizzard With Triple amounts of snow and a temperature reduction of 2d6+9 degrees
 CxB= maximum distance vision in Blizzard in feet (0=10)

Determine Cloud cover (cc)

Look at rolled numbers Precipitation
 (Bx10)+C else roll again for each Precipitation change
 If cc=50+ then clear sky
 If cc=30+ then cloudily Second roll (1d4)
 1=sheep clouds 2=cloud feathers 3=Haze 4=wind lines
 If cc=P Clouded Second roll (1d4)
 1=large clouds, 50%local/Turn 2-3=cloud covered with large openings, 75%local/Turn 4=fully covered, 100%local/Turn
 If cc=p-30 Fully covered in dark (sometimes colored) clouds
 This means that any precipitation comes from the clouds hanging above, which means the Precipitation is only local as according the second roll

Clouds		
use same roll as Precipitation	Clear	P+50% or higher
	Cloudy	P+30% or higher
	Clouded	P
	Dark Clouded	P-30% or lower or during Thunderstorm
K Wind Direction		
1-11	as Dominant Wind	NW
12-13	DW+1 Clockwise	North
14-15	DW-1 Clockwise	West
16	DW+2 Clockwise	NE
17	DW-2 Clockwise	SW
18	DW+3 Clockwise	East
19	DW-3 Clockwise	South
20	Opposite Wind	SE



Various intensities of Fog in Trollhattan; Left common medium thick, right very heavy

Humanoids have 6 seasons, instead 4. These depict the seasonal behaviour patterns, Holy Days, what to do (harvest, plunder, hunt, etc.) and what to eat averagely (vegetables, Fungi, Meat, etc.). Most meat and plunder is eaten and done in the Autumn and Winter months (darker and less food available), while foraging and eating vegetables is done more in the other seasons. Each season has a name (Here in Gobbleton), depicting the main food or action. These seasons are shorter or longer depending on the Humanoid's location on the Planet.

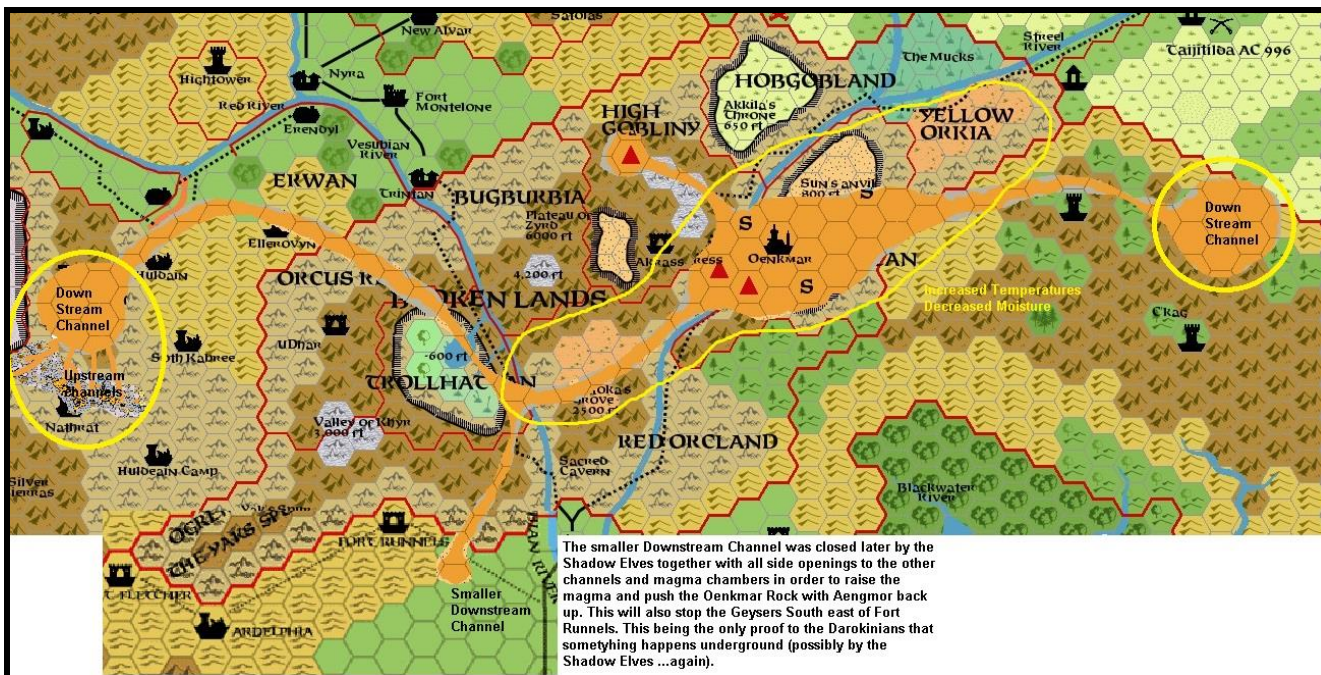
Winter Solstice to Spring Season start;	New Season (Anyar Ta'an)	Plunder/Pillage Meat + vegetables from others
Spring Season start to Summer Season Start	Green Season (Gola'an Ta'an)	Foraging/Hunting outside
Summer Season to Start Solstice;	Egg Season (At Ta'an)	Foraging eggs, vegetables
Summer Solstice to Autumn Season Start;	Warm Season (Vrong Ta'an)	Foraging Fungi—to dry and warm outside
Autumn Season Start to Winter Season Start;	Fruit/Meat season (Kommer Vaza Ta'an)	Foraging/Hunting outside
Winter Season Start to Winter Solstice;	Scavenging season (Rolki Ta'an)	Pillage fields/vegetables from others.

Several areas, however, succumb to extremes. The regions Gnollistan, Yellow Orkia, Red Orkia and some sections of Careanna (the hilly region between Ethengar and Darokin) and High Gobliny affected by a strange weather influencing effect. It is much warmer here than in the surrounding countries. Trollhattan is enclosed and tends to be fogbound (50% less visibility and duration doubled). Gnollistan is extremely dry and hot, Red Orkland and Yellow Orkia suffer drought and heat, but in a less intense degree than Gnollistan). These three areas are thus hot that the precipitation/fog chances are severely reduced, however, always use the normal singular rolls made for the whole Broken Lands. This means that the rain falls elsewhere and NOT in the drier/warmer areas. The Mucks are thus more prone to rain.

This has a dual reason. First and fore all, a huge magma chamber lies not too far below the ground, generating massive heat. The multitude of natural and manufactured tunnels and air vents force this heat out to the surface. And here comes the secondary effect. The supplied heat dries out the air. In the mucks this is barely noticeable to travellers as the moisture is rapidly reabsorbed by the sparse vegetation, however, the other regions do not have this benefit, and the lack of water makes most of the affected region much drier and warmer. Some druids also say that the disturbance below ground alters the magical influenced weather patterns increasing the heat and decreasing the precipitation.



All in all the result is that these areas are dry and even become drier, this includes the Mucks. This is mainly due to the depletion of the region by the Streeel River, which has another obscure reason. The following superimposed map illustrates where the areas of increased heat are in correspondence with the lower magma chambers.



Important; the western down channel did exist prior to the meteor and its increased heat are only created Geysers in the neighbourhood of Silverstone. The channels leading to the surface are remnants of volcanic activity caused by the 1700BC event, but stopped soon thereafter. Due the meteor, magma is also pushed up again and reaching the surface, reactivating 3 minor volcanoes, but also opening a lava lake in Nathrat, which of course bring more heat into the region than before the meteor. Thus the area is decreased in effect prior to the meteor impact.

To create weather for the Broken Lands roll for the Broken Lands in total, not region by region. To reflect the altered circumstances add the following modifiers for each affected region after completion.

Regional Differences from standard Table Broken Lands page 32	T+	T-	P	F
Trollhattan;	+5	+5	10	+25
The Mucks	+5	+5	+15	+10
Red Orcland Waste Lands;	+25	+15	-10	-15
Gnollstan;	+25	+25	-15	-20
Yellow Orkia;	+15	+15	-10	-20
South-East Gobliny;	+20	+20	-10	-15
The Careanna region;	+20	+15	-5	-10
Other Broken Lands Region;	+0	+0	+0	+0

This means temperatures get a larger range between night and midday, Precipitation is less (it falls elsewhere in the Broken Lands), or more (local evaporation falls down again). Fog changes are greater or fully absent

A good DM prepares weather for the average game time the characters wander in any region, as weather can greatly affect the mood of any adventure. Create a Full season (or 3 months when an asdventure revolves around a seasonal change date).

Normal water temperatures of a river are 6° lower than the average Seasonal temperature (T+ and T- added and divided by 2, round down)

An Important Note to using the Creature Statistic tables used in this document.

- This document has the **Armor value** rules implemented as per Dawn of the Emperors boxed set. As such **Armor Class** are higher than per Rules Cyclopedia, and damages the creatures receive are reduced by the **Armor Value (AV)** up to a minimum received damage of 1 per attack. **If you do not want to use this BECMI optional rule subtract the AV from the AC.**
- Abilities** are normally rolled by 3d6, many races have other rolls however. Roll these as given and then readjust to the minimum and maximum given if needed. A creature for example with an ability 3d6-3=3-15 could roll a 3 times 1, -3=0 which is adjusted to 3 according the minimum-maximum given. It the player rolled 18-3=15, in this example, he would have created a creature with the maximum of this ability possible for this race. **Abilities rolled are at adult age, and readjusted by current age accordingly;** See <http://pandius.com/CharacterCreation.pdf> page 580.
- BM= Barding Modifier.** This handy number is from the Gaz10 optional source, and is usable in many ways. It can be used to calculate the weight of items a race normally use, as well as the weight and cost of armor, the amounts of standard rations to eat and drink, and the damage it gives a standard weapon adjusted to its size. A BM of 3 or ½ would change a normal sword damage to 1d6x3 or 1d6x1/2 instead. If no BM is given it is 1.
- THAC0/Damage adjustments;** To physical (not ranged) attack individual (N)PC's Strength adjustments to THAC0 and damage still need to be applied. To Missile attacks individual Dexterity adjustments to THAC0 still need to be applied.
- Charisma** is the statistic for social interaction, **Comelience** is the Beauty a character has to the same/similar species.
- The color background of yellow is **Combat information**
- The color background of orange is the **standard Normal Monster information.** (To be used for incidental average encounters). PC(and many NPC) Humanoids are beyond average, like Human and Demihuman (N)PC's. All other references are as given per Rules Cyclopedia.



Useful information for the Broken Lands

Reaction Rolls

Remember, most animals will sense (by smell, sound, vibration) that Humans (or Humanoids, and demiHumans) approach and will scatter away before contact is made. The tables of wandering monsters has thus to be used with encounter distance rolls. This means most animals will be further away and aware of the PC characters. The distance rolled is the first distance either one side notices the other, and as thus may react. This can be before the PC's may notice the creature(s) if their sight (or other senses) are less than the given distance. Prey animals can almost be frozen to the spot in darkness if suddenly exposed to light. Most nations have set this action if used in hunting as poaching, and penalties maybe severe. Humanoids often use this trick however.



Monster Reactions Table

When the result says to roll again in one round, allow the PCs to react to the monster. If they do something to get a specific reaction (such as attack), you won't need to roll again. If they try to bluff, negotiate, or befriend the creature, roll again with the penalty or bonus listed on the table.

The actions or words of the PCs may affect monsters' reactions. Gestures of friendship can give the PCs a bonus at the DM's discretion; threats, attempts to appear menacing, and rudeness can give the PCs a penalty. Adjustments for PC actions can range from a -2 penalty to a +2 bonus. If it is clear that the creature is a natural prey to the other, it rolls at -4. Thus if the PC's are natural prey to the creature roll 2d6-4.

If a charismatic character is speaking for his entire party while another character is silently glaring, bristling, and otherwise indicating that he's a tough guy, the rudeness penalty could easily cancel the Charisma bonus of the first.

Don't roll more than three times. If by the third roll the monster hasn't achieved a roll of 9 or better, it will decide to attack or leave, depending on creature (DM).

Racial Tolerance;

Most Humanoids have various tendencies toward other races, but they are also intelligent enough not to rush into any enemy they do not like. This is what we call Racial Tolerance. Apply the number of the initial creature's race for the creature's race it meets to the creature's wisdom and check. If it fails the Reaction roll suffers a -2, if it is successful the reaction roll suffers a -1. If the race is not listed in the creature's racial tolerance, roll reaction as normal.

Example Bugbear Racial Tolerance; Kobold -2, Orc -1, Hobgoblin-1, Gnoll -3, Goblin -2, Ogre -1, Gnome -2, Elf -4, Fairies -8, Troll -2, Giant -4, Human/Dwarf -3. If the Bugbear has a Wisdom of 9 and it meets a Human, it must roll 9-3=6 or lower on Wisdom check. If this fails it must roll reaction 2d6-2 and prefers to attack, else it must roll reaction 2d6-1 and it will prefer NOT to attack.

In the Broken Lands under Tharian Rule add a +2 to Reaction rolls between different races. The same happens eventually in the Great Crater, under King Kol. This does NOT affect Humanoids NOT following these rulers.

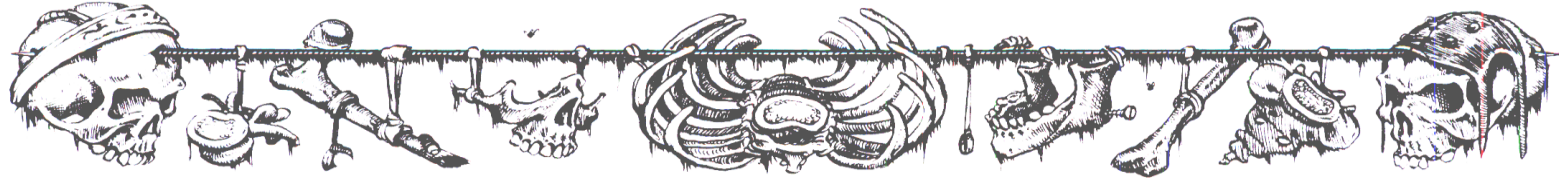
Encounter Distances Table			
Setting	Visibility	Encounter	Viewing Distance
Dungeon or other indoor setting.	Very good light	DM's choice	4d6x 10'
	Dim light**	DM's choice	2d6x 10'
	No light*	DM's choice	1d4x 10'
Wilderness	Clear daylight	DM's choice	4d6 x 10 yards
	Dim light**	DM's choice	2d6 x 10 yards
	No light*	DM's choice	1d4 x 10 yards
Ocean/sea	Clear daylight	Ship	300 yards
		Monster	4d6 x 10 yards
	Dim light**	Ship	120 yards
		Monster	2d6 X 10 yards
		Ship	40 yards
No light*	Monster	1d4 x 10 yards	
Undersea	Any light	DM's choice	1d6 x 10 yards-10yards/100' depth

* Or very poor visibility (heavy snow or fog, sandstorm, etc.).
 ** Or full darkness with infravision used.

Creature Reactions Table		
Roll 2d6	Creature Reaction	
2	Monster attacks (or flees if it is alone, without defense, much smaller or clearly a prey creature).	
3-5	Monster is aggressive (growls, threatens) and may attack	roll again after 1r at -4
6-8	Monster is uncertain and cautious (backsteps, raises hair), ready to negotiate	roll again after 1 r
9-11	Monster is neutral, may become friendly	roll again after 1r at +4
12	Monster is friendly	

If Alignment Monster is Evil then any 10 or higher will be a 8, but sentient monsters may trick being friendly, to attack later

Humanoid Racial Tolerance among Humanoids								
Negative Penalty	Kobold	Goblin	Orc	Hobgoblin	Gnoll	Bugbear	Ogre	Troll
Kobold	0	3	1	2	1	2	2	1
Goblin	3	0	2	1	2	1	1	2
Orc	1	2	0	3	1	2	2	1
Hobgoblin	2	1	3	0	2	1	1	2
Gnoll	1	2	1	2	0	3	2	1
Bugbear	2	1	2	1	3	0	1	2
Ogre	2	1	2	1	2	1	0	3
Troll	1	2	1	2	1	2	3	0



Humanoid Charisma & Comelience

(This system is a simpler version of the system used in *Gazetteer 10*; Use which one you prefer). Humanoids are the epitome of macho behaviour—not in the sexual sense of the term but rather in the racial sense. Everything that seems refined, elegant, or subtle is an aberration; the louder, the cruder, and the brasher, the better!! Physical ugliness can be viewed as a way of being impressive, as long as the creature displays a raw, primitive strength and an ability to intimidate his peers. Males and females reflect mostly no differences in this. Yet social interactions (Charisma) is based on the mostly spoken actions, and partially on appearance. That is why this is differentiated here by giving a 7th character statistic; Comelience/Beauty.

The elves and their culture are the prime example of what Humanoids hate the most. For the latter, beauty and grace are weaknesses to be laughed at and taken advantage at. Humans would perceive an 18 Comelient Gnoll as incredibly rude, brutal and gross—definitely admirable qualities among Humanoids.

To convert Humanoid Comelience to Human standards use the table below. For example; a 15 Comelient Bugbear would be perceived as a despicable 6 Comelient shaggy monster by Humans and DemiHumans. And a beautiful Elven lady with a Comelience of 17 would be perceived as a disgusting weakling of Comelience 4 by the Humanoids.

Exception; Trolls and Cyclops have a -2 modifier to their Comelience. This is due to their truly horrid and loathsome looks as well as a rumoured reputation for turning against foe and friend alike when hungry. Especially for this last reason, Trolls are rather unpopular creatures even among Humanoids. Whenever converting Troll character's Comelience to Human standards, subtract the -2 from the found result. So a 15 Comelient Troll would be perceived as a 4 instead as a 6 Comelient monster to non Humanoids, and as a 13 to Humanoids.



Humanoid perspective; An ugly weak Orc left, a handsome experienced warrior Orc right.
Human and DemiHuman perspective; A for Orc standards attractive specimen left, and right an ugly mug even a mother would loathe.
 Yet both could be as equally Charismatic in their social interactions.

Comelience Converting	
Humanoid	non-humanoid
3 or less	18 or more
4	17
5	16
6	15
7	14
8	13
9	12
10	11
11	10
12	9
13	8
14	7
15	6
16	5
17	4
18 or more	3 or less

Remember the Comelience adjustments reflect and interact with the reactions of creatures interacting with, and thus affects Charisma.

Adjustments in Comelience (as *Rules Cyclopedia 3* = -3,4, 5 = -2, 6,7,8= -1, 9,10, 11,12 = 0, 13,14, 15= +1, 16,17= +2, 18= +3) affect Charisma which is otherwise equal to any race.

A low Comelient Orc leader would have his Charisma affected, and morale of its group reduced by 1 for each negative Charisma adjustment, while it would improve interactions with Humans by +1 for each positive Charisma adjustment, and visa-versa. The average morale is given in the statistics of the creatures mentioned.

By adding Comelience/Beauty to the 6 Character statistics, and having that affect Charisma, you still see the charismatic strength possible in an ugly

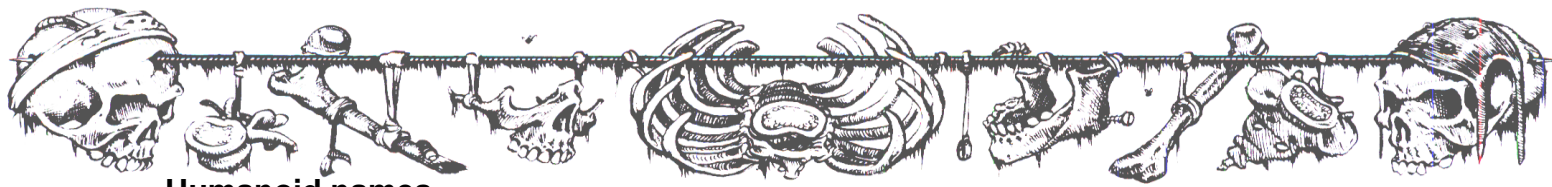
Humanoid (and visa-versa).

For game simplicity where Comelience statistics were not given (*Gaz10* for example) use the there given Charisma value also for the Humanoid's comelience as well, and add the reverse Human value next to it. And in reactions use the Comelience adjustment to Charisma to determine reactions further as normal. Examples of Comelience characters can be found in this PDF with several important characters.

Humanoid Appearance variation

Aside from the general features as displayed in the creatures statistics, you can have your (N)PC have some physical features as described below. Choose 1d6 features directly or roll 1d100 instead, and choose either a left or right for variation in the table.

Humanoid Appearance Variations		
1-3	Bald	Extra Hair on Shoulders
4-6	Big Wrinkles	Flabby Flesh
7-9	Blue Splotches on snout/face	Tattoos
10-12	1d6 Broken teeth	Funny wig
13-15	Brown hanging tongue	Foul breath
16-18	Cold, slimy snout	Wooden leg
19-21	Drooping, Gaping mouth	Tattoos
22-24	Drooping Ears	Tusk Upward
25-28	Leather Eye-patch	Fur Eye-patch
29-31	Green Splotches on snout/face	Hiccup
32-34	Hairless spots	Tattoos
35-37	Hairy warts	Furry feet
38-40	Hunchback	Broad Shoulders
41-43	Limping	Whining
44-46	Mane, Mohawk, Plume or Tuft	Tattoos
47-49	Occasional Convulsion	Occasional Twitch
50-52	One upright ear/one drooping	Tattoos
53-55	Oozing lumps and pimples	Tattoos
56-58	Orange lumps on snout/face	Tattoos
59-62	Oversized ears	Oversized nostrils
63-65	Prognathous Jaw	Foul Breath
66-68	Small horns	Small boar tusks
69-71	Split lip exposing teeth	Split tongue
72-74	Twitching	Nervous attitude
75-77	Upright ears	Oversized lips
78-80	Various ugly, seamed scars	Bulging eye
81-82	Wet, Slimy hair under chin	Pointy Chin
83-00	Roll twice more on this chart	



Humanoid names

(Revised, added and clarified from Gaz 10)

Humanoid names sound very harsh and guttural, even to the point of being caricatural. Depending on the cultural background of your horde, you may want to use different names than the common Humanoid ones. For example, a character from the Yellow Orkian Tribe could be named Ulaan-Uluk, as would perhaps seem more appropriate to an Ethengarian background. The various ethnic backgrounds for the Humanoids are given below for your convenience. Feel free to choose a name from these lists, or inspire yourself to invent one in the general style.

The common Humanoid names are suggested for Orcus Rex, High Gobliny, Kol, and Bugburbian Tribes. They are the most guttural and common names used among the Humanoid tribes. Anything that sounds crude will do. Males and females use the same names. Very often, Humanoids add a nickname that is reminiscent of one of their physical attributes, a particular behaviour, or something they did, or experienced. Atruaghin (Red Orc) names, horde names are good examples of common Humanoid nicknames. Examples; Zaar-Crooked-Legs, Whorff-Flat-Snout, Raorr-One-Tooth, Karaash-Shield-Basher, Tarak-Elf-Ripper, K'rhomm-Cliff-Hanger, Argh-No-Fingers, Tawar-The Worrier, Eeakr the Shabby. Red Orlanders call their tribal chief; "Big Chief". Yellow Orkians and Hobgoblancers call their horde chiefs; "Khan. In a conversation they simply add "-Khan" after the chief's name. South Gnollistani call a horde chief "Qadi", and their tribal chief "Pasha". In a conversation, they simply add this title after the name. Many Ogres of Ogremoor add "-Singh" at the end of their names, especially for chieftains, accepted tribesmen under a major chieftain's authority, or one who has accomplished a courageous feat. Ogre Horde chiefs call themselves "Rajah" or "Prince" for the Tribal Chief.

The Atruaghin origins are more commonly used by the Red Orland Hordes. Red Orcs are usually named according to the circumstances at their birth, or change their name after another feat later. They sound more like American Lakota names (<https://nldo.lakotadictionary.org/>), although cruder and certainly grosser as befits Orcs.

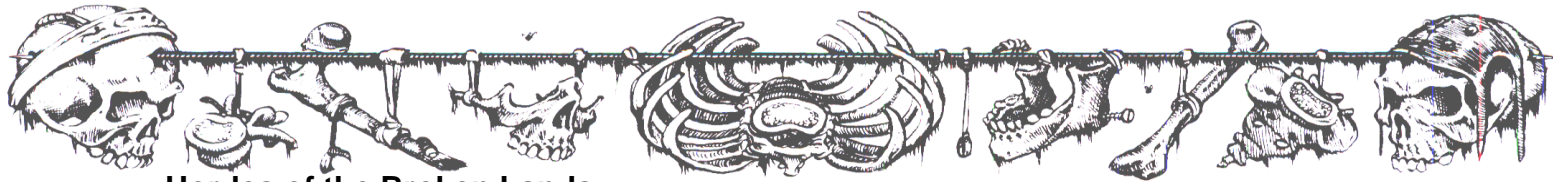
Ethengarian origin names are often found among Yellow Orkian and Hobgobland Tribes. Names with a vague Mongol ring to them will do fine here.

Ylari original names are suggested for the South Gnollistan Tribe or Humanoids from Ylaruam. These names are originally Arabian sounding, but are somewhat distorted because of the Humanoid pronunciation.

The names of the Humanoid Tribes in the **Northern Reaches** are suggested for Trolls anywhere or local Gnolls.

The Ogres of Ogremoor most often use names of **Sind origins**. Names vaguely reminiscent of India and surrounding nations are suggested here.

Common Humanoid Names					
Angmar	Eaark	Herlk	Khorguul	Rahann	Tompff
Argh	Elokr	Hirrah	Kruumz	Raorr	Truohl
Arkah'	Fkuul	Hoorl	K'thomm	Rhinng	Urgh
Augh	Form	Horrach	Kurun	Rhuun	Ungh
Bangrah	Frack	Hoygh	Loark	Rhyskh	V'tamm
Bruun	Garlak	Huh	Marukk	Roaarh	Waarph
Caasz	Gorgar	Huzzk	Morguul	Roorh	Whorff
Cungk	Gorguul	Lirk	Nyarh	Saark	Wogar
Darg	Gork	Karaash	Oinksn'rt	Sohrguul	Wunggh
Derk	Gurgh	K'blam	Ongah	Sorgh	Zar
Dguul	Harri	Khizck	Oorgar	Tarak	Zoarh
Droom	Harak	Kirrl	Oynksn'ff	Tawar	Zzett
Atruaghin Origins		Here in Thyatian/Tharian		Here in Atruaghin	
Bad-Breath	Fat-Pot	Hare-Snout	Pus-Pop	Sitting-Drool	Wart-Bag
<i>Sica-oniya</i>	<i>Chepa-chega</i>	<i>Mastinca-Phuta</i>	<i>Thun-phopa</i>	<i>Itoyake-irnistan</i>	<i>Hochespu-ozuha</i>
Bag-Cheek	Flat-Skull	Iron-Butt	Rattle-Bone	Skunk-Hide	Double-Tongue
<i>Wozuha-Lohe</i>	<i>Blaska-natahu</i>	<i>Masikceka-unze</i>	<i>Hlahla-lyosaka</i>	<i>Makaha</i>	<i>Eyaya-Chezi</i>
Black-Blood	Flat-Foot	Little-Big-Snout	Red-Eye	Slime-Tongue	Wood-Head
<i>Sapa-We</i>	<i>Blaska-si</i>	<i>Cik'ala-insko-phute</i>	<i>Sa-ista</i>	<i>Kasli-chezi</i>	<i>Chan-nata</i>
Ooze-Lip	Flea-Bag	Muck-Bag	Red-Hand	Stale-Water	Wooden-Foot
<i>Sli-wankata</i>	<i>Hala-Wozuha</i>	<i>Chesli-Wozuha</i>	<i>Sa-nape</i>	<i>Skumna-mni</i>	<i>Chan-si</i>
Fork-Chin	Nose-Pick	Red-Stone	Stink-Puff	Cave-Hop	Yellow-Dust
<i>Ozate-ikhu</i>	<i>Phasu-oyukunta</i>	<i>Sa-inyan</i>	<i>Sicamna-yablu</i>	<i>Ohloka-napsica</i>	<i>Zi-makhblu</i>
Gloom-Mud	One-Eye	Rot-Finger	Stomp-Foot	Scare-Belly	Yellow-Face
<i>Ithkun-hlihliia</i>	<i>Wanzi-ista</i>	<i>Huhwin-napsu</i>	<i>Nathaka-si</i>	<i>Inhanyan-thezi</i>	<i>Zi-ite</i>
Wolf-Head	Grim-Claw	Broken-Fang	Bone-Fist	Stutter-Bug	Wolf-Jaw
<i>Sungmanitu</i>	<i>Thanka-nata</i>	<i>Ksizeca-Yupota</i>	<i>Wegahan-Hiphestola</i>	<i>Iyoaysaka-wabluska</i>	<i>Sugmanitu Thanka-chehu</i>
Dirt-Ball	Gut-Worm	Pimple-Drip	Scar-Snout	Two-Feathers	Yawning-Bear
<i>Makha-Thapa</i>	<i>Thathingleska</i>	<i>Waseyanka-se</i>	<i>Osnaze-phute</i>	<i>Nunpa-wiyaka</i>	<i>Iyoaya-matho</i>
Ethengarian Origins		Females add 'a' or 'i' at end.			
Adja	Davasuren	Hargul	Mangpo	Talai	Xigaze
Adjumuk	Dzagad'hai	Hutai	Mugluk	Tzeluk	Xigg
Akkila	Dzubokai	Jamsuren	Mugul	Tsome	Yagrai
Altai	Dzulagazai	Jigme	Muludzin	Udbal	Yarlung
Altan	Dzuunbulag	Kai	Namgyal	Udballa	Yoghurt
Bajan'uul	Gandgiz	Kai'bataar	Ngarang	Ulaantar	Yoggh
Barzoi	Gegyai	Kailar	Norbor	Ulgarai	Zhongbai
Bator	Gogol	Kazukh	Olodzin	Ulmuk'hai	Zhongtai
Bulgan	Gunjiz	Khampa	Oyung	Urumdul	Zhang
Buzuk	Gurvan'char	Kitar	Paryang	Uzduk	Zhang'hai
Chumbar	Gyangze	Kublai	Sagyar	Uzduk'hai	Zetan'hai
Daiga	Gyarduk	Lhaze	Sukhe	Wu'hai	Zuran
Ylari Origins		* female names			
Aptalah	Atzizz	Kapip	Mokamett	R'zar	Varuk
Apu	Bakfizz	Karun	Mutzfa	Shtam	Vatma*
Aptul	Chalunn	Khamin	Myram*	Saat	Zimpar*
Akmed	Chalunnya*	Khater	Nachip	Shrazat*	Zimpat
Aika*	Ghe'tarr	Khalit	Nahmi*	Sh'rrf	Zulman
Alattin	Hellaff	Khassan	N'ssar	Tshamal	Tarik
Alhi	Fellagh	Leitak*	Nizam	Tunya*	Ymma*
Alhia*	Feilha*	Makmut	Rakit	Varah*	Yzma*
Amneh*	Kaprak	Mekmet	Ratitsa*	Varit	Zmurrut*
Northern Reaches Origins		* female names			
Aki	Bork	Gjaflaud*	Herijar	Katla	Thesta*
Anlaf	Botolf	Glum	Hjort	Mord	Thekla*
Anskar	Dotta*	Grima*	Hogni	Orm	Thurid*
Armod	Einar	Groa*	Horik	Rhora*	Tosti*
Arngrim	Eldgrim	Gudrun*	Hrapp	Rollo	Torridth
Arnora*	Fhorgeir	Gulmund	Hreffna*	Rurik	Unn*
Asa*	Floki	Guthorm	Hrodny*	Skamkel	Vandrad
Ask	Geirmund	Hakon	Hrolf	Strykar	Vigfus
Aud*	Gerloc*	Harek	Kalf	Svart	Ynvar
Bodvar	Gilli	Hauk	Kari	Tessa*	Ursa*
Sind Origins		* female names			
Ahmadar	Dhara-Dhun	Jaipor	Khishnat	Parji	Sharjah*
Ajmar*	Ganjim	Jamigar	Krinigar	Patiala*	Sinaria*
Amritsa*	Ghorok	Jammu	Kristna*	Patni	Surattar
Amravati*	Gangha-Dhan	Jhansir	Krondahar	Rajan	Ujjain
Bandar	Howra*	Jherok	Kunjing	Rajani*	Ujjaina*
Barodar	Hubliah*	Jiffnir	Ludhiana*	Rajnagar	Varani*
Burhan	Impal	Jingmahal	Mahanadar	Rajkat	Vijay
Burhani*	Indora*	Jodhsari	Nagpar	Ranchi	Vishakha*
Chindagong	Jabalhi*	Khaipur	Nasim	Reshawan	Vishtra*
Chandra*	Jadhka*	Khuttna*	Nicopar	Saharana*	Zihwha



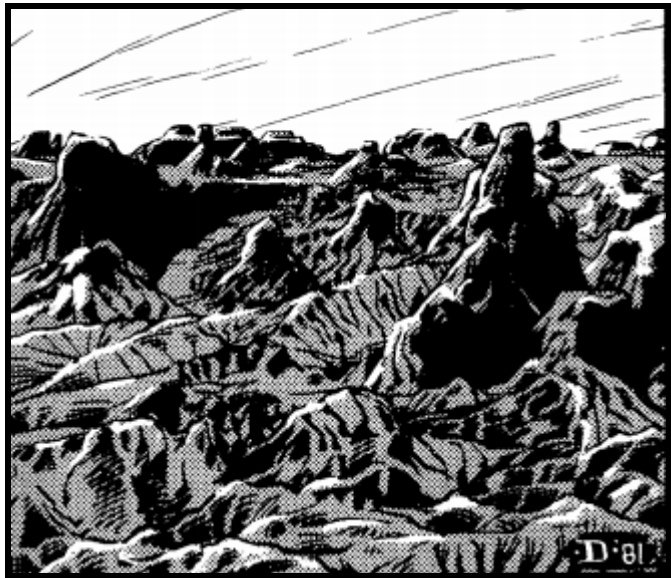
Hordes of the Broken Lands

The different Hordes in the Broken Lands were partially described in Gazetteer 10, Orcs of Thar. page Fueled by the information of Gecko, Agathokles, Geoff ,John and Sturm, I expanded not only the amount of Humanoids in total and per Horde, yet also the amount of Hordes. To name them I did use the Outsider Horde names, as presented in Gaz 10 Horde table page, or I created these myself. I based these new created names as often as possible on the race, terrain, racial/cultural background or circumstances. Some are translations of their own language (Ogre Moorian, Gobbleton, Gnollistan).

The following table shows these names. Those in Red are new, Those in Blue are translations, Those in Bold are Main Tribes (as per Gaz10).

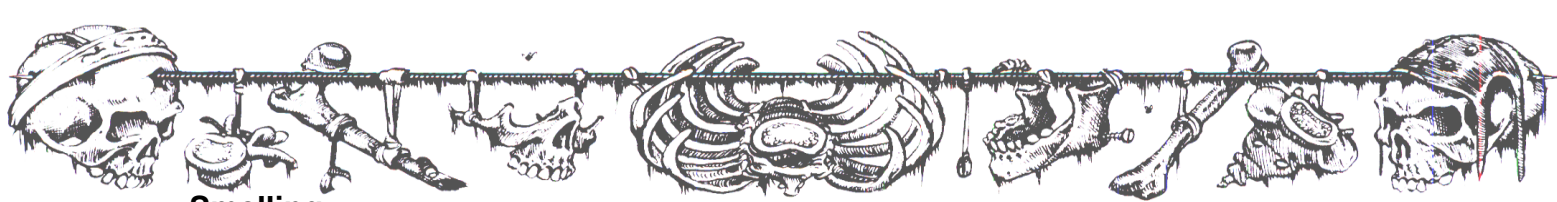
The Vile Runes are the only Horde present amongst multiple races, and that is because they are the only pure caster Horde (Wokan and/or Shaman). Most casters become member of this Horde, due the support and knowledge they share to their members.

For Statistics of the other extra Hordes it is the easiest to keep those of "Other Hordes" as per Gaz 10 , and for the older readjusted Hordes double the number of Humanoids, readjust the BR of the amount of soldiers as per RC page ---,keep the rest the same. This mostly means the BR rises by only a few points (1-10). The names between () are the translated names in Tharian/Thyatian. Gnoll Nithian is taken from Real World Egyptian, Yellow Orc Ethengerian is taken from Real world Mongolian, Ogre Moorian/Sindhi is taken from Real World mix of Punjabi & Hindi-Urdu, Gobbleton is a compilation taken from Online Goblin translators, Red Orc is from Real World Lakota. **Bold** print is the Main tribe.



The first and oldest canon picture of the Broken Lands 1981

Bugburbia	High Gobliny	Orcus Rex	Gnollistan
Chief Ohr'r	Queen Yazar	Thar	Nizam Pasha
From 7 to 9 hordes	From 14 Hordes to 15	From 9 (10?) to 12 Hordes	7 Hordes 1+1+14 Desert Raiders
Gobbleton (Tharian)	Gobbleton (Tharian)	Tharsh (Tharian)	Gnoll-Nithian (Tharian)
Dar Hatas (Evil Eyes)	Avon Takar (Hill Striders)	Dod Bunas (Broken Bone)	Bir-Razud (Oasis Hunters)
Duhr Daras (Deathmongers)	Emmir Flek (Blood Bucket)	Blos Darag (Bloody Head)	Esod Lahs (Black Moons)
Flek Aarg (Blood Grizzlies)	Gas Duhr (Winds of Death)	Grott Tegror (Cave Marauders)	Kush Run (Vile Runes)
Glatz Kar (Skinheads)	Giberi Daag (Crawling Mischief)	Riip Ghis (Claw Strike)	Medjed lw (Ghost Walkers)
Hurd Rox (Rox Horde)	Leisch Taron (Harrowing Teeth)	Tata Maji (Dripping Mace)	Set Sumi-e (Devil Swines)
Kunimuin (I Clever Bastard)	Nag Tudor (Darkling Menace)	Kez Flat (Dwarf Smashers)	Shezmu Neb (Blood Thorns)
Shes Runa (Vile Runes)	Nassian (a Well)	Garghog (Evil Eye)	Sah'ra Yami (Desert Guards)
Pal Burras (Grey Bugbears)	Ninyx Tak (Black Thugs)	Kulk Flat (Skull Smashers)	
Yoghatas (Yellow Eyes)	Pootz (Big Paws)	Thar Ghis (Tharian Claws)	Yellow Orkia
Hobgobland	Sabre Punks (Sabre Screamers)	Thar Uru (Tharian Fists)	Moghul Kahn
Hutai Kahn	Shes Runa (Vile Runes)	Thar Legio (Thar's Legion)	11 hordes 1=7 warlords2 Moghul guards +1 Yellow
From 8 to 9 Hordes	Tado (Berries)	Garghrun (Vile Rune)	Ethengerian (Tharian)
Gobbleton	Worg Vidag (Wolf Riders)		Akkar
Argul (Lava)	Yaahr Ilas (Howlin' Freaks)	Blue=Rexian Glada (Rexian Raiders)	Aldaa Gargagchid (Bugstompers)
Bagwati Vidag(Horse Raiders)	Zyrd (Skycaster)		DomDomDoom
Bjorber (Brewers)	Red Orcland	Kol	Ethie Bashyeruud (Ethiebashers)
Nyag Svor (Shadow Blades)	Supeme Hool	High Doge Kol	Genetiin Aguchid (Rambling Cavers)
Nyx Giberi (Night Crawlers)	11 to 13 Hordes 1+6 Cavern Braves, 5 Corunglain	14 Hordes 1+12 CZ+1CH	Golyn Muks (Rivermucksters)
Nyx Mordor (Night slashers)	Atruaghin (Tharian)	Tarsh (Tharian)	Rok Taslagch (Rock Breakers)
Nyx Nassam (Night Stalkers)	Blaska Phasu (Flat Noses)	Kank Sikker (Anklebiters)	Shuurgany Dairagchid (Storm Raiders)
Nyx Taklah (Night Bringers)	C'i'ala Okiya (Small Aids)	Karr Grolsg (Death Trappers)	Shuurgany Nisdeg Teregnüüd (Storm Rovers)
Ozomo (The Strong)	Corungla Tunweya (Corunglain Scouts)	Rekar-mordor (Elf Slayers)	Moghul Kharuuluud (Moghul Guards)
Ogre Moor	Imnistan Chezi (Drool Tongues)	Dej-Dogg (Guarddogs)	Shar Nööts (Yellow Reserve)
Prince Alebane	Inyan Wamnayan (Stone Pickers)	Karrasg -Dogg (Hell Hounds)	Trollhattan
7 Hordes2+3 guards+2 Raiders(upper)	Natoka's	Gallo Dotak (Hidden Blade)	Haa'K Hordar
Ogre Moorian/Sindhi (Tharian)	Ohiyu Ophe (Drippin Blades)	Gallo Tik (Hidden Dart)	5 to 6 Hordes
Hasthi Kuchal (Bone Crushers)	Ohloka Kunza (Cave Scourges)	Dogg Warg (Hounds of War)	Tharian
Torana Redara (Breaking Raiders)	Pheta Wahukheza (Fire Spears)	Yaahr Dogg (Howlin' Dogs)	Grim Rippers
Ankuda Shay (Hook Flyers)	Sapa Siokazunte (Black Toes)	Dez Riip (Killer Claws)	Rottin' Hands
Azig Bhanlak (Leg Breakers)	Sapa Nazunspe (Black Axes)	Blosbek (Blood Jaw)	Leprous Heads
Raakshasy Chir-ho (Troll Grinders)	Tho Thezi (Blue Bellies)	Raz Xid (Running Wild)	Gunkhh
Ara Sadar Pahiredara (Ara Sadar Guards)	Wasun Slohan (Tunnel Creepers)	Gat Dez (Cat Killer)	Winter Trolls
Suraga Pahiredara (Tunnel Guards)	Blue=Corungla Tunweya (Corunglain Scouts)	Groge Jarag (Pack Hunters)	
	Green=lguga Ohloka Chatesuta (Cavern Braves)		



Smelling

This is a sense most DM's do not take care enough off. Logical because we Humans are no longer aware how important smell is in life, and we learned to disregard most smells. The following table gives average wisdom adjustments in case of attempting to smell anything.

This table is used for Humans, DemiHumans and Humanoids alike. However, Bugbears, Lupin and Rakasta use their own table of Senses, and may have +4 to +10 on all adjustments given here.

For the DM to use the table correctly, determine wind strength, and direction and distance location of the source of smell.

Upwind sources mean that the wind is blowing from the direction of the odour's source toward the character. **Downwind** means that the wind is blowing the odor away from the character, and **crosswind** means that the wind is blowing perpendicular to the direction between the character and the source of odor.

Strong winds (wind 7+) are those capable of extinguishing tOrches and other small fires, and of raising clouds of dust.

Medium winds (Wind 5-6) cause tOrches to flicker, and extinguish small flames such as candles.

Light winds (Wind 3-4) are almost unnoticeable to characters.

For Scent, winds of less than 3 are seen as no wind.

Odor Detection	Distance			
Wind 0-2	1-120'	121-360'	361-720'	720-2880'
Wind 3-4 Upwind	1-240'	241-720'	720-1440'	1441-5760'
Wind 3-4 Crosswind	1-120'	121-360'	361-720'	721-2880'
Wind 3-4 Downwind	1-30'	41-80'	81-180'	181-1440'
Wind 5-6 Upwind	1-240'	241-720'	720-1440'	1441-5760'
Wind 5-6 Crosswind	1-60'	61-180'	181-360'	361-1440'
Wind 5-6 Downwind	1-12'	13-36'	37-72'	73-288'
Wind 7+ Upwind	1-120'	121-360'	361-720'	721-2880'
Wind 7+ Crosswind	1-60'	61-180'	181-360'	361-1440'
Wind 7+Down wind	0	0	0	0
Small Fire	0	-4	-8	
Large Fire	+2	0	-4	-8
Oil Fire	+4	+2	0	-4
Conflagration	+8	+4	+2	0
Odorous gas	+4	+2	0	-4
Strong Odor Creature	0	-2	-6	-10
Mild Odor Creature	-2	-6	-10	
No Odor Creature	-6	-10		
Cooking Food	+2	0	-2	-6

Look in the table where all fits in. For example; The DM knows there is a Mild odor creature lair 200 feet to the West the wind is South 6. Thus the DM checks wind 6 crosswind and searches for 200 feet; this is column 3. If the characters want to have a chance of sniffing the scent they must succeed wisdom/smelling skill at -10.

Determining the species is a skill reserved only for predator creatures like Lupin, Werewolf, Rakasta, Wolf, Dog, etc using their own senses table. Others can only determine that a Mild odor Creature with a mild odor lives between 180 and 360' to the west. If the creature would use a campfire the check would be at -8, and if it were cooking meat, even at -2. Food can be determined a bit; Meat, Fish, Stew, Soup, Roast, Broth can be determined by scent. Chemical experiments fall under odorous gas; and can be determined as; Acrid, Death / Rot, Flowery, Salty, Sweet, Nutty, and Choking, or as a recognizable scent like Bread.



Small fires are used for cooking or keeping a small group of individuals warm. They are generally one foot or less in diameter.

Large fires are bonfires, large campfires, funeral pyres, and other relatively sizeable but controlled blazes. A large fire can be 6-8 feet in diameter, with the flames rising even higher.

Oil fires are fires where oil, creosote, or coal is burning. Some pungent chemicals, when burned, create fires in this category.

Conflagrations are huge fires, often burning out of control. A large boat, a bridge, or a building creates a conflagration when it burns.

Odorous gases are those with distinctive smells, such as sulphur or methane (swamp gas).

Strong-odor creatures use an odor as a means of marking terrain (such as males among the great cats) or defending themselves (such as skunks). The area near the lair of such creatures always carries this distinctive scent, but it is only 50% likely to be encountered if the creature is prowling outside of its lair.

Mild-odor creatures are those whose living quarters or presence is generally accompanied by a distinctive odor. Pigs, while relatively clean animals, nonetheless tend to emit a fairly strong odor around their lairs.

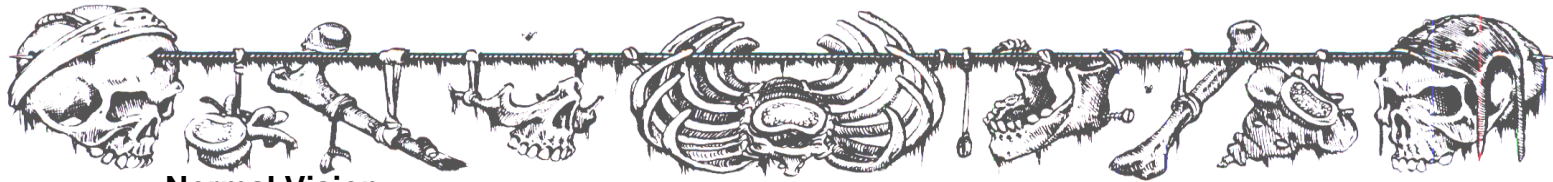
Most herd animals, especially those kept domestically by intelligent creatures, emit some sort of lair odor.

Bands of Dwarves, Orcs or other Humanoid types with somewhat casual personal hygiene habits fall into this category as well.

No-odor creatures (actually low-odor) are those that take care to remove sources of odor from their lairs. Humans and Elves fall into this category, as do birds and reptiles. Humanoids also hate these because they can't be smelled from a distance. To them the smell of these exists only in the latrine, and rarely in their lair. Something Humanoids do not understand.

Cooking food is just that.





Normal Vision

Normal vision is what Humans and most other creatures and character races use most of the time. It is the ability to see images, colours, and other visual phenomena within the range of the so-called "visible spectrum," between the infrared and ultraviolet ranges of the full spectrum of light waves. In clear air during daylight, the effective range of normal vision is 500 yards. This means that a character with an unobstructed view can see a medium sized creature or object at this distance well enough to recognize its basic form. A creature or object of small size is visible from 250 yards away, and one of large size is visible from a distance of at least 1000 yards - or perhaps a much greater distance for exceptionally large creatures or objects (such as a dragon or a tall building).



"Unobstructed" is an important word here, because practically anything in the line of sight can be an obstruction. When the viewer and the target are both on the ground and at the same elevation, ideal viewing conditions are rare. If a six-foot-tall Orc is standing in the middle of a flat and totally featureless plain, its form will be visible to a character 500 yards away. If the field is covered with a three-foot height of grass and foliage, the Orc's image is smaller because only half of its body is visible, and thus it can only be viewed from 250 yards distant (as if it was a small sized creature).

An unobstructed view often occurs when the viewer and the target are at drastically different elevations. A character standing on the peak of a lone mountain rising high above the plain around it can see for miles in any direction. However, his effective range of normal vision is unchanged; he must still be within 500 yards of a medium sized object or creature in order to be able to distinguish its basic form and possibly identify it.

Of course, the converse is true as well: The character standing on the peak is himself visible and recognizable to any other viewers within 500 yards. Obviously, long-range visibility can be a blessing and a curse at the same time, depending on one's point of view. The given range of visibility as per [Weather screen](#) is the distance at which a viewer can discern a medium sized object that stands out from the terrain and other surroundings adjacent to it; double this figure for a large sized object and halve it for a small sized object.

The ability to see something at the given range assumes that the viewer is concentrating on long-range vision and that the target, if one exists, is not concealed or attempting to keep itself from being seen. If the Orc from the above example were to lie down in the middle of the flat, featureless plain, a character's chance of spotting it from a long distance would be greatly reduced. And if it lies down in three-foot-high grass, of course, it is effectively invisible until the viewer gets very close to its location. In daylight or twilight, a character can employ long-range normal vision and short-range normal vision at the same time; that is, he can keep an eye out for obvious objects immediately in front of him and for objects in the distance simultaneously (in effect), simply by shifting his gaze every few seconds. In conditions of sufficient illumination, it is possible to move at full normal speed and remain cognizant of visible features at both short range and long range as long as the character keeps shifting his gaze. Many objects will become obvious at short range just because they are obvious.

For instance, it is practically impossible for a character to casually stroll over the edge of a cliff in daylight or twilight even if his attention is fixed on an object on a distant mountain peak; his field of vision will take in the edge of the cliff before he gets to it - assuming that he isn't staring up into the air and walking toward the edge at the same time. In moonlight or darkness, when illumination is scant or practically nonexistent, it is much more difficult for a character to keep moving and remain cognizant of short-range and long-range objects at the same time by shifting his gaze: In the space of a few seconds, a character could



come upon the edge of a crevasse or a pit that he didn't see the last time he looked at the area directly in front of him.

A lone character on the move in moonlight or darkness is usually better off paying attention to what he's walking on instead of what he's walking toward, unless he is sure that the terrain immediately in front of him is not treacherous.

If two or more characters are travelling together, they can best protect themselves by dividing "lookout duty"; one peers far ahead, while another pays close attention to the ground a few paces in front of them. Of course, the safest way to scan the distance in conditions of poor illumination is to first come to a stop and then peer ahead into the darkness - but even that will not make a character safe from a hazard that is nearby and moving toward him, silent and unseen.



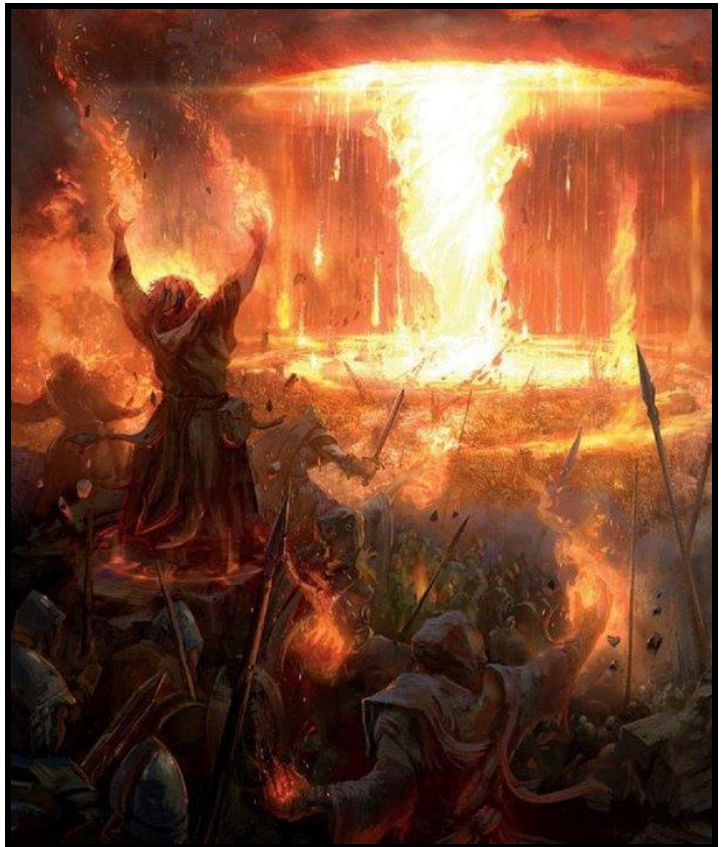
Magic advice for adventurers in the Broken Lands

Any Fire Magic: Using a high-powered fire spell such as this to start a campfire is about as sensible as lighting a pipe with a blowtorch. The flame strike will momentarily ignite everything in a 10 foot diameter area, and when the duration expires any easily flammable materials within that area will be charred to a crisp. If the immediate area also contains combustible materials, the use of this spell (and most other sorts of fire magic) could start an uncontrollable fire. Fire also consumes oxygen.

Earthquake: The effect brought about by this spell is magical, not natural, and thus does not cause the same results as a natural earthquake. If it is cast within one mile of a natural fault line, there is a 50% chance that a natural earthquake will occur at that location within '1d6 turns after the magical earthquake has subsided.

Create Water: Obviously, a life-saver when the party runs out of water in the desert or any other waterless environment. But remember two important points: You can't take it with you unless you have something to carry it in, and you can't make water unless you have at least a drop of water to begin with. (Whether saliva or perspiration qualifies as a material component in this case is a matter for the DM to decide.)

Cone of Cold: At the DM's discretion, this spell could be used in a non-damaging manifestation to enable a character to recover from the effects of heatstroke. Instead of being instantaneously cooled and struck for damage, the target of the spell could be kept cooled for an hour without suffering damage from the spell and thereby saved from further harm due to heatstroke. This treatment will not restore lost hit points but will restore lost constitution points, up to a maximum of six (one per turn for the hour that the cooling power remains in effect).



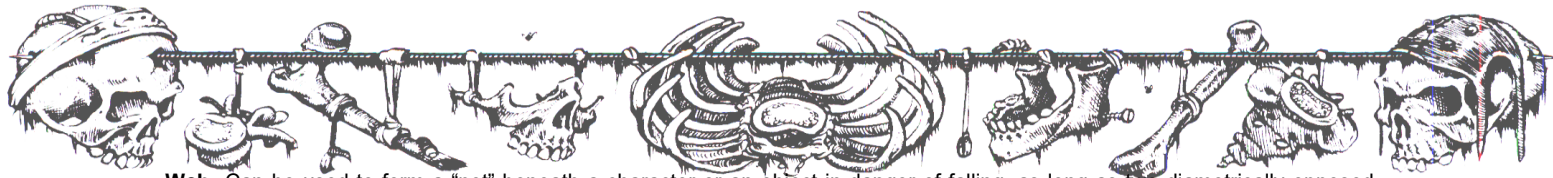
Call Lightning: The magical lightning brought into existence by this spell is generally less lethal than natural lightning - but the chance of a character being hit by natural lightning is usually quite small, whereas a bolt of magical lightning will always hit a target within range of the area where it strikes, and will always do at least half damage. To an outside observer, magical lightning is indistinguishable from natural lightning in appearance; thus, a character or creature who witnesses it or is struck by it will not automatically know that the lightning was caused by an external force - but if more than one strike hits a target or targets within a relatively short time, witnesses may logically suspect that nature is not entirely to blame. Natural lightning can also occur during the duration of this spell, as long as conditions permit (i.e., a storm must be actually occurring and not simply about to happen, as might be the case under "hot and cloudy conditions").

Animate Object: You've been set upon by a band of Orc archers while climbing a slope, and have managed to reach a plateau with your skin intact - but now you have no cover, and nowhere else to flee to right away. See that pile of rocks close to the edge of the plateau? If you animate the one at the bottom and send it over the edge, the others will follow it down. Presto - no more Orcs!

Massmorph: The characters and creatures of an adventuring party can be made safe from any number of natural hazards (sandstorm, hailstorm, extreme temperature, etc.) by turning them into trees until the hazard has ceased to exist. Only a blow from a weapon (not simply a bare fist) or the impact of some harmful magic effect (magic missile, death spell, etc.) will cause damage to characters and creatures while they are massmorphed. Of course, they are still subject to effects that can harm trees (fire, lightning, extremely strong wind, acid, etc.). And, spending time in the form of a tree does not alleviate the need for nourishment; these "trees" cannot eat, and cannot soak up water from the ground, so that any characters or creatures that remain in this altered state for an extended period of time may be in dire need of food and water when the magic is dispelled, and they may even die from lack of nourishment if kept in this form for too long. Needless to say, the rest of the party is in big trouble if the spell-caster is "chopped down" before he has a chance to dispel the magic.

Protection from Normal Missiles: A character or creature who receives the benefit of this spell is prevented from being harmed by hailstones, a sandstorm, or any other missile-like natural phenomenon. Although the recipient cannot be blinded by a sandstorm, and in fact no sand will actually touch him, he is still limited in visibility as much as an unprotected character is. The spell does not negate any effects of very strong wind, such as a tornado; a character can still be picked up and carried along by the funnel cloud, but he will not take damage from collision with debris that is also being carried along. The spell prevents a character from suffering abrasion damage during a tumble, but does not keep him safe from impact damage at the end of a fall or a tumble. The protection field will not keep out natural lightning. It will keep a character safe from being burned by lava during a volcanic eruption, but will not protect him from radiant heat that can also cause damage at such a time.

Shield: A magic-user benefiting from this spell takes only 66% of the abrasion and impact damage he would otherwise suffer from a tumble or a fall.



Web: Can be used to form a "net" beneath a character or an object in danger of falling, as long as two diametrically opposed vertical surfaces (two cliff faces close together, for instance) are available to serve as anchors for the web. For every five feet of thickness of the web, it can protect a character from a fall of 10 feet; a 10-foot-thick web will stop a fall of 20 feet, one of 20 feet in thickness will cushion a character who falls 40 feet, and one of 30 feet in thickness or more will stop a fall of 60 feet. If a character falls more than 60 feet, a web will be of no use; his body will have built up so much velocity that it will keep falling as though the web wasn't there. If a web is used to halt a tumble down a slope, the distance figures given above are doubled for a severe slope, quadrupled for a moderate slope, and multiplied by eight for a gentle slope. For example, a 1"-thick web will halt a character after a tumble of 40 feet (or less) down a severe slope; a 2"-thick web will bring a character safely to a halt after a fall of 160 feet (or less) down a moderate slope. Of course, the web does not negate abrasion damage from a tumble, but it does prevent the character from suffering impact damage.

Protection Scrolls

Cold: The effective temperature for all characters in the protected area is at least high enough to prevent them from suffering any adverse effects due to cold, or 40 degrees warmer than the current effective temperature, whichever is higher.

Fire: Works similarly to a protection from cold scroll (see above), except that the effective temperature is lowered instead of raised.

Gas: Characters within 1" of the reader are in an area of no wind, so that they cannot be swept up by a tornado or blown across the countryside by a hurricane. A sandstorm is neutralized in the area; when airborne grains of sand come into contact with the calm air, they simply fall to the ground. The effective temperature within the protected area is altered to account for the absence of wind.

Rings and other items.

Fire Resistance: Makes the wearer immune to the effects of normal heat just as a protection from fire scroll does.

Protection: The ring enables its wearer to take less damage from a fall or a tumble; use the "plus" of the ring as a subtraction from each die of damage called for, to a minimum of 1 point of damage per die. This applies both to abrasion damage and impact damage. This power of the ring is related to its ability to improve armor class, so that this power also will not function if the character is wearing magical armor.

Sustenance: A character wearing this ring is much less likely to be affected by fatigue or exhaustion. All Constitution Checks for fatigue and exhaustion are made with a -5 modifier to the die roll (but an unmodified roll of 20 is still failure in any case). In addition, Constitution Checks for fatigue need not be made more often than once every six turns, regardless of how long the character engages in strenuous activity.

Warmth: This ring provides the same benefits as a protection from cold scroll does.

Jumping

Every character can jump, except when it's corporeal state prevents this (broken leg, broken spine, KO, etc.).

The distance of a Jump is dictated by the character's current strength, and partially by its size and speed.

Smaller creatures of half Human size or less suffer a penalty of 1 on each jumping roll, but if they have a jumping skill, their distances increase by +2 per succesul roll.

Giant creatures of sizes larger than Humans add one quarter of their length to the jump, and suffer a penalty on any dexterity check of -5!!.

If they land on a creature it suffers 2d6 x2 impact damage. If they fall, they are prone for 2 rounds instead of 1. This reflects the difficulty of their size and weight to jump).



Any jump can be increased by use of the Jumping skill. Dexterity dictates how the character lands, or grabs at, in all cases.

There are three main sorts of jumping.

A Standing Broad Jump, starting the jump from the character's current position.

A Running Broad Jump; Running at least 20' and then starting the jump from the character's current position.

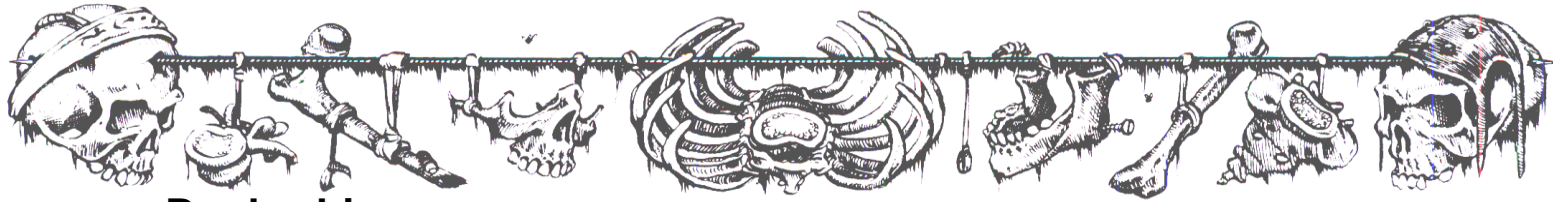
A High Jump; where the character jumps upwards from it's current position, this can be done in movement, but this does not alter the distances. A Character can grab something at the end of this height and his own size with a succesful Dexterity check

The table gives the maximum distance that a character of a given strength can traverse.

When the character lands, the DM may decide that the character also needs to make a Dexterity check to make a perfect landing, any failure could result in the character falling backwards, or forwards, or be unable to grip something at the destination spot. In either case falling rules will apply then. This Dexterity check is NOT needed in the case of using a Jumping Skill as it is imbedded within this skill. Of course the may imply penalties to the Dexterity check due unforeseen circumstances, like slippery surfaces, loose soil, cloth or similar.

For more on Jumping see; <http://pandius.com/jumpfall.html>

Normal Jumping ranges			
Strength	Far	Run 20'+	High
1 to 6	1d4+1	1d4+5	1d3
7 to 9	1d4+2	1d4+6	1d4
10 to 12	1d6+2	1d6+5	1d3+1
13 to 15	1d6+3	1d6+6	1d4+1
16 to 17	1d6+4	1d6+9	1d6
18+	1d6+5	1d6+12	1d6+1
Jumping Skill	+2'	+3'	+1'



Bugburbia (*Darta Guul'Dar*)

The Tribe of Bugburbia has a majority of Bugbears. Bugburbia is located on the Border of the Broken Lands with Glantri, east of the Vesubian River. Their Tribal Chief is Chief Ohr'r, an old Bugbear belonging to the Yellow Eyes Horde.

Surface Population; 1400 Bugbears (*Ursus Bipedis*), 1000 Common Goblins (*Goblinus Goblinus*), 700 Common Hobgoblins (*Goblinus grandis*), 100 Grey Bugbears (*Ursus bipedis Vulgaris*), 100 Yellow Goblins (*Goblinus oriensis*), and a scattering of Lizardfolk and Troglodytes.

Underground population; 1500 Bugbears (*Ursus Bipedis*), 1200 Common Goblins (*Goblinus Goblinus*), 750 Common Hobgoblins (*Goblinus grandis*), 120 Grey Bugbears (*Ursus bipedis Vulgaris*), 50 Yellow Goblins (*Goblinus oriensis*), and a scattering of Lizardfolk and Troglodytes.

Upper Bugburbia

Surface 1316 sq. miles

A relatively "normal" area inhabited by Bugbears. It is a dry region with rocky hills with very steep slopes gradually becoming mountains. It lies between the Vesubian River, Glantri, Red Orcland, and the Mountains of High Gobliny. The Vesubian River flowing from Glantri marks Bugburbia's western border; a deep, dark canyon filled with Giant rhododendrons and thick mosses, except for the narrow, slippery trail used by Human caravans on the other side of the river.

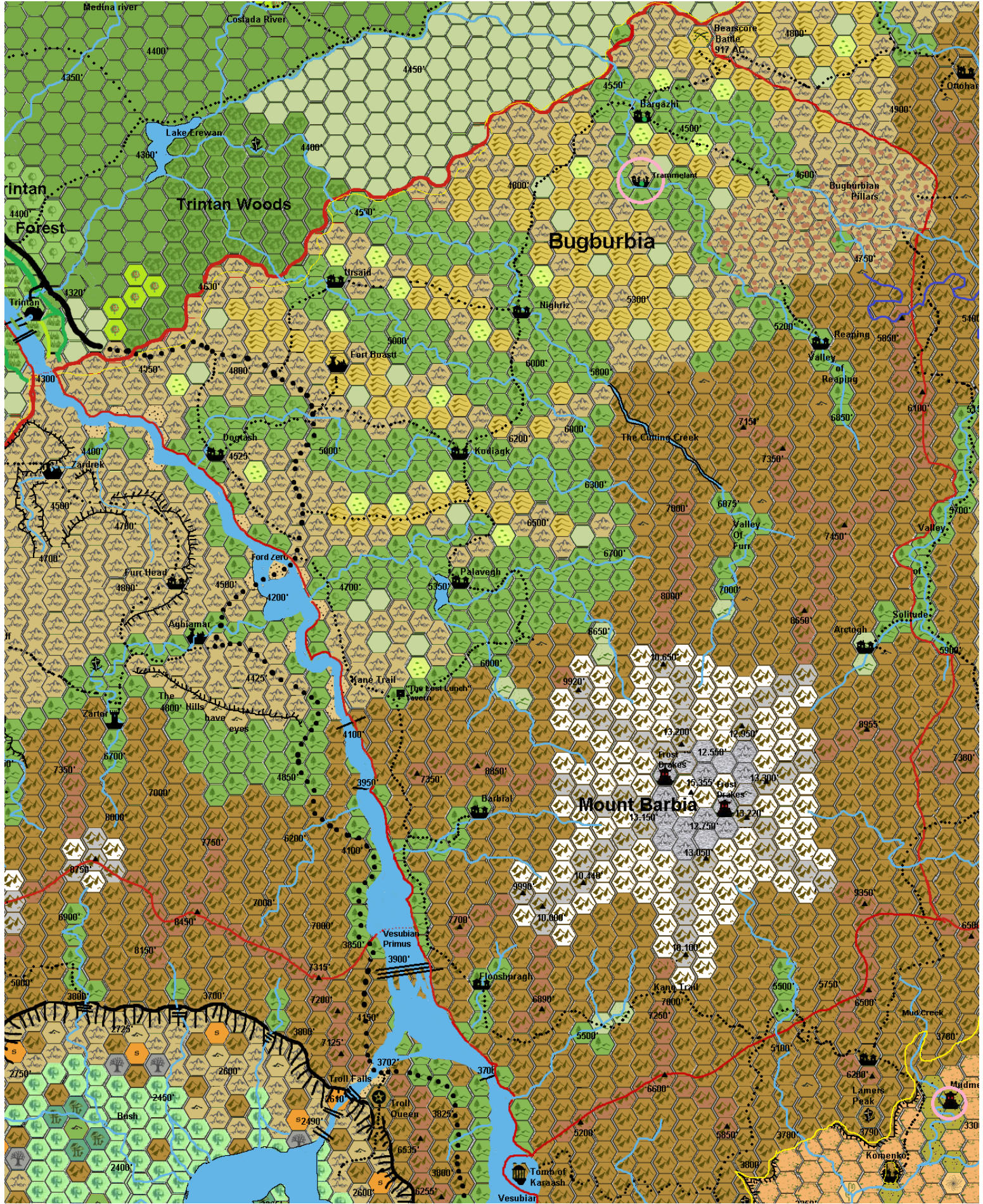
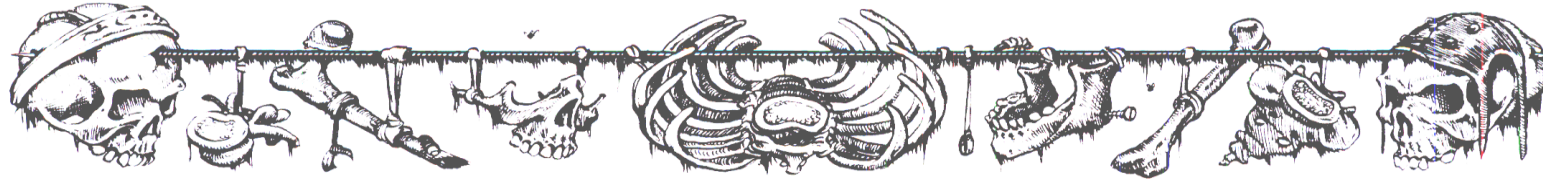
The landscape is created by the uplifting of the lower cells underground, and the volcanic activity of the Volcano Kalazyrd in the east. Also the flooding of the southern part of Glantri centuries ago had great effects in this region.

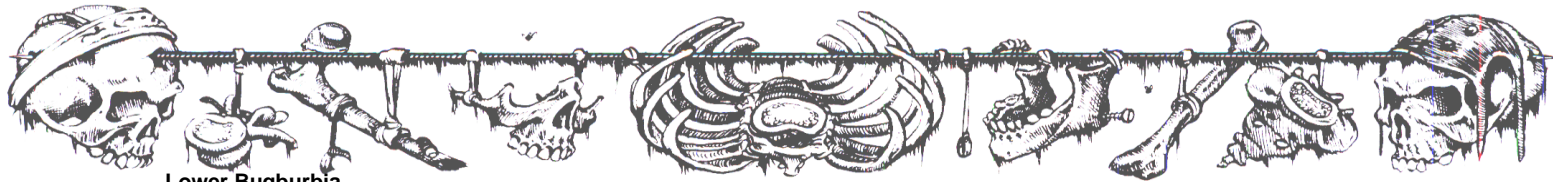
Several Mountain caves lead to the Bugbear's underworld.



Bugburbia seen from north of Nighriz towards the southeast

Bugbears predominantly speak Gobbleton, the old Goblinoid language; <http://pandius.com/gbbleton.html>





Lower Bugburbia

Surface 840 square miles

The heart of the Bugburbian underworld, a humid area with two rivers branching out to sinkholes, is located a 1000 feet below the surface. In many places, water from the Vesubian River drips through the vaults and forms a multitude of small, muddy streams. Two large tunnels slope down to the Lava Flow, west and south, and form ledges 100 feet above the molten rock. Chief Ohr'r remains in Kundar, a fortress built on the side of a huge stalagmite, near the centre of their domain. A thick fungus forest grows on the shores of the two rivers. The bugbears built a bridge from Giant mushroom trunks across the midsection of the Bugbur River. It leads to Camp Rox, near the passage to High Gobliny caves. Bugburbians usually hunt Giant locusts for food. These abound in fungal forests where they're easily trapped with nets. Grilled over a lava chunk, they are a treat for Bugburbian gourmets. Residents also spear fish in the river, a dangerous sport since the Bugbur is infested with monsters. Bugburbians trade part of their catch for different foods with High Gobliny hunting parties.

Lava smoked locust: ½ meal= 3 sp, with blood/gravy/fungal powder dressing 2 gp (55 cn carried) stays good 7 days if kept dry, else 1 day edible, but not good of taste.

In the table below where the population is mixed the letters and numbers refer to B=Bugbear, G=Common Goblin, H= Hobgoblin, Y=Yellow Goblin, o=other.

Where possible they are listed separately.



Bugbear Settlements;						
Name Settlement	Occupants	Number	Tier	Dominant Horde	Leader/Faith	Notes
		B/G/H/Y/o				
Dung/Muck reet houses						
Reaping	Grey Bugbears	100	2nd	Pal Burras	Chief Ohr'r/Bartziluth	Production Village
Ursaid	mixed	130/140/100/14/8	2nd	Dar Hatas	Natau/Wogar	Trail Raiders/Trintan Attackers
Nighriz	mixed	135/140/50/10/15	2nd	Dar Hatas	Natau/Wogar	Production Village: May trade with passing Merchants
Dogtash	mixed	130/145/120/20/7	4th	Duhr Daras	Chief Ohr'r/Bartziluth	Trail Raiders/Trintan Attackers;May trade with passing Merchants
Barbial	mixed	150/130/110/14/5	3rd	Duhr Daras	Chief Ohr'r/Bartziluth	Production Village
Kudiagk	mixed	140/150/100/12/5	2nd	Dar Hatas	Natau/Wogar	Trail Raiders
Palavegh	mixed	135/155/120/16/3	4th	Flek Aarg	Buras/Bartziluth	Trail Raiders
Arctogh	mixed	130/140/100/14/5	4th	Shes Runa	Chief Ohr'r/Bartziluth	Shaman/Wicca recluse
Stone structures connected with caves						
Bargazhi	Bugbears	450	1st	Yoghatas	Chief Ohr'r/Bartziluth	
Irammelant	Undead	250-260	none	none	Lich Dorrat (in exile)	Magically enclosed
Hordes in Lower Bugburbia						
Kundar	Bugbears	450	1st	Yoghatas	Chief Ohr'r/Bartziluth	
	Yellow Goblin	50		Kunimuin	Kunimuin/Wogar	
	Grey Bugbears	120		Pal Burras	Chief Ohr'r/Bartziluth	
Camp Rox	Goblin	400	2nd	Hurd Rox	Rox/Bartziluth	
	Hobgoblin	295		Yoghatas	Chief Ohr'r/Bartziluth	
Waterways west	Goblin	420	2nd	Glatz Kar	Chief Ohr'r/Bartziluth	Patrolling Fungus Forests along Bugbur River
Bridge/South RiverBank	Bugbears	600	3rd	Flek Aarg	Buras/Bartziluth	
Fungal Forest SW of Rox	Mixed	200/180/225/20	3rd	Duhr Daras	Chief Ohr'r/Bartziluth	
Tunnel SW of Kundar	mixed	250/200/230/30	4th	Various	Chief Ohr'r/Bartziluth	

Dar Hatas=Evil Eyes, Duhr Daras=Deathmongers, Flek Aarg=Blood Grizzlies, Glatz Kar=Skinheads, Hurd Rox=Rox Horde, Shes Runa=Vile Runes, Pal Burras=Grey Bugbears, Yoghatas=Yellow Eyes. Kunimuin is the name of the first Bugbear ruler here since leaving Wogars Horde long Ago. It is the oldest settlement held by Humanoids in the Broken Lands. The name stands for, "I Clever Bastard."

The Glantrians and Darokinians have a saying; "The Hills have Eyes" not for naught when describing their passage through the region.

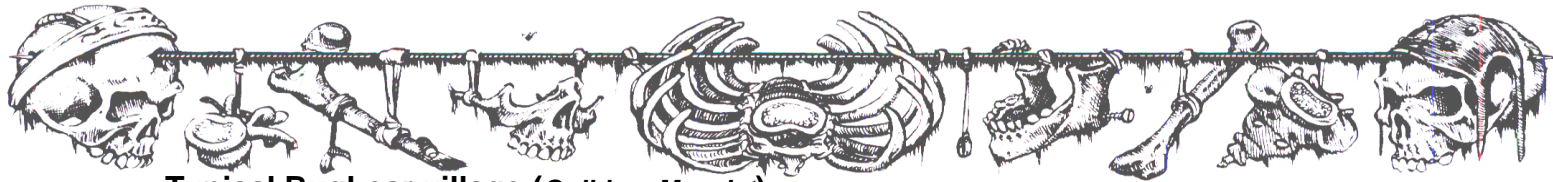
Bugbears are either altered (by an unknown Neutral Immortal) or by their sometimes assumed Alphanian Lycanthropic origin, to be affected only by Werebear Lycanthropy and then also become neutral.

Chief Natau is such an example of Werebear Lycanthropy, yet he does not desire to share the infliction. As such he prefers to use weapons instead, and only benefits from the Lycanthropic immunities and regeneration.

Natau looks like a light furred bugbear of a size bigger than the general Bugbears, and mostly dressed in an armor made of refurbished (hammered and cut) armours of slain heroes, wearing his massive warhammer (1d10 damage+3, 150 cn), and similar claw bracer. A dirty damaged brown-green cloak is a displacer cloak; only active 2d4 round upon command, yet can be activated 3 times a day.



Chief Natau of the Dar Hatas Horde (Ursus bipedis Vulgaris BU15/WB 9) ST19, IN9, W18, DX12, CO16, CH15, Com10(Human8) Werebear 9 PC4 pg13
https://lindie.fandom.com/wiki/Varaq_Bugbear?file=EBNmC2b.jpg



Typical Bugbear village (*Gul'daar Massiet*)

Regular Bugbear villages are very simple. Where-ever they do not live in caves, they follow this simple design. A 20 to 30 foot circle of sticks is rammed into the ground touching each other; thread, rope and twine (from vines) are fletched to make them into a semi-solid surface. Then both sides (inner and outer) are covered with a mixture of dung, mud, hair (Bugbear and animals; longhaired sheep for example) and powdered gypsum. This is repeated several times until the structure is about a foot in thickness. Then large branches are laid on top of it, to form a 20 to 30 foot high round pointed roofed simple house. This branch



roof is covered in thick layers of grass or reed and covered in the same muck mixture (sometimes covered with mosses and plants as camouflage). Doors are cut out (or by a clever Bugbear were kept open in the making) as are one or two windows.

Outside this simple house, a corral of branches is made where their favoured long-haired sheep reside. A secondary roof with half a wall and a few poles is their stable. A trench made of muck-baked bricks plastered with the muck is used for water storage. Food is held dry inside the house or "stable". Several of these two-fold structures are set up near each other, one for each adult family. Young are either kept in Lower Bugburbia or in the Valley of Furr. Bugbears elsewhere do keep their young with them however. If the Bugbears have acquired metal tubes (often pieces of arm/leg armor wrenched over each other to form a tube) they use this to make a sort of chimney. If they do not have this luxury, then the heart is made under a window so



Bugbear Border Symbols



the smoke can easily draft out. Windows and doors are mostly closed with boards made from any material (including flattened armor-with sometimes the bones of the owner still within) or plunder from caravans. Each family has 3 to 10 sheep, taken care for by the weakest family member, who thus has a great responsibility and knows this. These sheep are herded out at sunrise to dawn each day on nearby fields, bushes or forests.

The milk is used to make Bugbear fermented milk brews, cheese, and yoghurt. These fermented products mixed together with meat (any) and herbs makes their favourite dish; *Melach* (4 alcohol points per meal).

Bugbear Melach Meal (Melachi): 1 meal (4 ap) 3 gp (75 cn carried). Holds chunks of meat and herbs

Bugbear Melach Brew (Melach): 1 pint (4 ap) 3sp (12 cn carried). Liquid with ground Meat and herbs

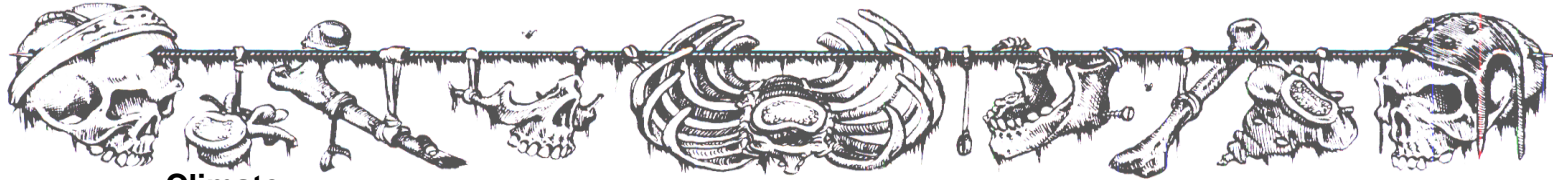
Bugbear Yoghurt (Yoghurt): ½ pint =¼ meal (2 ap) (8 cn carried). No meat and herbs, Clumpy and stiff. Often eaten with honey and berries.

All stay good 3 days if cool, 1 day if warm, and 2 weeks if cold.

Bugbear Cheese (Nungidud) 1.5' diameter 6" thick. 4 meals (100cn carried) stays good 2 weeks if cool, 8 days if warm, can melt if hot. Some cheese varieties contain meat or blood (of specific origin like Elf, Kobold, Human, Dwarf, Mage (*this last one gives a specific zest to the cheese*) making the cheese somewhat orange instead yellow or cream-white, or may contain herbs like Anis seeds, Pies, Dandelion root, Nettle, Carrot, Horse reddish, Onion, Garlic, Chives, Basil, Parsley, Violet flowers, and such.



Melach



Climate

The weather of Bugburbia is similar to that of Glantri, temperate, which is similar to current Germany. Some more precipitation falls down on the higher hills and mountains. This has to do with the natural inclination of moisture rising in the air when blocked by mountains and cooling down and thus falling. It may also have to do with the overall dust from Mount Kalazyrd. Though most of it falls in the Ashen Plain of Death in High Goblinsy still a high amount falls elsewhere or swirls in the air. As thus the air feels a bit drier than usual, and rain intensity =+1. This also reflects in the vegetation which is sparse except where water is streaming. The dominant wind is coming from the North West.

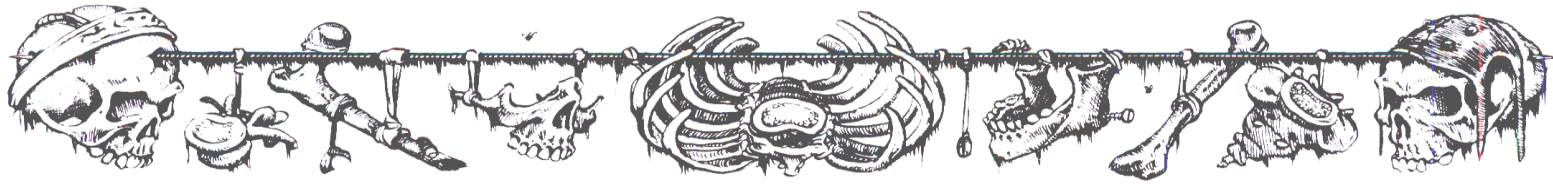


The central northern hills of Bugburbia looking North.

The volcanic toxicity in the air may cause irritation on the airways; especially Wood Elves and other creatures used to clean air are vulnerable to this. They feel the air as almost suffocating with a brine stench. [Creatures have a 15% chance to be vulnerable \(wood elves 30%\), and the effect is a reduced constitution of -1 in cases where breathing rolls are applied \(holding breath, running, the amount of combat rounds in a run before fatigue sets in, etc\).](#) Humanoids, Shadow Elves, Elemental creatures and most animals or monsters are immune, but draft animals like horses, oxen and such are not. Dog, Cats, Wolves, Lupin, Tortles and Rakasta are also immune, yet greatly dislike the scent as it penalizes their smelling ability by 50%

The following table gives the chances of finding something within a 10.000 square yard area. This can be along the route covered 25 yards on either side of the passed route for 200 feet length, or in a roughly 100 x 100 yard area. This takes 1 Turn of time (either real time or delay time while travelling), and a successful survival skill check if available.

Chance of Finding;	Drinkable water	Medicinal / Edible / Functional plants	Fuel for Fire	Wandering Monsters, Creatures or Humanoids
Overall Winter	18%	15%	20%	1 on 4/Hr
Overall Spring	18%	18%	25%	
Overall Summer	10%	23%	30%	
Overall Autumn	20%	18%	35%	
Mountain Winter	25%	20%	15%	1 on 8/Hr
Mountain Spring	20%	23%	25%	1 on 6/Hr
Mountain Summer	20%	31%	35%	1 on 4/Hr
Mountain Autumn	25%	20%	33%	1 on 4/Hr
	+5% /hr rain in last 24 Hr).			x2 if making noise (smoke, ligh, tracks).



Wandering Creatures

Actually not all of these are monsters, but most are Humanoids, natural creatures AND monsters, living locally or traversing the area. Unlike as per Rules Encyclopaedia (1 on 1d6), use the rolls as given in above table. Multiply rates and chances per Hr by disturbance. Thus a noisy PC in summer must check twice per Hr on 1-2 on 1d8 to attract creatures. And if he carries light at night or smoke at day three times at 1-3 on 1d8. If he makes noise and light it is even doubled. Green and Yellow listed creatures will mostly try to run away, and the encounter be no more than a glimpse or traces of the creature moving away. Actually only predators or sentient creatures will investigate and maybe attack abandoning their main lair settling temporarily elsewhere with friendly dragons.

Almost all other Creatures listed in the following tables (for each Humanoid nation in the Broken Lands) can be found in TSR 1071 The D&D Rules Cyclopaedia, TSR 2501 AD&D- Mystara Monstrous Compendium, TSR 9438 - DMR2- D&D-Mystara-Creature Catalogue, TSR 9173 - D&D - AC9 - Creature Catalogue or otherwise in my Mystara Monster Manual Compilation books <http://pandius.com/mnstrmnl.html>.

Some, however, might vary a bit and are explained next to the table were they are mentioned.

Common Rodents

Mice, Hamster, Guinea pig, Mountain Mice

Common birds; Blackbird, sparrow, mousebird, etc.

Animal Herd Hills; Fallow Deer, Moose, Boar, Wild Sheep Mountain; Capricorn, Wild Goat.

Herd of... usually accompanied by 1d2 of the ruling race of the region

Merchant & Company; these are often parts of an attacked caravan, without maps and mostly desire to leave the area they are in to reach their destination. 1d6 people on 1d4 wagons with or without sufficient draft-animals, and guards.

NPC Party

These are rolled as explained in the Rules Encyclopaedia or chosen by the DM.

Bandit (Glantrian); these hide from the official and may assume a false identity if discovered (often as farmers or merchants in need) they absolutely do not want to go to Glantri (and if forced or guided, try to return as soon as possible under whatever ruse or lie).

Frostdrakes have some settlements on Mount Barbia, and do not want to draw attention, so they may do anything to withdraw from contact.

Dragons; As explained above.

Undead Skeletons are mostly tools of local Wicca or Shaman, and set to guard or patrol, they are of various racial build-ups.

Bugburbian Hills & Broken Lands			Bugburbian Mountains & Valleys		
1d100	type Encountered	number appearing	1d100	type Encountered	number appearing
01	Giant Bee	1d3	01	Giant Bee	1d3
02-03	Bugbear	5d4+50% 1 caster	02-03	Bugbear	5d4+50% 1 caster
04-08	Bugbear	3d6+ 1 caster	04-08	Bugbear	3d6+ 1 caster
09-12	Goblin	2d6+ 50% 1	09-14	Goblin	2d6+ 50% 1
13-14	Chimera	caster	15	Chimera	caster
15-18	Common Orc	1d3	16-18	Common Orc	1d3
19	Griffon	2d10+2 casters	19	Griffon	2d10+2 casters
20	Harpy	1d4	20	Harpy	1d4
21-24	Manticore	1d4	21-23	Manticore	1d4
25-31	Insect Swarm	1d4	24-26	Hell Hound	2d4
31-32	Rats	2d10	27-32	Common Birds	3d20
33-34	Common Rodents	2d12	33-34	Common Rodents	2d12
35	Cave Bear	1d4	35	Black Bear	1d4
36-38	Herd of Sheep	2d12	36-39	Herd of Goat	2d12
39	Herd of Goat	2d12	40-42	Eagle	1d8
40-42	Eagle	1d6	43	Roc, Small	1d8
43	Roc, Small	1d3	44	Roc, Large	1d4
44	Roc, Large	1	45	Roc, Giant	1
45	Roc, Giant	1	46-50	Cyclops	1d4
46-50	Stirge	2d10	51-52	Mountain Lion	1d4
51-52	Mountain Lion	1d4	53-54	Cockatrice	2d4
53-54	Wolf	1d4+1	55-56	Dragonne	1d3
55-56	Dire Wolf	1d3	57-58	Earth Drake	1d12
57-58	Bandit(Glantrian)	1d12	59-60	Ice Wolf	1d8
59-60	Snake, Viper	1d4	61-65	Wyvern	1d6
61-65	Giant Hunting Spider	1d12	66-69	Great Eagle	1d2
66-69	Giant Ant	4d6	70-73	Randara	1d2
70-73	Randara	1d2	74	Robberfly	2d4
74	Robberfly	2d4	75-76	Pegasus	1d12
75-76	Common Birds	3d20	77-81	Grizzly Bear	1d4
77-81	Bear (various)	1d4	82	Gold Dragon	1
82	Gold Dragon	1	83-84	Displacer Beast	1d4
83-84	Displacer Beast	1d4	85-86	Red Dragon	1
85-86	Red Dragon	1	87-90	Animal Herd(various)	2d10
87-90	Animal Herd(various)	2d10	91-92	Common rodents	2d10
91-92	Common rodents	2d10	93-94	NPC Party	1d6
93-94	Cyclops	1d2	95-100	Frostdrake	1d8
95	NPC Party	1d6+1		Predator -2 reaction	
96-97	Merchant & Company	1d6		Defensive -1 reaction	
98	Skeleton	1d6		Defends only, or flees	
99-100	Wychglow	1d8		Prefers to flee	

Not included in these tables in this PDF are carnivorous or other important plants. The DM can enter any of these on his own accord as long as they fit the local Climate and Terrain as explained individually in each plant description as per http://pandius.com/Monster_Manual_3.pdf (pages 840-992).

Bugburbia, Hobgobland, High Goblins, Orcus Rex, OGREMOOR, and Kolland are Temperate, and Terrain varies greatly. **Gnollistan, Yellow Orkia, Red Orkia** are mostly Desert and due the volcanic heat also Tropical in addition of being Temperate. This means plants from both these climates may be found here.

The same applies to **Funghi** (pages 759-839), **Slimes and Oozes** (Pages 993-1025) underground. The **Green slime Guzzler** (Page 758) lives also in the Broken Lands and is used by the Humanoids as a form of lethal torture. Various **Wurms** can be found from pages 1025 up.



Normal Bugbear (*Ursus bipedis species*) Guul'daar

Humanoid	Bugbear												
Type	Humanoid; Goblinoid												
Climate/Terrain	any non-arctic land												
Frequency	Uncommon												
Organization	Tribal												
Activity Cycle	any												
Diet	Omnivore												
AL	CE, or NE, N												
NA	2d8 (5d4)												
Size	78+1d20 inch (fitness 2d6)												
ST (PR)	3d6+1=4-19												
IN	3d6-2=3-16												
WI	3d6=3-18												
DX	3d6+1=4-18												
CO	3d6=3-18												
Com, Cha	3d6=3-18												
Languages	Goblin, Orc, Tharian, Local Common												
Spellcaster Limits;	Shaman 8, Wokani 6												
AC	8												
AV	by armor												
Levels	Youngster	Teenager	NM	1	2	3	4	5	6	7	8	9	t/m 36
XP Needed	-2400	-1200	0	2400	7200	16,600	35,000	73,600	141,600	295,600	590,000	900,000	+300,000
HD	1	2	3	4	5	6	7	8	9	9+			
HP	1d8-1	2d8-1	3d8-1	4d8-1	5d8-1	6d8-1	7d8	8d8	9d8	+2	+2		
MV	90'/30'												
THACO	19	18	17	16	15	14	13	12	11	10	9	8	7
Attacks	1 weapon												
Damage	By weapon												
Special Attacks;	0												
Special Defenses;	Infravision 60'												
Scent	Invisible (IN+1), Race(IN+2), Individual(IN-4), Find Food(IN-2), Tracking 1/4 WI												
Weakness	-1 save vs. Odor attacks												
Immune to;	0												
Primary Skills	4+IN			+1			+1 per 5 lvls						
Compulsory Skills	Fighting Frenzy												
Extra Vulnerable to;	0												
AM	0												
Save DR	12			10			8			6			
Save MW	13			11			9			7			
Save TS	14			12			10			8			
Save DB	15			13			11			9			
Save SP	16			14			12			10			
ML	7												
XP	5	20	35	75	175	275	450	650	900	1000	calculate		
TT	B(P,Q)												
Body Weight	Size x ST / 3,2												



Bugbears are giant, hairy cousins of Goblins who frequent the same areas as their smaller relatives.

Bugbears are large and very muscular, standing 7' tall. Their hides range from light yellow to yellow brown, and sometimes brick red and their thick coarse hair varies in color from brown to brick red. Though vaguely Humanoid in appearance, bugbears seem to contain the blood of some large carnivore. Their greenish-white eyes with red pupils resemble bestial traits, while their ears are wedged shaped, rising high on the side of their head. A bugbear's mouth is full of long sharp fangs, and has shaper and larger teeth than any other Goblinoid, they have a nose equal shaped to that of a bear with half that beasts sense of smell. Their vague similarity with bears (including a stubby tail) and their gruff attitude gave them their name.

Bugbears are often depicted with having horns, yet these are not naturally, but pieces of jewellery (from deer or similar prey) to them, worn like partial helmets overgrown/folded with their own natural hair, or added by cutting open their head, and inserting the horn's bottom under their skin, closing it with wires like an under-skin piercing. Shamans and Guards often do this to show their importance.

Bugbears have a nose much like that of a bear with the same fine sense of smell. It is this feature which earned them their name, despite the fact that they are not actually related to bears in any way. Their tough leathery hide and long sharp nails also look something like those of a bear, but are far more dexterous.



The typical bugbear's sight and hearing are exceptional, and they can move with amazing agility when the need arises. Bugbear eyesight extends somewhat into the infrared, giving them infravision out to 60 feet.

They're not related normally or magically with bears, which they see as rivals in territory and food. Their long nails and thick hide (only a bit thicker and they would have had a natural Armor Value) are dexterous, their sight and hearing very good. They can move with great agility (dex/Initiative+2 initial move) when need arises.

The bugbear use of Gobbleton language of the Goblins Hobgoblins is a foul sounding mixture of gestures, grunts, and snarls, and is quite intimidating to smaller and weaker species, which leads many to underestimate the intelligence of these creatures. In addition 25% chance the local Demi-Human tongue too, yet also with more grunts and snarls, and louder vocalization than the DemiHuman race would do.



They even use these bestial habits when talking in common, making other races doubt their intelligence. Even the bravest bugbear PC has trouble breaking away from its tribe. They prefer to ambush their foes rather than attack head on. If outnumbered or overmatched, most will retreat to fight another day. Adventuring bugbears remain territorial even after they leave their lairs. They mentally mark out territory wherever they go, even when travelling. Anything which comes into this space becomes their property (at least in their own minds), or the property of their new tribe (their PC companions). They are natural bullies, forcing their wills on weaker companions. They are an opportunistic race, prone to temper tantrums and violent outbursts. Bugbears enjoy wine and strong ale — often to excess. They are stubborn by nature, finding it difficult to negotiate or compromise. Greed courses through their bodies like blood, and even the noblest bugbear covets glittery, shiny objects and weapons.

Bugbears can become their racial class, and Shaman and/or Wokani (witchdoctor). For abilities resembling other classes they need to use skill slots instead using a class. They are limited to Shaman 8, and Wicca 6.

Racial Tolerance; (Reaction Rolls) Kobold -2, Orc -1, Hobgoblin-1, Gnoll -3, Goblin -2, Ogre -1, Gnome -2, Elf -4, Fairies -8, Troll -2, Giant -4, Human/Dwarf -3.

Traits; Cautious +3, Peaceful -2, Trusting -2

The typical bugbear's senses are most high, and they can move with amazing agility when the need arises.

Bugbears tend toward chaotic evil. PC bugbears may be of any alignment, usually neutral (in rare cases good).

Bugbears have infra vision to 60 feet.

Their stealth gives opponents a -3 penalty to their surprise rolls,

Superstitions; Always watchful for omens from the gods; afraid of lightning and violent weather changes; seek to keep on the good side of Bartziluth, the Bugbear Immortal.

Preferred weapons: Throwing (footman's) mace, *Goblin stick*, hand axe, morning star (*great club*), spear, warhammer.

Preferred skills: Close-quarter fighting, drinking, eating, hunting, intimidation, looting, natural fighting, wild fighting.

These large Humanoids live by plundering and ambush. They sometimes take slaves, and are often cruel and mean-spirited. They are excellent hunters. They eat anything they kill, including Humans and Humanoids smaller than themselves. Some adventuring bugbears leave their lairs because they cannot stand to eat intelligent creatures.



A Bugbear Shaman often wears horns or antlers.



Combat:

They prefer to ambush their foes using special tactics surprising others 1-3 on 6, but when a group looks dangerous, they will not hesitate to get reinforcements. A bugbear attack will be tactically sound, if not brilliant. They will hurl small weapons, such as maces, hammers, and spears before closing with their foes. If they think they are outnumbered or overmatched, bugbears will retreat, preferring to live to fight another day.



Habitat/Society:

Bugbears prefer to live in caves and in underground locations. A lair may consist of one large cavern or a group of caverns. They are well-adapted to this life; since they operate equally well in daylight and darkness.

If a lair is uncovered and 12 or more bugbears are encountered they will have a leader. These individuals have between 22 and 25 hit points, an Armor Class of 4, and attack as 4 Hit Die monsters. Their great strength gives them a +3 to all damage inflicted in melee combat. If 24 or more bugbears are encountered, they will have a chief in addition to their leaders. Chiefs have between 28 and 30 hit points, an Armor Class of 3, and attack as 4 Hit Die monsters. Chiefs are so strong that they gain a +4 bonus to all damage caused in melee. Each chief will also have a sub-chief who is identical to the leaders described above.

In a lair, half of the bugbears will be females and young who will not fight except in a life or death situation. If they are forced into combat, the females and young attack as given in the table above, where females may have any level, yet generally lower than the average male Bugbears of their family and tribe.

The species survives primarily by hunting. They have no compunctions about eating anything they can kill, in times of great hardship, they may kill Humans, Goblins for food, and any monsters smaller than themselves. They are also fond of wine and strong ale, often drinking to excess.

Bugbears are territorial, and the size of the domains varies with the size of the group and its location. It may be several square miles in the wilderness, or a narrow, more restricted area in an underground region.

Intruders are considered a valuable source of food and treasure, and bugbears rarely negotiate. On occasion, they will parley if they think they can gain something exceptional by it. Bugbears sometimes take prisoners to use as slaves.

Extremely greedy, bugbears love glittery, shiny objects and weapons. They are always on the lookout to increase their hoards of coins, gems, and weapons through plunder and ambush.

They kill and eat herd animals whenever possible and sometimes raid farmers' grain storage sheds and meat-smoking sheds for food. They are basically intelligent, using crude knives, clubs, and spears they make themselves; they know how to use the superior weapons they sometimes steal from Humans.

Age		Bugbear	
Youth			
0-5		Baby	
6-10		Youngster	
11-13		Teenager	
Adulthood			
14+1d6		Young Adult	
Seniority			
20-23		Adult	
Veneration			
24-44		Mature	
45+		Elder	
85+2d12		Death	

Habitat/Society:

All Bugbears have High senses of hearing and smell (High) but rather poor eyesight and touch (None). In winter they sleep more (almost Double normal so 16 instead 8 hours a day) and may decide to hibernate (sleep 3 to 4 months and are awakened normally due the rise of temperature in spring). Their metabolism then does not slow down completely. They actually eat so much to double their weight, and just before sleeping a constipating mix of fruits, wood and other undetermined stuff, which literally stops any secretion. They can easily wake up and leave their closed off lairs stuffed with mosses, hair, straw, twigs during warm spells. They will have lost up to 60% of their weight when they awake at spring, but in long winters many younger ones do die in their sleep. Bugbears live in small family groups within a tribe, and family bonds are seen as very important. Female Bugbears are very protective of their young, which are always birthed (1d3, of which the weakest mostly dies in the first months) during the winter sleep, and more than one individual has been badly injured when approaching, taunting or even playing with seemingly harmless Bugbear cubs. Bugbears do burry/entomb their dead, similar like Humans, yet do so far away from their lair in locations of loose sand. They despise Undead, especially of their own kind.

Special Abilities	Senses			
	High	Medium	Low Senses	None(as Human)
Detect Predator/Nemesis	83%	66%	0%	0%
Detect Invisible & Ethereal Beings:	Int +8	Int +4	Int +2	not
Tracking:	Wis +8	Wis +6	Wis+4	Only with skill
Odor Scinting; Race:	Success	Int. at +4	Int. at +2	not
Odor Scinting; Individual;	Int.	Int -2	Int -4	not
Detect Noise:	35% +2%/Lvl	30% +1%/Lvl	25%, no bonus	7%+/-Dex adjust
Weakness, Penalty vs. Saves odor- or sound-based attacks (a stinking cloud, a banshee's wail, etc).	-2	-1	No weakness	none

Faith:

A majority of Bugburbians are spiritual followers of Bartziluth, an Immortal Bugbear Hero. He is Patron of Strength and Bravery in the Humanoid Pantheon. Bartziluth's symbol is a huge spiked mace. Open worship of Ranivorus is forbidden in Bugburbia. Each year, at the dawn of winter, his followers make a tribute to him, by smashing the skull of a past foe. The pieces are the thrown into the Lava Flow, with the proper religious songs. Bugbears often conserve the heads of powerful enemies for this ceremony, as it is said to bring luck to the follower.

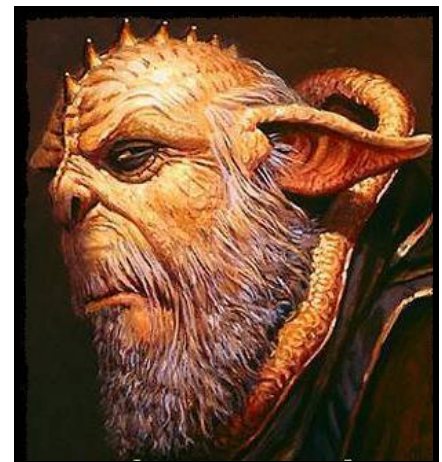
Ecology:

Bugbears have two main goals in life: survival and treasure. They are superb carnivores, winnowing out the weak and careless adventurer, monster and animal. Goblins are always on their toes when bugbears are present, for the weak or stupid quickly end up in the stew pot.

They survive by hunting/gathering with a diet almost equal to that of a common bear (they rival each other for the same food and territory-including the caves). They have no compunctions about eating anything they can kill, including Humans, Goblins, and any creature smaller than themselves. They are superb hunters, winnowing out the weak and careless adventurer, monster and animal. Goblins are always on their toes when Bugbears are present, for they quickly end up in the cooking pot.

They are territorial and the area varies by the size of the horde. They sometimes take prisoners as slaves, but rather eat them instead of parley. They are extremely greedy, loving glittery, shiny objects and weapons. They're always on the lookout to increase their hoard through plunder and ambush. Although the hoard belongs to the whole tribe the ranking decides the amount belonging to an individual.

It is assumed Bugbears came to be in the Beastmen era of Humanoid existence, when the chaotic Beastmen genes slowly stabilized in the Goblin family tree genes, but then were mixed by either wild bear genes, or Werebear Lycanthropy influenced genes. The later would assume Bugbears did not exist prior to 1000BC when the Alphatians brought Lycanthropy to Mystara, something Humanoids refuse to acknowledge. However, if what the Orc sages spoke is true, the early Goblinoids, interbred with wild bears, thus creating a whole new race. Something they are now incapable of, as their chaotic genes have stabilized.



Ohr'r. Chief of Bugburbia, as per 1010AC, 26th level Ursus bipedis Bugberianus, ST18, IN13, WI10, DX11, CO17, CH15, Com14(Human7), Gaz10 pg14



Black Bugbear (*Ursus bipedis Bugberianus*)

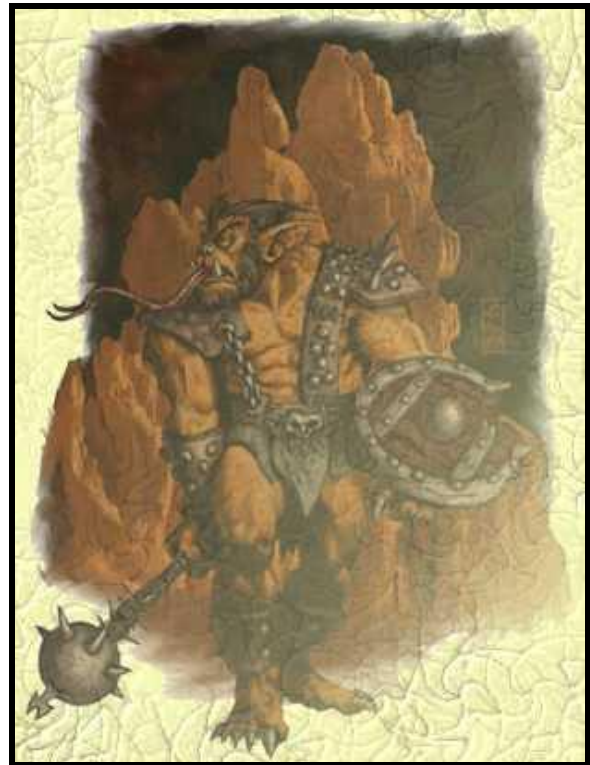


Mostly black to dark brown fur, with long often braided hair with a reddish snout, preferably wearing goat skins fastened by leather straps. Commonly found in Bugburbia of the Broken Lands. Like Humans these Bugbears suffer from Male Baldness syndrome by age. They may develop a rimmed skull and skin, which becomes only apparent with clear baldness. Baldness is seen from Mature age, and is NOT seen as a sign of weakness, but of strength, unlike Humans where baldness is according Bugbears a sign of infertility, weakness and nearing death, and rarely also as a sign of intelligence as well as stupidity. To become thus far in Bugbear life, you lose your hair, you must be a great warrior. Their hair color starts to grey only at Elder age, a sign to soon retire and let offspring do your work. As a grey ruler you earn lots of respect for all your past deeds.

Grey/Common Bugbear (*Ursus bipedis Vulgaris*)

Grey, or brown to brown-red curly hair, with black snout and large ears. Usually wearing tattered red cloth and deer skins. Commonly found worldwide.

Some say this bugbear has an incredible long sometimes split tongue, but these bugbears eat often snake, head-first, hence the suggestion. If this would be real, it would cripple them to eat, swallow, speak, chew, and many other acts. Their face (except brows) is only covered with a thin fur and at elder age even bare of all hair with males and females.



White Bugbear (*Ursus bipedis Hyboreanus*)



Short White, shaggy fur with warm waterproof (skin oil) undercoat in winter (they shed hair 2 month before freezing and 1 week after last frost, predicting almost always correctly). They have a grey snout with sometimes a blueish tint. Thick soles on clawed feet, with a non-slippery surface.

Males have strong beard on their square jaws, and heavy brows, but have only fur on their head. Females have shorter fangs but thicker fur. Most often wearing seal or polar bear skins with ivory studs. Only found in Hyborea and polar lands where they are known for their hunt on Lycanthropes (Wereseal, Werewolf, Werewolf, Wereseal and Werewolf) and the dreaded Remorhaz.

These Bugbears are rarely evil, yet mostly still chaotic. They despise Humans, may eat them if killed in battle, but do not hunt them for food.



Bartziluth, Hruggek, Modi, Vurma

Patron of Bugbears, Courage, Warfare, and Berserkers

Region: Broken Lands, Bugbears worldwide, Northern Reaches, Sind
Sphere: Celestial (IM 13) of Energy
 Homeplane; unknown
Date Ascension; somewhere after 500 AC
Sponsor; **Thor**
Statistics; AC-12, HD 13, Hp 180, MV 150' / 50' #AT 3 = Punch-3d6+9, Mace-3d8+13+43, AM 60%, SV IM 13, AI CN ST 43, IN 17, WI 15, DX 37, CO 33, CH 15, Com13(Human 8).
Powers: Call Other, Detection Suite, Improved Save vs. Power Attacks, Turn Undead.

Known History: A majority of Bugburbians (Broken Lands Bugbears) are spiritual followers of Bartziluth, an Immortal Bugbear Hero. He is Patron of Strength and Bravery in the Humanoid Pantheon. Hruggek was a Broken Lands Bugbear, a wild fighter famous for smashing the heads of his enemies with his huge spiked mace. How he achieved Immortality in the Sphere of Energy is a mystery. He must have been extensively helped by his Immortal patron Thor. But achieve he did, and since then has been a Patron of Bugbears everywhere. He is seen as Modi, the son of Thor in the Northern Legends.

Personality: Bartziluth is a Patron of warfare—foremost of Bugbears and their wars, but he is an admirer of well-fought fights everywhere. He especially likes Berserk, unrestrained fighters. In the Hollow World, Bartziluth acts as a minor irritant to Atzanteotl. Adventurers who oppose Atzanteotl's plans may find themselves unexpectedly aided by the Immortal Bugbear—a semi-berserk fighter is most likely to receive this Immortal's blessing.



A Bugbear art impression of Bartziluth (right) and Bemarris

Appearance: Bartziluth appears as a huge Bugbear wearing shining leather armor (as though made from a golden fleece) and wielding his famous mace. His face is as savage as other bugbears, but his eyes are crafty and very intelligent.

Allies: Bartziluth has no personal allies, yet Bemarris is a true companion, as both are brought into Immortality by Thor, they act as his sons. Some Bugbears even say Bemarris was a female Bugbear, and befriended with Hruggek earlier. See the above Bugbear art Impression of both.

Enemies: Bartziluth considers himself an enemy of Atzanteotl, and is enraged by that Immortal's refusal to take him seriously. Halav, the Immortal enemy of all Humanoid Immortals, considers Bartziluth his enemy. Open worship of Ranivorus is forbidden in Bugburbia due cultural and religious conflicting actions.

Followers Alignment: Neutral and Chaotic

Taxes; Followers are taxed 10% of their annual income by the Church.

Follower Powers: Gain a +1 to Fighting Frenzy skills for 1Turn/ caster level when blessed by a Shaman from Bartziluth.

Clerics; Clerics, Humanoid Shaman

Alignment: Chaotic

Powers: Gain the ability of wielding weapons made for a creature of one larger size category without penalty. They may use the Two-Headed axe. And they may cast the Berserk spell at Lvl 2. They also can cast one Bless spell in addition to all memorized spells on all other than himself.

Skill Effects; Blacksmith +2

Allowed Weapons; Standard,

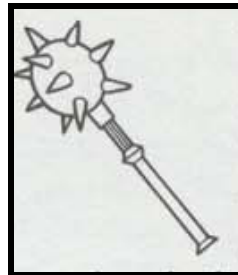
Allowed Armor; Any

Holy Symbol: Bartziluth's symbol is a huge spiked mace.

Vestments; Actually nothing more than ordinary fighters with several shawls bound as belts around the waist, each shawl stands for a spell of a specific level that can be cast. Each color depicts the different levels and spells. (Red=Lvl 1<owner holds the power of Blood>, Yellow=Lvl 2<owner holds the power of Anger>, Orange=Lvl 3<owner holds the power of Wisdom>, Black=Lvl 4<owner holds the power of Death>, White=Lvl 5<owner holds the power of Life, Blue=Lvl 6<owner holds the power of the Air, Green=Lvl 7<owner holds the power of the World, Golden=Lvl 8<owner holds the power of the Immortals.

Adventuring Gear; as vestments, but the shawls may be combined into a single belt with all needed colours

Temples: Hand cut caves or wooden round rooms decorated with weapons of defeated foes.





Dogma: Battle is bravery, fight is strength, defeat is certain—once. Honor depicts the Hero, Loyalty the Friend, Treason the Enemy, their crushed heads giving rest. Courage.

Daily Activities: Training Bugbears, helping birth and marriages, and death.

Holy Days: ▶ Each year, at the dawn of winter, his followers make a tribute to him, by smashing the skull of a past foe. The pieces are the thrown into the Lava Flow, with the proper religious songs. Bugbears often conserve the heads of powerful enemies for this ceremony, as it is said to bring luck to the follower.

Days of Prayer: New Moon, or passing of a comet. Clerics pray in the morning or 1 Hour during or directly after the passing of a comet to receive spells. When during a comet prayer, they don't need to be fully rested, but must rest 1 hour after the ordeal of praying. This ordeal is so great they suffer 1d4 mental and 1d6 physical damage, of which only the physical damage can be healed. The other must be healed by natural healing through rest.

Piety awards: Berserk rage without magic trigger +5, Break a fight to fight another day +3

Piety Penalties: Showing Mercy -3, Get into Panic -5

Habits: Smash the head of fallen foes, even if still living.
Energetic +2, Courageous +2, Cautious -2, Modest -1

Dead: Burn loyal followers in a funeral pyre until the flames die. It brings doom to a corpse refused to burn.

Birth: Cherish with much food and milk

Colours: Brown, Black, White, Grey-Yellow.

Incense / Oil: Fungal, Fungal or Petroleum.

Stone / Metal: Sulphur stone, Amethyst, Geodes, and Steel.

Plants: Fungus

Animal: Bear (any species).

Chant: none

Spells

Death Candle

Range: Special
Duration: Special
Effect: 1 creature
Save: None
Casting Time: 1 round
Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle. As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died. A Death Candle sheds light like a weak normal candle in a 5' radius and can be seen 100 yard afar if unblocked in darkness.

Berserk

Range: Touch
Duration: 10 rounds
Effect: one follower of (allied) Immortal
Saving Throw: None
Casting Time: 2

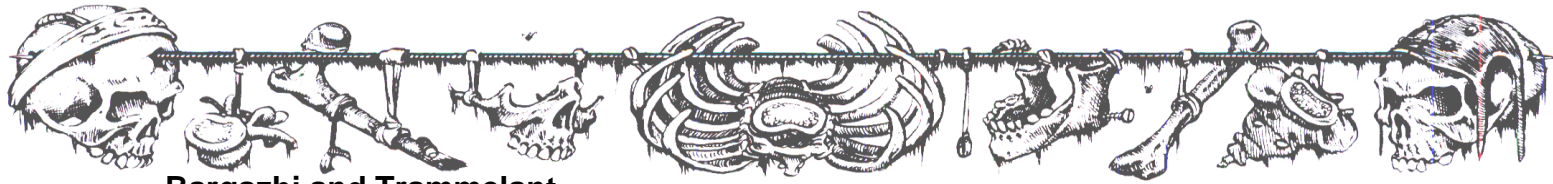
Cleric 2, Humanoid Shaman 2 of Bartziluth

Affects character touched or self, but only when the subject is a loyal (Pip 10+) of the Immortal or an allied Immortal. The subject gains one extra attack per round for the duration of 10 rounds. This spell can be cast a maximum of times on the same person, thus giving 6 extra attacks in the same round. A target having multiple attacks already or using Weapon Mastery extra attacks, just add these 6 attacks. All these attacks are as primary target (P) in damage as per Weapon Mastery. If the Target is also hasted, the target gets double all his attacks per round, yet both the Haste/Speed as well as the Berserk are ineffective after 10 rounds.

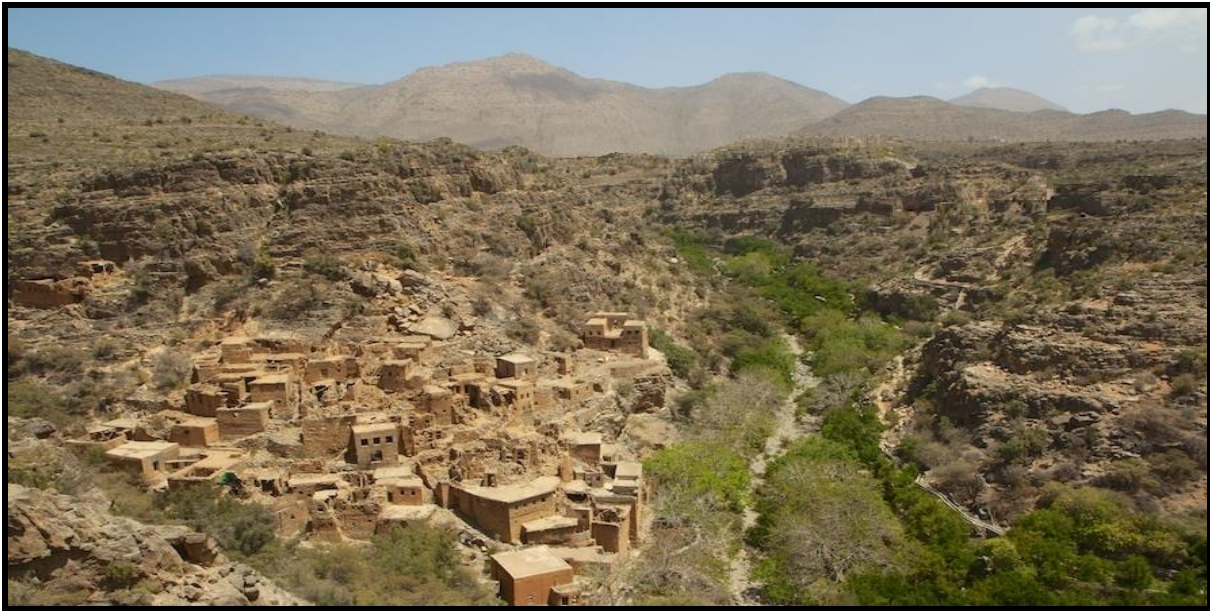
When the spell ends, the subject is exhausted for three full Turns (per Berserk spell cast upon him), with the following penalties: all attackers gain +2 bonus to hit: the subjects AC is calculated as without a Shields (subject is to weary to use it): and the subjects movement rate is reduced by 50%. Penalties for a Berserk-exhausted subject are temporarily deferred by use of another Berserk spell, but each use means 3 full Turns of penalties as noted.

When the target is also under the influence of Haste/Speed magic he must succeed a constitution check each Turn and each round of additional combat after the spell ends or suffer a heart attack (con. Check -4 or lose 1 Constitution point permanent, and con. check or die in 1d3 rounds). A Target hasted/speeded can not be affected by a Berserk spell in his exhaustion period.





Bargazhi and Trammelant



Bargazhi is the one location that almost could be called a town. It is the Bugbears main settlement, almost their capital. This is the only structure the Bugbears currently use that is made of architectural designed structures.

It lies in the green cleft of a creek gully, and is built upon a few levels and the structures are actually erected upon a cave complex. This is done in such a way, that each building goes down into the rocky hillside and meets into a central chamber. It is this chamber that has a tunnel leading down to Lower Bugburbia.

Many say the structure is too complicated and as thus is not a work of the Bugbears themselves, but either are copies of an older structure made by some other race (either Goblins, or Gnolls are assumed), or are actual ancient structures. Bargazhi was in fact the Ancient Aengmor Elves settlement **Bargashí**; *Bar*=Home, *Gas*=Hole, *hí*= Here; translated; "**Here is a Holehome**".

The primitive but delicate design (and especially the slim doorways and high windows give to think that this could well be a village of the Elves who had a small nation named Aengmor far before the Broken Lands came to be. As thus speculations run amok, as to why and which elves desired to go underground. As thus most assume this could be an ancient village/town of the direct ancestors of the Shadowelves. Then there would possibly be trace information to be found that explains why the elves went underground instead of easier and faster walking away, through nature, which the elves always liked. There must be a legit reason for thus atypical ancient elf behaviour, as even current Shadowelves have a desire to live amongst the trees. Whatever the truth, it is no near impossible to access with all the Bugbears wandering around.

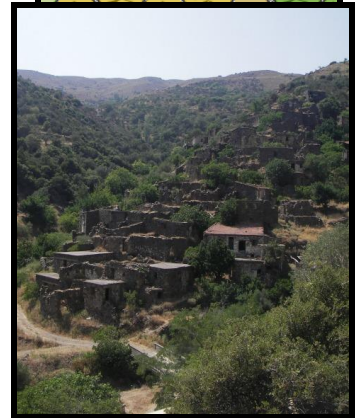
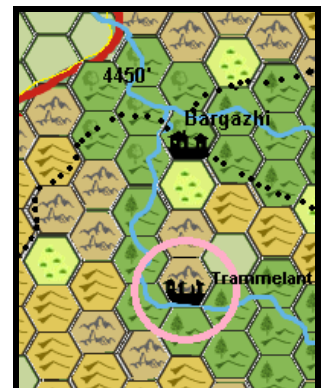
The nearby ruined village of **Trammelant** is a similar structure like Bargazhi, an ancient Aengmor Elven settlement, but this is fully abandoned. It was named; **Trânmaialant**; *Trân*= Burrow, *Maia*= Spirit, *Lant*=Fall; Translated; "**Fall of the Burrow Spirit**", apparently there were undead problems even then in those days.

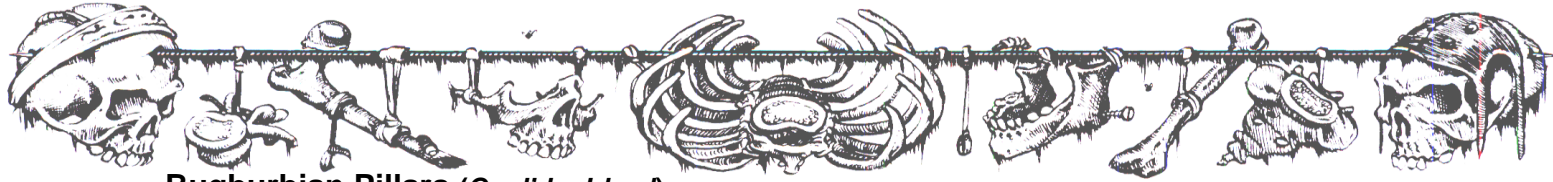
The village was used by the Bugbears until about 500 years ago. *One mage named Dorrat the Chaotic, a mighty half Human, half Orc wizard had re-entered the region and took control of the Humanoids in the village. At first the Humanoids did not really bother, as their lives did not change very much. But then Dorrat became a hideously powerful Lich. Dorrat (he or she, which is unknown) wore the Radiant Eye. A powerful magical amethyst that gives the owner the powers of a Gem of Seeing and the ability to employ a Detect Lie or Detect Magic spell at will. It also bestowed 60' Infravision and immunity to all gaze attacks. The item is said to enable the user if it is a mage to draw upon the Radiance and learn ALL Radiance spells directly. The Immortal Rad noticed this and desired retaliation. It was only 200 years ago when the Lich was destroyed by a lone unnamed Glantrian wizard that is said by the d'Ambreville family to be a scion of Etienne d'Ambreville. The Eye is now lost, and could be located anywhere, but there are rumours that Dorrat's terrible spirit lurks within the eye, gradually taking over the current owner, return him to the Broken Lands, and transforming him/her into a slave, after recreating his own body.*



The village, however, did not fare well in the ordeal. Not only were many Humanoids killed in the battle, many others were used as energy source for the Lich's magic, like all local animals and even Humanoids.

They all became undead. Their bodies now animated by the very magic drained from them, and many souls were unable to reach Limbo, became Wraiths, Spectres or Ghosts. As such the area of 1 mile radius is haunted and abandoned. From below the caves walls were tore down and collapsed, making this area locked out to Lower Bugburbia. This life draining continues to this day; any creature foolish enough to sleep or otherwise becoming unconscious must save vs. magic each hour or perish, and follow the same fate. The one good thing is that the magic which creates these undead also prevents them from venturing beyond the area. It is still a weird sight to see an adolescent Bugbear testing himself by taunting a vile undead on the border of the magic field. They have marked the area with rim of small cubes cut from, wood, stone or hardened gypsum a few feet before this border, as a warning.



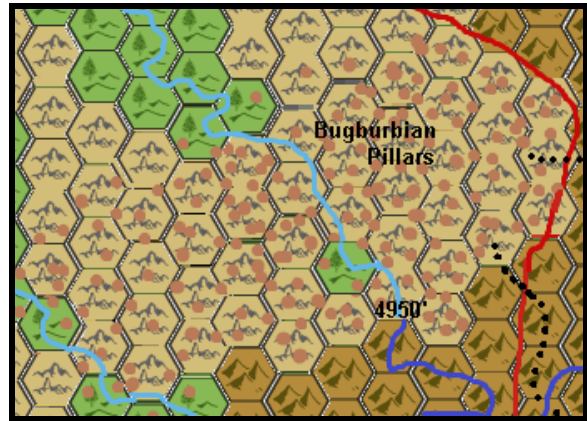


Bugburbian Pillars (*Gaul'dar Irkaul*)

A roughly 46 square mile large area created by a 10 to 30 feet thick layer of accumulated clinging ash from the earlier eruptions of the volcano Kalazyrd. A harder dust or even hardened lava layer of 4 to 7 feet was deposited on top of this ash. Erosion by water and later wind created pillar like constructions, with a harder top, resembling stone mushrooms.

This area is a sort of a maze, as not only are most pillars still conjoined to other pillars (following the various streams of water cutting through it), but also the material does not create clear differences to locate the current location. Even the local Bugbears, who know this spot best, often get lost in this miles large area. For others it is even worse, as Bugbears will surely hunt those within the area. Flying or climbing and jumping on top of the pillars are the only known ways to escape, but even then it maybe more difficult than expected. Bugbears often shoot flying adventurers down with their missiles, and nets.

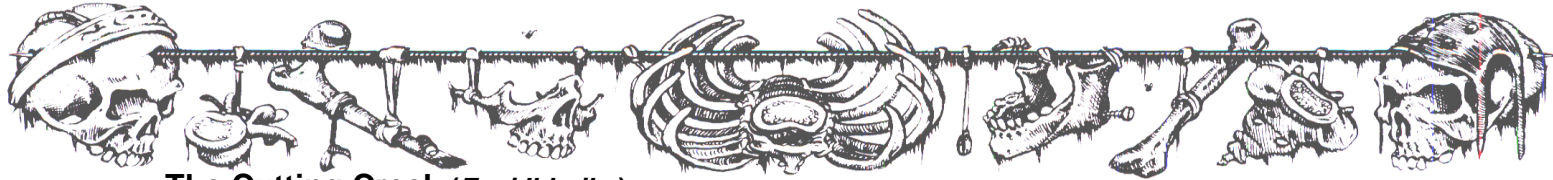
Bugbears use this area as a hunting field, training area, and playground and as a passage towards the Trail to the Valley of Solitude (a disputed border valley between High Goblins and Bugburbia).



The very few Minotaurs (no more than 20 short-horned, thus renegades) in the Broken Lands accepted by the Horde of Thar, have found a niche in this area, and feel at home here. They are under control of the Bugbears though, and are the lowest ranks. Humans found here by the Minotaurs will be eaten. Even though they also would like to be in the Goblin Maze, the Goblins find these horned brutes so detesting, they are not accepted in High Gobliny, except when dead. A Minotaur head is a good Goblin wall piece, the rest will be eaten. And although the Bugbears understand the Goblins, and almost feel the same, they will not betray Thar's orders in harbouring these "Front Shock troops, or Bolt fodder" as Thar named them.

The chance to get lost here is 5% cumulative for each 3 Turns wandering in this region (Local Humanoids only 2%). When lost, the chance of finding food is decreased to 5% normal (insects/rodents and a few roots /herbs maybe at best, and finding usable water is only possible near the streams or in Rain. The volcanic dust however turns most water puddles in muddy lightly poisonous gunk. If consumed take 1d8 - constitution adjustment damage and NO restoration of water deprivation. A Character with Constitution of 17 =+2 adjustment, will thus suffer 1d8-2 damage (which can be 0) and a Constitution of 3= - 3 gives 1d8+3 damage.



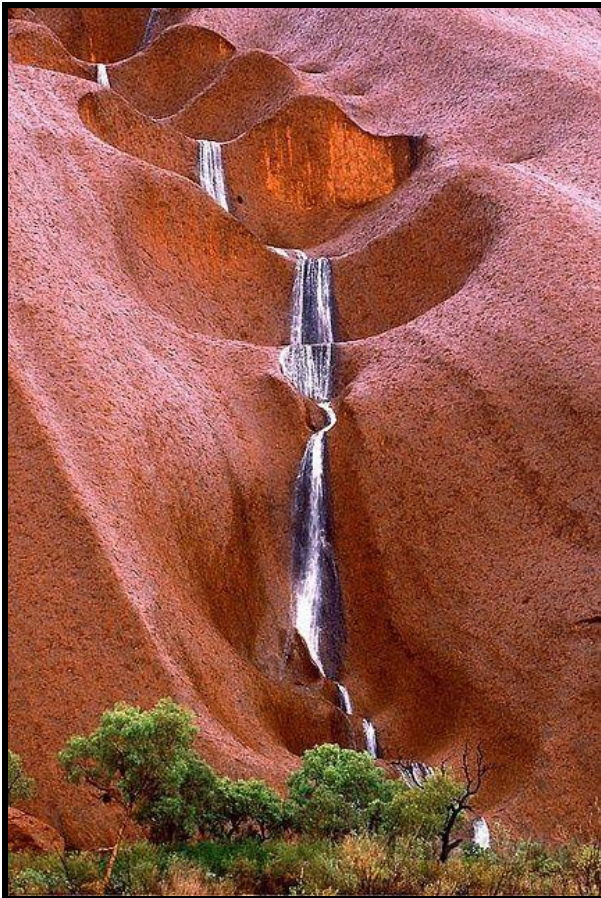


The Cutting Creek (*Euyi Ildraihg*)

This creek is interesting in two ways. Erosion and where it leads to.

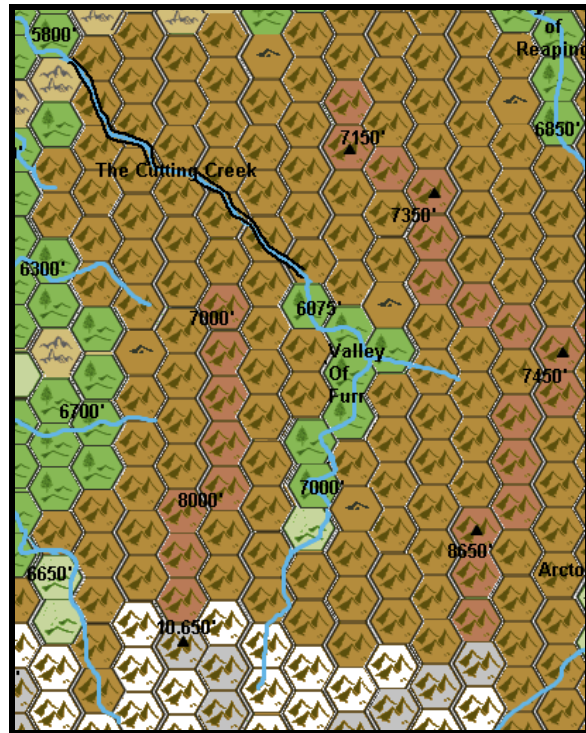
Erosion-wise this creek is interesting as it creates typical roundish holes in the sandstone bedrock. As the amount of freed sediment is low, and very small, it can't be the sediment swirling that causes this, so the water motion must do the trick. It falls down, makes a swirling round motion and swoops over the lowest edge, and thus deepens the 'bowls' and the edges. The typical erosion causes different sounds for each "bowl" and as thus the Bugbears know where they are. It is almost a musical effect where it not noisy. The bugbears love the sound, and their musical instruments are mostly flutes and horns mimicking these sounds. They also like birdsongs.

The Creek itself extends for 8 miles and originates in the roughly 1 mile wide 8 mile long Valley of Furr.



At the age of 11 all these children are forced out and take their place in bugbear culture and society. The sending away forcefully is a way to strengthen them to become true Bugbears. It also makes all of them having a desire for rest, and resentment for those that have what they have not (or never more will). In effect it makes the adult Bugbears creatures to fear,

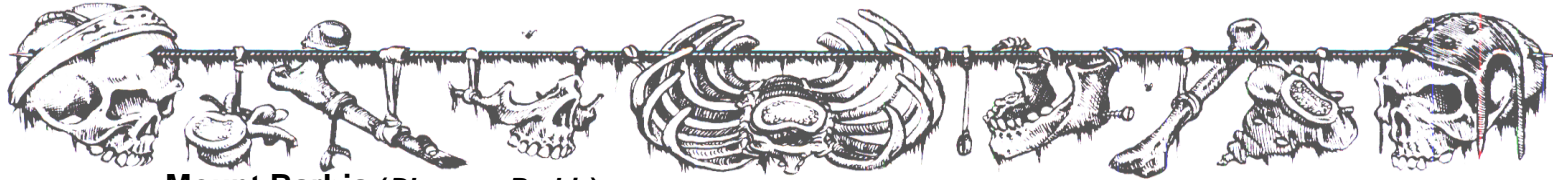
The secluded area seems almost impossible to reach and raiding Humanoids or other creatures never find the area as the Bugbear Immortal has placed a special ward on it that steers walkers (including Bugbears) away from it. Flyers (like Rocs), however, sometimes come in and even steal children, but the Bugbears procreation is thus prolific (fertile females with mates give birth each year to a litter from Young adult to Almost Elder)it is balanced out.



The Valley of Furr (*Monom Furr*)

This enclosed valley is very important for Bugbears as they prefer to raise their infants. The valley can be reached only by the air or through two secret tunnels from lower Bugburbia. Here until they can lift a weapon or tool. As thus the area is full of nature, birds and other peaceful stuff. Then imagine a lot of cute teddy-bear like creatures wandering and playing around. It is the one sole period in life the Bugbears know peace and harmony. Male Bugbears are found rarely here as they have other duties, mothers (and grandmothers) are however either living or often coming here. The mothers that life here temporarily or permanent, take care of the first feeding, training and education of the Bugbear children. These mothers are all armed with bow or crossbow in an attempt to defend themselves and he children against flying invaders. Do not underestimate a female Bugbear, she is as vile and mean as a male, and is averagely a foot higher than the males, and mostly stronger. They however seem to lack leadership skills and tendencies.





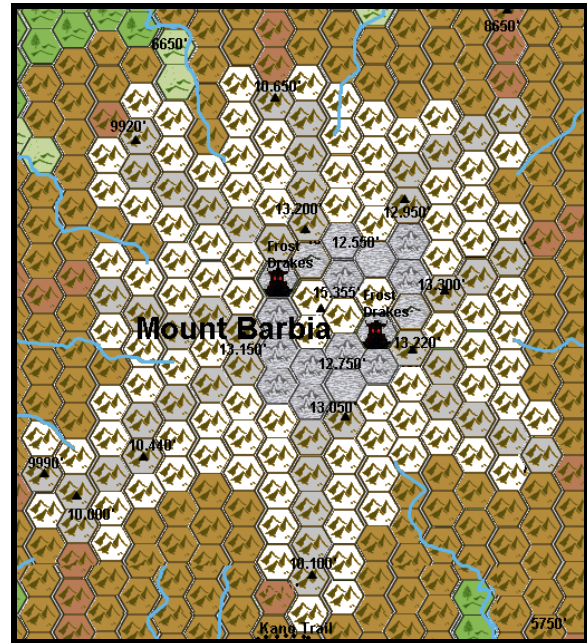
Mount Barbia (*Dhagaag Barbia*)

This prominent mountain in the Eastern Half of the Broken Lands was never detailed or even named on any of the canon maps, nor was its accurate heights given. This had to be assumed by deduction of written data and the effects in the region. As most of the Mountains in the Broken Lands range about 10,000 feet, this was the first guideline. Secondly, it had to be higher than the areas around it (including the Plateaux of Zyrd...as it is described as in the shadow of the western Mountain). Using the angles of average mountains, I could triangulate its height. As the canon version had a permanent snow/ice cap, it must indeed have been above 10,000 feet.

To bring this back to the Geomorphological data, this mountain has risen due a central lower force. Similar like a volcano, lower magma must have pushed it up rapidly, making it the single high mountain of the Eastern half of the Broken Lands.



The typical corner peaks of Mount Barbia, creates something similar to a valley on top of the mountain.



To make it a bit more interesting I decided to give it a broken cap, or in other words, the top has collapsed, tumbled down long ago, but giving it a more or less even area with a central higher top, and some high topped corners.

The "even area" is covered by Ice and snow and Frostdrakes (originating through the gate at the Fairy Stones) make a residence up here. These two small family groups are no larger than 10 each in total. Sometimes a single individual is caught by Goblins, Bugbears or Red Orcs, but thus far the Humanoids have been unable (and unwilling) to venture up the steep rock

walls. The Frostdrakes know of the Valley of Khyr and sometimes trade with the DemiHumans living there. Mostly, however, they venture south to Alfheim's Canolbarth Forest or Glantri in a Human shape.

Almost no Humanoids ever venture high up the mountain, and none go beyond the rim of ice and snow. Too many deaths have caused them to take heed, and don't ever try again.

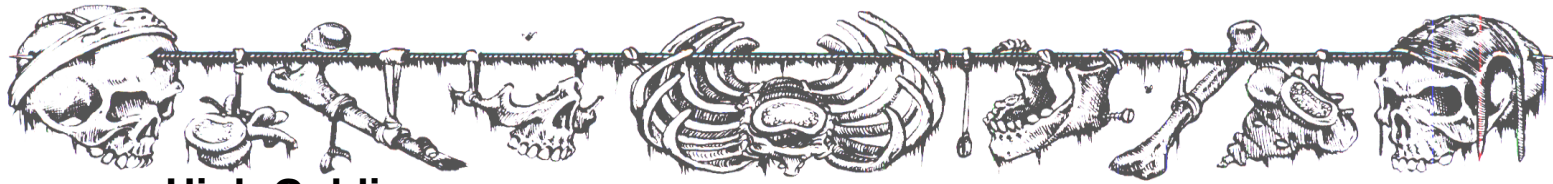
Temperatures are always at arctic levels here as is the chance to find water, plants or food.

In winter the frigid cold of the mountain often "rolls" down covering Bugburbia in a very cold fog, with frozen underground, frozen leaves and after a while even frozen hair and fur. Bugbears do not like winter in this region and prefer to stay near their housing or go down to Lower Bugburbia for the season.

As thus winter may seem the safest time to investigate Bugburbia, but beware, no more than one third of the Bugbears go down, and these are mostly the elders. All the settlements and foraging areas are still guarded and patrolled (also foraging at the same time).



A winter frozen Mount Barbia as seen from below



High Gobliny (*Inta Golin'dar*)

The area inhabited by Goblin tribes under their queen. The Goblins have a strong culture of wolf riding, scalping, and so forth that loosely mimics that of the Atruaghin Clans.

Upper High Gobliny

Population: 2540 Grey Goblins (*Goblinus occidentis*), 1450 Common Hobgoblins (*Goblinus grandis*), 950 Common Goblins (*Goblinus Goblinus*), 370 Bugbears (*Ursus bipedis Bugburbianus*), 160 Ogres (*Homo monstrum Brutalis*), 168 other (3 Cyclops in Nass, 165 Lizardmen/Troglodytes)



The upper North edge of Gobliny and the area south of Satolas (Glantri) still reveals that the whole area was once a mountain, which collapsed and eroded away, so many centuries ago.



The area is rows of steep hills turning into high mountains with very little vegetation, except at bottom where water accumulates in muddy gullies. Here few trees and bushes are found. Akkrass erected upon old ruins, at the base of the highest mountain peak overlooking the narrow pass leading to Zyrd. As implied by its name, High Gobliny is a Goblin haven, Hobgoblins, Bugbears, and Goblins make up the majority of the

population. This nation lies south of Glantri, and extends to the Streele River.

Upper Gobliny covers a row of steep hills before turning into high mountains. These hills have very little vegetation, except at the bottom where water tends to accumulate in muddy gullies. There the few trees and bushes offer perfect ambush sites for the Goblins. The mountains often snow-covered in winter, grow evergreens. The Goblins renovated Akkrass, an ancient abandoned impressive fortress at the base of their highest mountain peak, overlooking a narrow pass. The pass leads to the Plateaux of Zyrd. Akkrass itself is the main entrance to lower Gobliny.

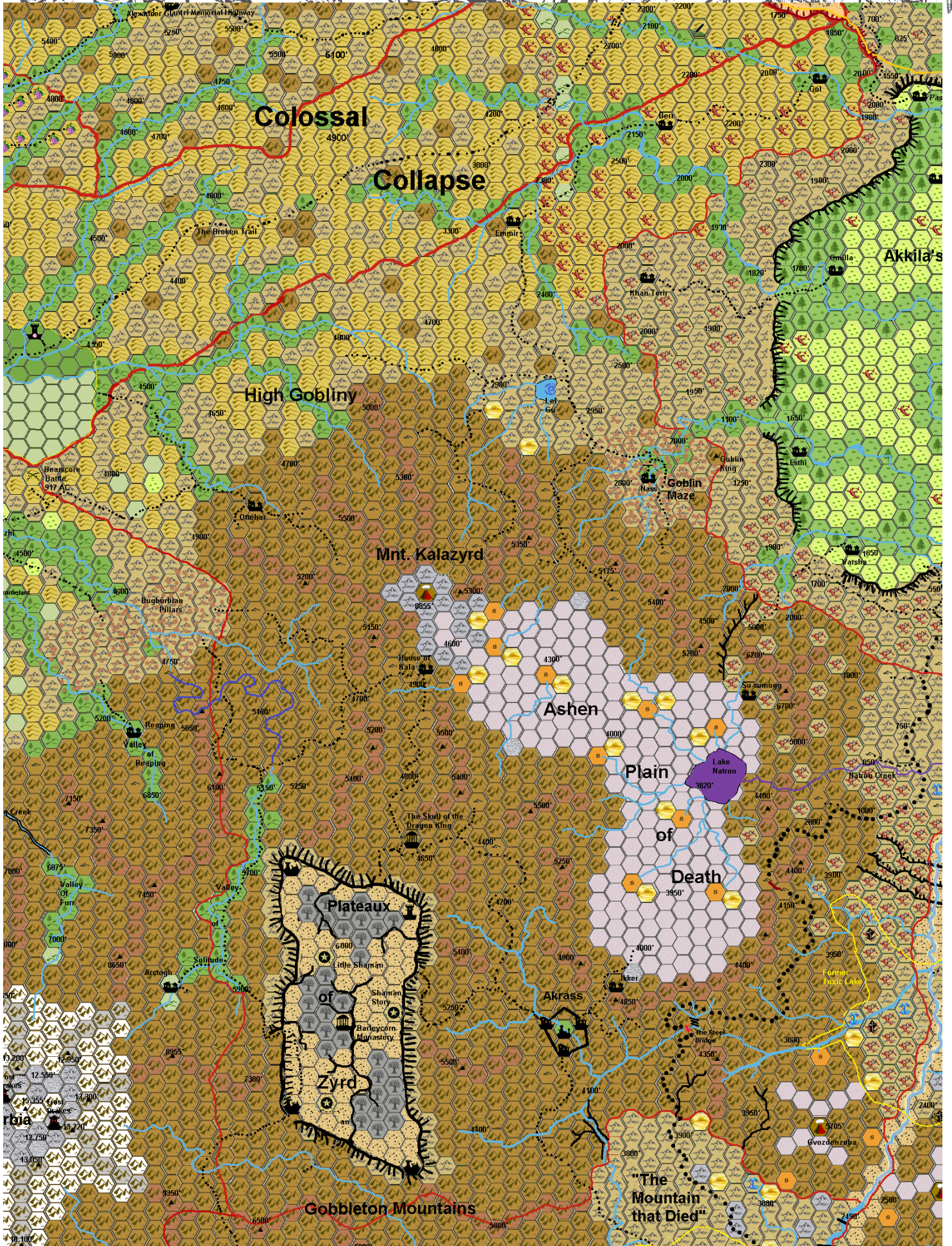
The Plateaux of Zyrd extends west of Akkrass. It is a roughly flat area where many Goblins falsely believe the Rock of Oenkmar used to be. Now a vast forest of ancient petrified trees, this desolate place is taboo; only shamans are allowed there. It is rumoured to be haunted.

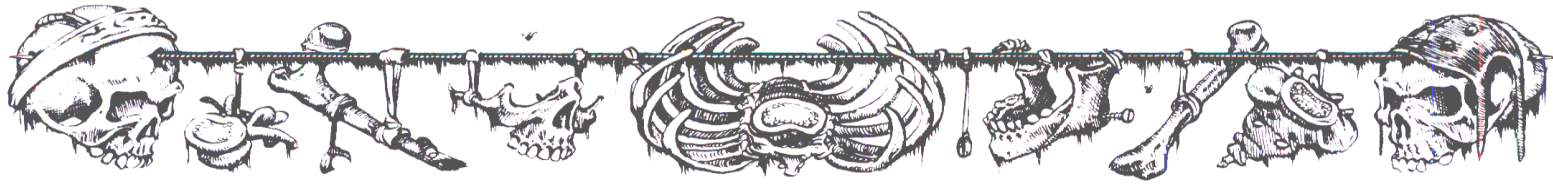
Goblins predominantly speak Gobbleton, the old Goblinoid language; <http://pandius.com/gbbleton.html>

High Gobliny is as explained in Gazetteer 10 divided among two groups King Doth, the son of the former desposed ruler (*Gaz10 page 11 increased 3 levels, Com13 Human8*) and Queen Jazar (*Gaz10 page 18 increased 8 levels Com12 Human9*). This will continue aftr Kol takes over control of the Broken Lands, relocates most Humanoids to the Great Crater. Depending on the deeds of the Adventurers in the recovery of Wogar (See [Wogar](#)) either King Doth or an as of yet unknown character. Queen Yazar, already aging, dies in Felmont 1011 AC, (possibly by the hand or orders of King Doth) has sired 7 offspring (one even being a result from Doth and Yazar being together as he could not resist her female strength and dominance) which one could fulfill this prophecy. The ruler of High Gobliny after becoming a province of the New nation Gobbleton, is as of yet unknown, and could be even a PC Humanoid.



Queen Yazar hates and degrades King Doth were-ever she can.





Goblin Settlements;						
Name Settlement	Occupants	Number	Tier	Dominant Horde	Leader/Faith	Information
		Gg/H/Cg/B/O/o				
Thorn Village						
Ottohar	Hobgoblin	250	2nd	Zyrd	Queen Yazar/Wogar	Raiders
Ikker	Hobgoblin	150	2nd	Zyrd	Loyal to Doth/Wogar	Raiders
Su-sumogg	Mixed	300/110/150/45/20/15	3rd	Gas Duhr	Loyal to Doth/Wogar	Raiders, Volcanic Ash/gasses prevalent
Pole Village						
Nass	Mixed	330/130/140/75/35/25	2nd	Nassian	Loyal to Doth/Wogar	Raiders
Emmir	Mixed	300/110/110/60/20/20	3rd	Emmir Flek	Queen Yazar/Wogar	Raiders
Berr	Mixed	270/160/145/50/30/25	3rd	Tado	Queen Yazar/Wogar	Raiders
Gol	Mixed	200/100/130/25/15/10	4th	Avon Takar	Loyal to Doth/Wogar	Raiders
Flat Reet Muck twig Houses						
House of Kala	Grey Gobblins	320	3rd	Gas Duhr	Nuime/Kala	Volcanic Ash/gasses prevalent. Nuime is an illegitimate child of Doth and a Sindhi Goblin
Family Caves						
Overall	Mixed	300/110/125/10/16/35	5th	Various	Loyal to Doth/Wogar	
Stone structures connected with caves						
Akrass	Common Gobblins	100	1st	Worg Vidag	Queen Yazar/Wogar	
	Grey Gobblins	240	4th	Sabre Punks	Loyal to Doth/Wogar	
	Hobgoblin	220	2nd	Zyrd	Loyal to Doth/Wogar	
	Mixed	300/110/50/105/14/28	none	none	Loyal to Doth/Wogar	
Hordes in Lower Goblincy						
Akrass	Common Gobblins	750	1st	Worg Vidag	Queen Yazar/Wogar	
	Grey Gobblins	1000	1st	Pootz	Loyal to Doth/Wogar	Guards
Camp Pootz	Common Gobblins	350	4th	Sabre Punks	Loyal to Doth/Wogar	Guards
	Mixed	450/340/230/30/25/15	4th	Yaahr Ilas	Loyal to Doth/Wogar	Guards
Northgate	Mixed	350/350/110/45/35/10	3rd	Ninix Tak	Queen Yazar/Wogar	Guards
At Pootz	Mixed	500/200/80/75/45/8	4th	Giberi Daag	Loyal to Doth/Wogar	
Akrass	Mixed	200/330/90/85/20/7	4th	Giberi Daag	Loyal to Doth/Wogar	
Akrass	Mixed	250/200/80/55/20/7	4th	Nag Tudor	Loyal to Doth/Wogar	
Akrass	Mixed	50/50/30/25/5/4		Shes Runa	Doth & Yazar/Varies	Spell Casters
Elsewhere together	Mixed	230/100/40/55/15/9	4th	Leisch Taron	Loyal to Doth/Wogar	
Elsewhere individuals	Mixed	310/180/20/40/20/5	5th	Various	Loyal to Doth/Wogar	

In this table the numbers are; Gg=Grey Gobblins (*Goblinus occidens*)/ H=Common Hobgoblins (*Goblinus grandis*)/ Cg=Common Gobblins (*Goblinus Goblinus*) B=Bugbears (*Ursus bipedis Bugburbianus*) O=Ogres (*Homo monstrum Brutalis*) o=Other.

Avon Takar=Hill Striders, Emmir Flek=Blood Bucket, Gas Duhr=Winds of Death, Giberi Daag=Crawling Mischief, Leisch Taron=Harrowing Teeth, Nag Tudor=Darkling Menace, Ninix Tak=lack Thugs, Sabre Punks=Sabre Screamers, Shes Runa=Vile Runes, Tado=Berries, Worg Vidag=Wolfriders, Yaahr Ilas=Howlin' Freaks, Pootz is a location name, like Zyrd, and based on an important individual's personal name; Pootz= Big Paws (a former powerful chieftain, rumored to be the great grandfather of Doth), Zyrd=Skycaster (a legendary Shaman who discovered the Plateau named after him later). Nassian means; a Well, and was an important source of clean water.

Goblins are very aware that they belong to the generally weaker Humanoids, and hence they prefer sneak attacks, backstabbing, treason, traps, betrayal, deceit, avalanches, missile weapons and any other attack from afar.

Many Gobblins have taught the thief Skill Backstabbing (double Damage with short handheld weapon if surprise attack succeeds) together with Move Silent.

Others are trained in the use of various missile weapons like Bows, blowpipes and slings (often poisoned). They never are able to do both missiles and backstabbing.

Wolfriders and raiders often use Hit-and-Run tactics.



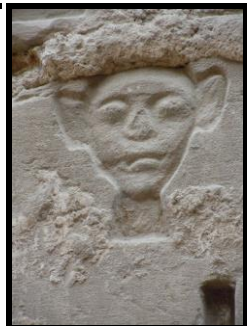
Common Goblin symbol; designating the area or structure as being Goblin owned. There are roughly 100 of the 1000 or so, such decorations with small rectangular holes all over High Goblincy (and 20 in Bugburbia, and 12 in Red Orcland close to the current borders), mostly within or near settlements or along trails and borders. They date from the era of old Gobbleton.

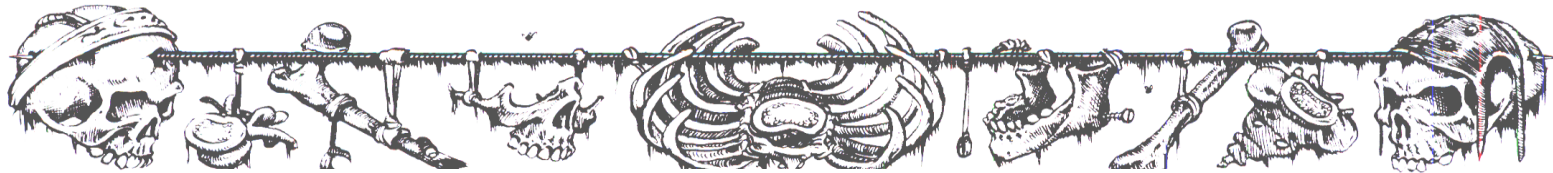
The 1" wide x 2" deep x 3" high hole is often used to deliver messages to be removed by others later.

However, 25% of these holes, are active and can magically transport the messages (or small items) directly to a single location in Fort Akrass if not taken out within 1d6 turns.

This location in Fort Akrass itself can transport once daily a message to all holes at once (a sort copy/transport), even to those not able to return messages, or 10 times a day to a single named hole. The good side is the instant transport and message relaying. The bad side is that most Gobblins can't read, and any other can retrieve a message and become aware of its contents. Another bad effect is that if the named hole tactic is used, the all-holes tactic must wait 15 Turns (144 minutes to be exact) for each single message added together send the last 24 hours, before it is able to do a send all messages anew.

Many messages are symbolic and may be a single small item, like a cup of blood, a fruit, an animal part, or similar. All copies may be handled, but cannot be eaten, drunk, used otherwise than to relay the message. They all last 24 hours maximum, and will disappear in a handful of mud, muck filth or slime afterwards.





Lower Gobliny (*Guth Golin'dar*)

760 sq. miles

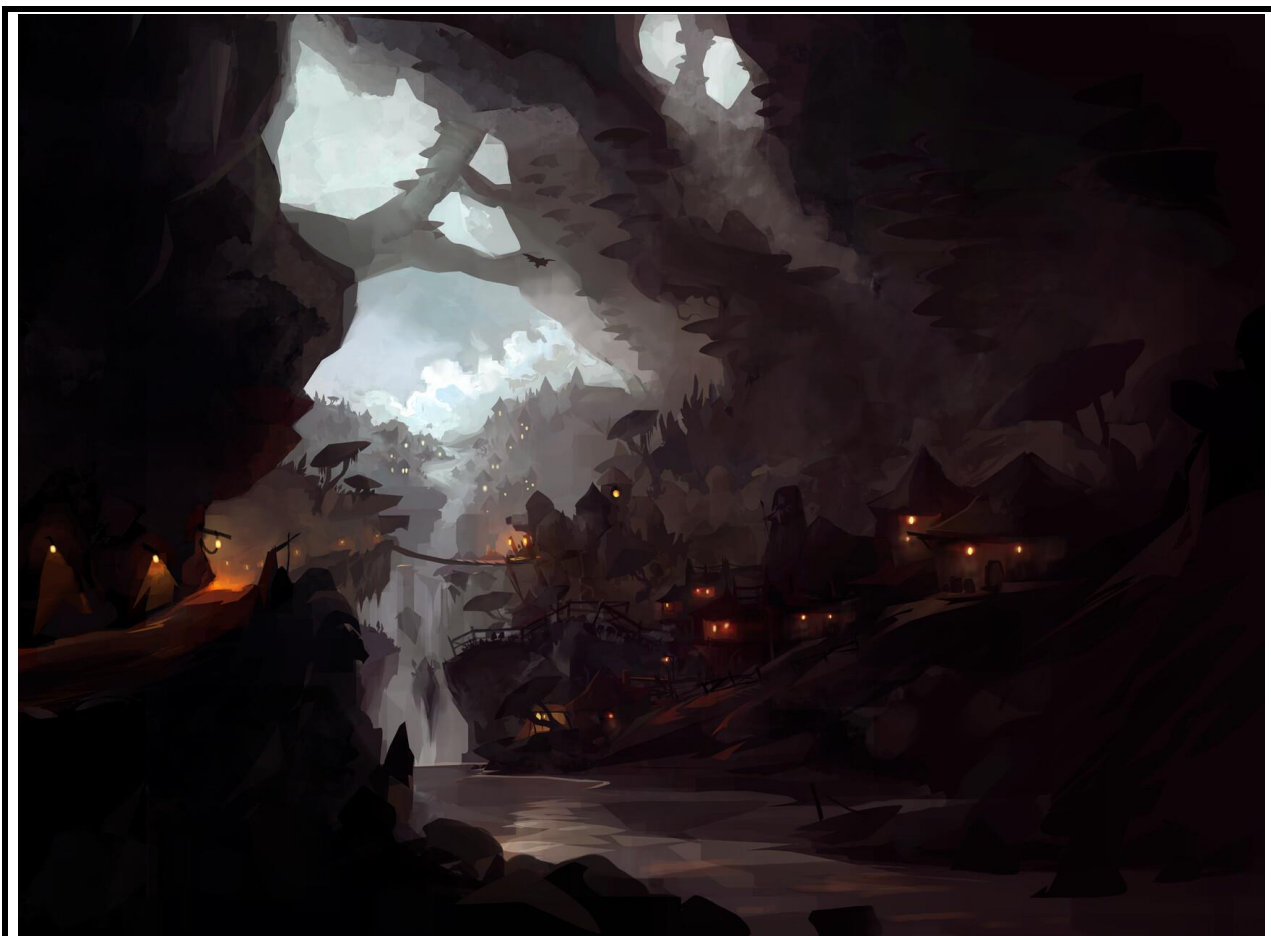
Population: 3540 Grey Goblins (*Goblinus occidentis*), 1750 Common Hobgoblins (*Goblinus grandis*), 1750 Common Goblins (*Goblinus Goblinus*), 410 Bugbears (*Ursus bipedis Bugburbianus*), 210 Ogres (*Homo monstrum Brutalis*), 65 other (Lizardmen, Troglodytes)

This tribe occupies one of the smaller cave complexes of the Broken Lands. It is located 1250 feet below the surface. The Bugbur River enters from the west, and exits through a siphon 30 miles south. Tall mushrooms grow along the river banks, providing the tribe with abundant grubby mosses, tasty fungous puddings, and vegetal slime. A wide gap opens on the Lava Flow, east of the Bugbur River. There, black sand dunes slope gently down to the lava. The bottom of the Akkrass Fortress ends north of these dunes. This is the main exit to the surface, a long ascension through a multitude of low, winding Goblin stairways. (Only one larger way exists for war-machines). Queen Yazar had a gate built on the north side of her land to protect the tribe from possible Hobgoblin raids. Pootz Camp stands nearby, guarding both the end of the Northgate tunnel and the western passage to Bugburbia. High Goblins hunt Giant slugs, very common in this area of the World Below. Once captured, they chop them up on site and store mega-slug steaks in salt bags. They trade some of their steak reserves with Bugburbian and Hobgoblin hunting parties. They use wild pigs (brought in from above) to dig out batches of Giant slug eggs. These are a refreshing delicacy usually reserved for chieftains and important visitors.

14 hordes (Wolfriders at Akkrass, 5 raider hordes at the caravan trail in Upper Gobliny, 4 reserve hordes in Akkrass)

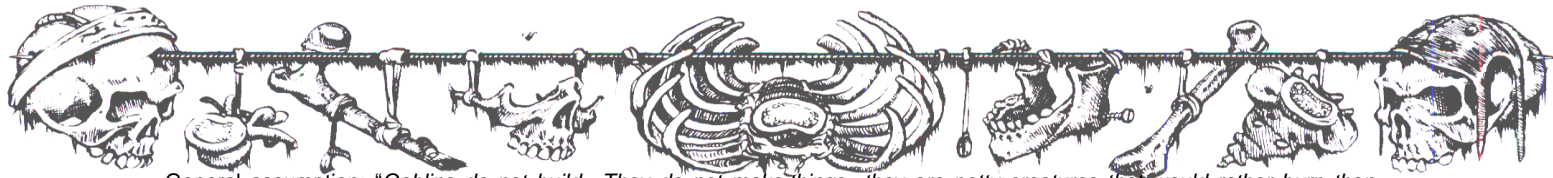


There is a general conception that Goblins do not build. Many people think Goblins just hang things together and wait if it does not collapse, and then use it. Many Goblins did (and some still do) long ago, yet even Goblins are able to learn. Since about 500AC they learned to build structures, mostly copied from Hobgoblins or Bugbears. The rule of the Orc King Thar certainly improved the living standards of the Goblins, bringing them the architectural 'skills' of the other Humanoid races. Unknown to most, Goblins were the creators of the ancient stone Fort Akkrass (on the surface as well as underground), and the initial main Gobbleton underground settlement of history (now no longer existing, yet it was build where now Akkrass Fortress exists), resembled more the board+ropes settlement [as shown in the Hobbit, an Unexpected Journey](#).



Pootz Camp is the underground Goblin settlement resembling most a 'normal' underground town. Here 'houses are built by using hardened giant Mushroom caps as roofs, stacked on a frame (sometimes just a giant shroomstem), and enclosed by using, anything they can find, be it planks, furs, mud, stones, shrooms, dried corpses, leather, leaving doors and windows open. There are no chimneys, and smoke is let out by the doors and windows (this further hardens and protects the shroom roof from decaying).

(Goblinsky by [Yaroslav Golubev](#))



General assumption; "Goblins do not build. They do not make things...they are petty creatures that would rather burn than build, rather conquer than keep safe. The unmistakable muffled chattering of a Goblin horde can be heard from far away underground". Darokinian Merchant.

Goblin Settlements (*Golin'dar Massiet*);

Primitive twigs and branches wall, covered in dung, mud, and volcanic ash, covered with a pointed reed roof, surrounded by a "garden", with a fence made of twigs, sticks, captured weapons, large bones and branches. Doors and windows are made from stolen metal (often flattened armor).

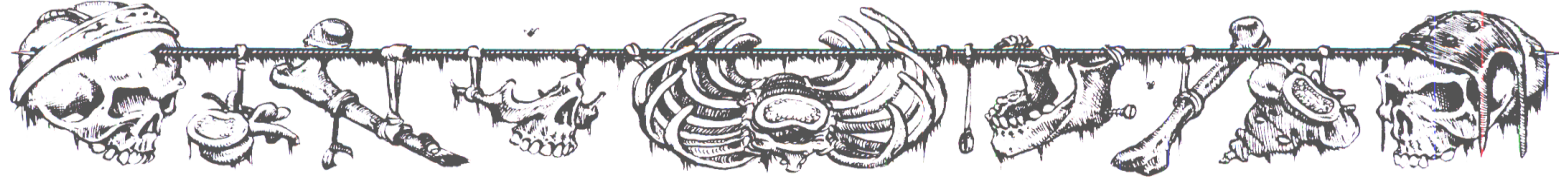
The common Goblin mud/branch housing is similar to that of Bugbears, but sharp pointed branches, often with thorns are sticking outward of the structures. The houses vary by breed somewhat, as the common Goblin prefers pointed roofs of reed like the Bugbear, the Grey Goblin prefers flat roofs of stable branches, grass/reed and muck.

The Porcupine and Hedgehog and similar creatures are thought of as clever. Their skins (if killed) are used as thorn-coats. These thorn houses are mostly surrounded by a palisade wall, adorned with pointed sticks, logs and thorny bushes. The central housing (where the leader, females and children live) is covered with a tarp, coloured with red dyes. Bones, ribs, and skulls are used to decorate the structure, further making it dangerous.

Each village has a central fight pit, cattle corners (sheep, goat, and pig), several rickety outpost towers, a gate (which is rarely closed), a tunnel to a nearby dungeon (often covered with a metal plate (often stolen from caravans. A semi-religious rock, adorned with symbols and small sacrificial gifts, caked with blood of slain sacrificed animals and enemies. Here magic items, of which the Goblins know no use, are stored. A shaman pole is also always available in the centre of the village. The houses are placed against each other at the side of the village that has the gate. Construction is always on the opposite site (smiths, tool sheds, armourers, weapon makers, cook). The banners of each tribe finish the outward appearance.

In every Goblin village you will find storage buildings, cramped to the roof with all kinds of variable items, Goblins are hoarders, collecting any stuff they find valuable, or emotionally valuable. Within these you will also find the tribe's treasure. Coins are not used, but found interesting, Jewellery and gems are found Hinrit (Shiny), and collected just for that, not for its common value. Trading these items for something different is like trading with a real life human hoarder, very difficult, and sometimes very depressing as well as rewarding. (0% of a Goblin hoard will be common items, and rummaging through it will take as many hours as there are goblin contributors to a hoard (so if the village has two storage buildings, then each is roughly used by half the complete population, and thus searching and finding anything directly will take that many hours at 10% chance at the end of each hour. Searchers will contract the living vermin living in the hoard (mostly insects, mice, rats, sometimes oozes –then each item is devalued through damages by 50%). Items are mostly filthy, and appraised of its value at 5d10% lower than normal value. Simply said, shiny things are perceived as more valuable, a mirror shard will be seen as more valuable than a coin. This has something to do with their dream related ideology of entering **Uul Dhakaan** (the Dream realm, possibly the Nightmare Dimension or the Fairy Dreamlands). **Uul'kur**, the remembering and speaking, or sometimes sharing of dreams is an unknown trait of Goblins, and it is not unheard of they share a dream with a human. If so they will not attack or defend the human if in the dream they were friendly. Sages assume, the Goblin mind is so Chaotic, they border insanity and touch the Nightmare Realm, yet this is just a suggestion, and something greater might be revealed in the future.





Single Dwelling (*Xokhoorim*)

Some Goblins have been sent away from the settlements due to their behaviour, they are seen as insane, but these can be lawful, adventurous, or even interesting Humanoids, many of these try to become Shaman or Wokani, or travel in the world like Human adventurers. They mostly live in small mud/dung/twig heaps with a hole within, just enough to sleep, store personal stuff. These are often overgrown and difficult to see. The smell, however, could reveal its location. As these Goblins are rejects of their society, they regularly have to relocate, and thus several of these "huts" may be found in a region owned by the same individual, and regularly used or abandoned at intervals.



Goblins also live in **greater settlements**, they call **Massiet-ut** (Actually multiple for Village), but are rarely any bigger than any Goblin village, and the location of buildings is similar. The outward appearance of the buildings is however greatly different.

These are often set atop poles, and enable them to keep their city in flooding areas. Their pets/herds live underneath these housings.

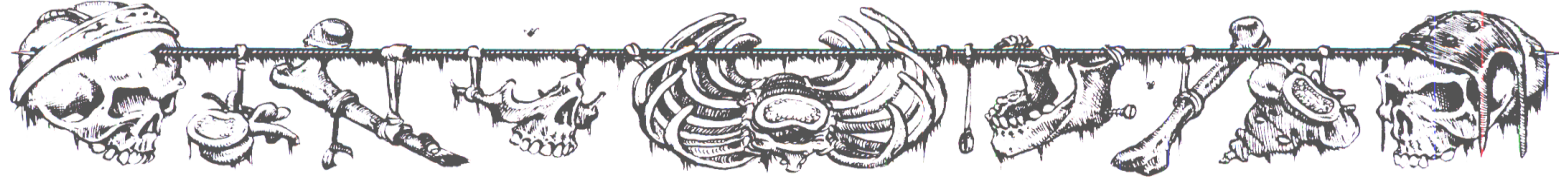
On top of the frame poles a network of twigs and branches is made to make the basis of the walls. Then long fletched bands of grass or reed are wrapped around this structure, either to make a roof (which may be further waterproofed by covering it with stolen tarp, cloth etc), or closing the walls. The leaders hut is decorated with ribs, skulls, bones or even tusks of animals to reveal its importance. Each building is decorated with the remains of slain victims, but large skulls or those of obviously dangerous enemies are taken by the chief...for it is he who only could have done this...even if the truth was different.

Several structures even have a second floor where the Goblins sleep or hide their valuables.

One typical additional skill of Goblins born and raised living in these poled settlements, is that they are often able to jump larger distances and do so more regularly. They might also do so in attacks, where each such jump attack becomes similar to a Charge in damage if making a successful hit. They must make a dexterity check with each jump charge to prevent falling. These Goblins actually have a free additional jumping skill. For more about Jumping, read this;

<http://breathofmystara.blogspot.nl/2013/10/the-lost-tables-jumping-and-falling.html>





Climate

The weather of northern High Gobliny is similar to that of Glantri, temperate, which is similar to Real Life Germany. Some more precipitation falls down on the higher hills and mountains. This has to do with the natural inclination of moisture rising in the air when blocked by mountains and cooling down and thus falling. It may also have to do with the overall dust from Mount Kalazyrd. Though most of it falls in the Ashen Plain of Death in High Gobliny, still a high amount falls elsewhere or swirls in the air. As thus the air feels a bit drier than usual, and rain intensity =+1. This also reflects in the vegetation which is sparse except where water is streaming. The dominant wind is coming from the North West.



A Goblin Goat Herder (*Golin'dar Gebber Khixzanu*)



A Goblin farmer and its weak crops (*Golin'dar Khixzanu*)

The volcanic toxicity in the air may cause irritation on the airways; especially wood elves and other creatures used to clean air, are vulnerable to this. They feel the air as almost suffocating with a brine stench. **Creatures have a 20% chance to be vulnerable (wood elves 40%), and the effect is a reduced constitution of -1 in cases where breathing rolls are applied (holding breath, running, the amount of combat rounds in a run before fatigue sets in, etc).**..Humanoids, Shadow Elves, Elemental creatures and most animals or monsters are immune, but draft animals like horses, oxen and such are not.

The only area without volcanic toxicity in the air is the Plateau of Zyrd and its northwestern mountains.

Contrary to the belief of Humans and Demi-Humans alike, Goblins do Herd animals and also maintain crops. Goblins are

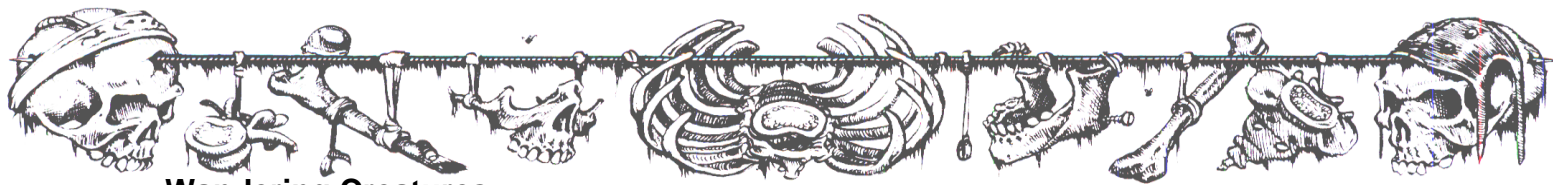
sentient and clever enough to herd animals for food and thus have a (maybe primitive) understanding of farming. It gives base to the understanding that ANY creature naturally tries to get as much food/water while using the least energy. As thus the races here will do the same, and caravan raids will be NOT their main food source (*it brings less as not all ware is food*), gives too many casualties (*especially a chaotic race/individual would think of itself before the group*), as the caravan is mostly well defended, thus the risk is too high. Raids in nearby areas will be easier (*as guards must be aware and enough in number to prevent this hit-and-run raids*). As thus the nearby region will have adapted to this; Glantri has a large barren flat land open against the Broken Lands...due this coming Humanoids can be more easily earlier seen and thus taken care off. Darokin uses towers along its borders and forts. especially along the Kolland/Darokin border there are many.

Goblins however, do not do crop rotation, which destroys available acres for a decade after a few (1d4) successful harvests, enforcing the Goblins to search other area's able to grow crops.

Goblin Farmers are called **Golin'dar Khixzanu**, and this is also used to label them as weak non-fighters. It is one of the reasons Goblins often stay farming for as long as the acres, it maintained, are fertile, leaving others to take the new. This however, negates everything learned, and the next farmer will make the same mistakes, generation over generation over and over again.

The following table gives the chances of finding something within a 10.000 square yard area. This can be along the route covered 25 yards on either side of the passed route for 200 feet length, or in a roughly 100 x 100 yard area. This takes 1 Turn of time (either real time or delay time while travelling), and a successful survival skill check if available. Overall is; any area not including Mountains in the case of High Gobliny.

Chance of Finding;	Drinkable water	Medicinal / Edible / Functional plants	Fuel for Fire	Wandering Monsters, Creatures or Humanoids
Overall Winter	18%	15%	20%	1 on 4/Hr
Overall Spring	18%	18%	25%	
Overall Summer	10%	23%	30%	
Overall Autumn	20%	18%	35%	
Mountain Winter	20%	15%	20%	1 on 8/Hr
Mountain Spring	15%	18%	30%	1 on 6/Hr
Mountain Summer	15%	23%	40%	1 on 4/Hr
Mountain Autumn	20%	18%	40%	1 on 4/Hr
	+5% /hr rain in last 24 Hr).			x2 if making noise x3 if making visible signs



Wandering Creatures

Actually not all of these are monsters, but most are Humanoids, natural creatures AND monsters, living locally or traversing the area. Unlike as per Rules Encyclopaedia (1 on 1d6), use the rolls as given in above Finding table. Multiply rates and chances per Hr by disturbance. Thus a noisy PC in summer must check twice per Hr on 1-2 on 1d8 to attract creatures. And if he carries light at night or smoke at day three times at 1-3 on 1d8. If he makes noise and light it is even doubled. Green and Yellow listed creatures will mostly try to run away, and the encounter be no more than a glimpse or traces of the creature moving away. Actually only predators or sentient creatures will investigate and maybe attack abandoning their main lair settling temporarily elsewhere with friendly dragons. Almost all other

Gobliny Hills & Broken Lands			Gobliny Mountains & Valleys		
1d100	type Encountered	number appearing	1d100	type Encountered	number appearing
01	Giant Bee	1d3	01	Giant Bee	1d3
02-03	Goblin	5d4+50% 1 caster	02-03	Goblin	5d4+50% 1 caster
04-08	Goblin	3d6+ 1 caster	04-08	Goblin	3d6+ 1 caster
09-12	Hobgoblin or Bugbear	2d6+ 50% 1 caster	09-14	Hobgoblin or Bugbear	2d6+ 50% 1 caster
13-14	Chimera	1d3	15	Chimera	1d3
15-18	Any Orc	2d4+1 caster	16-18	Any Orc	2d4+1 caster
19	Griffon	1d4	19	Griffon	1d4
20	Harpy	1d4	20	Harpy	2d4
21-24	Manticore	1d4	21-23	Manticore	1d4
25-31	Insect Swarm	1d4	24-26	Hell Hound	2d4
31-32	Rats	2d10	27-32	Common Birds	3d20
33-34	Common Rodents	2d12	33-34	Common Rodents	2d12
35	Cave Bear	1d4	35	Black Bear	1d4
36-38	Herd of Sheep	2d12	36-39	Herd of Goat	2d12
39	Herd of Goat	2d12	40-42	Eagle	1d8
40-42	Eagle	1d6	43	Roc, Small	1d8
43	Roc, Small	1d3	44	Roc, Large	1d4
44	Roc, Large	1	45	Roc, Giant	1
45	Roc, Giant	1	46-50	Cyclops	1d4
46-50	Stirge	2d10	51-52	Mountain Lion	1d4
51-52	Mountain Lion	1d4	53-54	Cockatrice	2d4
53-54	Wolf	1d4+1	55-56	Dragonne	1d3
55-56	Dire Wolf	1d3	57-58	Earth Drake	1d12
57-58	Troll or Ogre	1d4	59-60	Ice Wolf	1d8
59-60	Snake, Viper	1d4	61-65	Wyvern	1d6
61-65	Giant Hunting Spider	1d12	66-69	Great Eagle	1d2
66-69	Giant Ant	4d6	70-73	Randara	1d2
70-73	Randara	1d2	74	Robberfly	2d4
74	Robberfly	2d4	75-76	Pegasus	1d12
75-76	Common Birds	3d20	77-81	Grizzly Bear	1d4
77-81	Bear (various)	1d4	82	Gold Dragon	1
82	Gold Dragon	1	83-84	Displacer Beast	1d4
83-84	Displacer Beast	1d4	85-86	Red Dragon	1
85-86	Red Dragon	1	87-90	Animal Herd(various)	2d10
87-90	Animal Herd(various)	2d10	91-92	Common rodents	2d10
91-92	Common rodents	2d10	93-94	NPC Party	1d6
93-94	Cyclops	1d2	95-100	Frostdrake	1d8
95	NPC Party	1d6+1		Predator -2 reaction	
96-97	Merchant & Company	1d6		Defensive -1 reaction	
98	Skeleton	1d6		Defends only, or flees	
99-100	Wychglow	1d8		Prefers to flee	

Creatures listed in the following tables (for each Humanoid nation in the Broken Lands) can be found in TSR 1071 The D&D Rules Cyclopeda, TSR 2501 AD&D2- Mystara Monstrous Compendium, TSR 9438 -DMR2- D&D-Mystara-Creature Catalogue, TSR 9173 - D&D - AC9 - Creature Catalogue or otherwise in my Mystara Monster Manual Compilation books <http://pandius.com/mnstrmnl.html>.

Some, however, might vary a bit and are explained next to the table were they are mentioned.

Common Rodents; Mice, Hamster, Guinypig, Mountain Mice

Common birds; Blackbird, sparrow, mousebird, etc.

Animal Herd Hills; Fallow Deer, Moose, Boar, Wild Sheep Mountain; Capricorn, Wild Goat.

Herd of... usually accompanied by 1d2 of the ruling race of the region

Merchant & Company; These are often parts of a attacked caravan, without maps and mostly desire to leave the area they are in to reach their destination. 1d6 people on 1d4 wagons with or without sufficient draft-animals, and guards.

NPC Party; These are rolled as explained in the Rules Encyclopaedia or chosen by the DM.

Frostdrakes have some settlements on Mount Barbia, and do not want to draw attention, so they may do anything to withdraw from contact.

Dragons; As explained above on page 34.

Undead Skeletons are mostly tools of local Wicca or Shaman, and set to guard or patrol, they are of various racial build-up.



Goblins (*Goblinus species*) *Golin'dar*

Humanoid	Goblin												
Type	Humanoid; Goblinoid												
Climate/Terrain	any non-arctic land												
Frequency	Uncommon												
Organization	Tribal												
Activity Cycle	night												
Diet	Omnivore												
AL	LE, NE, LN, CN, CE												
NA	4d6												
Size	48+1d4 inch												
ST (PR)	3d6-3=3-15												
IN	3d6=3-16												
WI	3d6=3-16												
DX	3d6+1=4-18												
CO	3d6+1=4-18												
Com, Cha	3d6=3-18												
Languages	Goblin, Tharian, 1 local Humanoid, 25% common												
Spellcaster Limits;	Shaman 8, Wokani 6												
AC	8												
AV	by armor												
Levels	NM	1	2	3	4	5	6	7	8	9	t/m 36		
XP Needed	0	800	1600	3200	6400	13,000	26,000	55,000	110,000	220,000	+160,000		
HD	1	2	3	4	5	6	7	7+	7+				
HP	1d8-1	2d8-2	3d8-3	4d8-4	5d8-5	6d8	7d8	+2	+2				
MV	120/40'												
THACO	19	18	17	16	15	14	13	12	11	10	9		
Attacks	1 weapon												
Damage	By weapon												
Special Attacks;	0												
Special Defenses;	Infravision 90' Detect New Construction 25% +6 to saves vs. Lingerin diseases in filth, not attacked by Rotgrub, oozes, slimes or Otyugh												
Immune to;	0												
Primary Skills	4+IN			+1				+1					
Compulsory Skills	Wolf Training												
Advised Skills	Wolf Empathy												
Extra Vulnerable to;	Daylight THACO -1												
AM	0												
Save DR	12			10				8			6		
Save MW	13			11				9			7		
Save TS	14			12				10			8		
Save DB	15			13				11			9		
Save SP	16			14				12			10		
ML	7 (or 9 with leader)												
XP	5	15	25	50	125	275	450	550	calculate				
TT	C (R)												
Body Weight	Size(inch) x ST / 4= LBS												



Goblins are a Humanoid race, small (growing to a height of about four feet tall), and very ugly, (by Human standards) creatures with red eyes, which seem to glow when there is little light, but otherwise are dull and glazed. Their foreheads slope back, they have broad noses and pointed ears and misshapen but sharp teeth. Goblins have flat faces, wide mouths and small, sharp fangs. Their skin is often a pale earthy color, such as chalky tan, or livid grey, and their eyes are usually dull and glazed. Their eyes vary from bright red to a gleaming lemon yellow. They always walk upright, but their arms hang down almost to their knees.

Just about any type of facial features can be found among the Goblinoids, including cow, goat, or horse like-features, in addition to other features described in this section. Beards and facial hair are not unseen among them, especially for older specimens. The same chaotic genetic spur, created by Hell with her reincarnating of evil souls from Limbo, about 4000 years ago—responsible for creating the Beastmen and thus later the multitude of Humanoid species (Goblin, Hobbogoblin, and Bugbear, and the Kobold, Orc, Ogre, and Troll)—is still partially active within the Goblinoid race. Many facial varieties still exist but still resemble one of the following four Goblin species. Goblins can't breed with other races than Goblinoids, including Goblins, Hobbogoblins and Bugbears.

The clothing and armor, whatever color originally

(often dark leather), is mostly an earthy brow, grey, orange due the lack of hygiene.

Goblins use no form of sanitation, and their lairs have a foul stench. Goblins are more resistant against diseases that breed in such filth (+6 to saves of lingering diseases, infections and vermin, but not to other diseases or vermin, and they will not be attacked by Rot grubs, Slimes Oozes and Otyugh's, but will be attacked by puddings, Cubes and other vermin living in debris..

Their lairs are dank and dismal. They live underground in caves and caverns and are adapted to it, they crawl as fast as they can walk, are often hunchbacked, and can detect new and old constructions underground.

They're nocturnal, have a natural upper and under fur for insulation, and a well-developed infravision of 90' (outside in the dark 90 yard). They normally send hunting parties out at night to scavenge for food or attack poorly-defended groups of Humans. These small, evil Humanoids would be merely pests, if not for their great numbers.

Shamans & Wokani:

Goblins can become their racial class, and Shaman and/or Wokani (witchdoctor). For abilities resembling other classes they need to use skill slots instead using a class. Goblins are limited to Shaman 8 and Wicca 6.





Combat:

These Humanoids are generally evil in nature, and often they are great cowards as well. They avoid direct confrontations whenever possible, preferring the safety of ambushes and tend to run away from fights where they lack an overwhelming numerical advantage. They use simple, even crude, strategies and tactics. They do not believe in fair fights, for many-on-one works much better than one-on-one to the Goblin mindset.

The average Goblin warrior knows that if he fights one-on-one with even a novice (1st-level) adventurer, he'll very likely lose. This has given them a reputation as cowards, but what others call cowardice, Goblins call being smart, playing it safe, and above all staying alive. "Live to fight another day" is a tried-and-true Goblin philosophy.

Where Goblins do excel, and what enables them to hold their own in a hostile world, is teamwork. Individually weak, the Goblin war band can be effective and deadly when its members work together. They also are very good at using their home terrain to their advantage, where darkness and cramped quarters prevent larger and stronger foes from using their size and weaponry to best advantage. Goblins often employ traps to even the odds.

Goblins hate bright sunlight, and fight with a -1 on their attack rolls when in it. This unusual sensitivity to light, however, serves the Goblins well underground, giving them infravision out to 90 feet.

They can detect new or unusual construction in an underground area 25% of the time (1 or 2 on 1d8), and have an inborn inclination to build (though primitive).

They can use any sort of weapon, preferring those that take little training, like spears and maces. They are known to carry short swords as a second weapon. They are usually armoured in leather, although the leaders may have chain or even plate mail.

Goblin strategies and tactics are simple and crude. They are cowardly and will usually avoid a face-to-face fight. More often than not, they will attempt to arrange an ambush of their foes.

Goblin riders learn how to make charge attacks (bringing double damage with spear-like weapons if hit after at least 20' charge) as soon as they become Wolfriders.

The trait Goblins most admire in a warrior is the ability to survive.

Preferred weapons; Axe, military pick morning star, sling, short sword, and spear.

Superstitions; Eternal hatred and fear of Gnomes and Dwarves, sensitive to unusual behaviour of Direwolves and Wolves, fearful of dreams and visions.

Preferred skills; Alertness, animal handling (wolf), animal training (Wolf), begging, chanting, close-quarter fighting, fast-talking, fortune telling, hiding, hunting, information gathering, looting, mining, religion, hiding, riding (wolf), set snares.

Cautious +3, Peaceful-2, Trusting-2

Language

Goblin speech is harsh, and pitched higher than that of Humans. Most Goblins speak their own local tongue and those of nearby Kobold, Orc, Hobgoblin or even Human cultures. They are somewhat sensitive to whistles, and often dislike them.

Habitat/Society:

Humans would consider the caves and underground dwellings of Goblins to be dank and dismal. Those few tribes that live above ground are found in ruins, and are only active at night or on very dark, cloudy days. Goblins and their lairs carry a foul stench, due to their lack of sanitation. Goblins seem to be somewhat resistant to the diseases that breed in such filth.

They live a communal life, sharing large common areas for eating and sleeping. Only leaders have separate living spaces. Treasure and property belongs to the entire tribe, though the chief and his sub chiefs watch over it. All their personal possessions are carried with them. Property of the tribe is kept with the chief and sub-chiefs. Most of their goods are stolen, although they do manufacture their own garments and leather goods. The concept of privacy is largely foreign to Goblins. These Humanoids are generally evil in nature, and often they are great cowards as well. They avoid direct confrontations whenever possible, preferring the safety of ambushes. They use simple, even crude, strategies and tactics. They do not believe in fair fights, for many-on-one works much better than one-on-one to the Goblin mindset.

Females

Goblins dwell in a male-dominated hierarchical society with the Goblin chief and his cronies on the top and the women and children on the bottom. Malnutrition contributes. If there's not enough food to go around (a common enough occurrence), the males eat first, the females next, and the children last. In times of famine, unwanted children (especially female children) are often exposed, left for dead. For those spared such a fate, a lifetime of deprivation often leads to underdeveloped muscles.

Female Goblins are not taught the use of weapons and are never allowed to become warriors. Instead, they are kept hard at work providing food for the tribe, raising the young, and doing the multitude of tasks necessary to keep skin and soul together in a subsistence hunter-gatherer culture living in a marginal environment.





That said, DM's should feel free to ignore this unsavoury bit of Goblin culture if such blatant discrimination would spoil the group's fun or if his or her players would really enjoy playing female Goblin "amazons." The DM can rule that the tribe at some point in the past was almost exterminated (an all-too-frequent occurrence) and that only the females and very young children survived, so that the female Goblins were forced to assume traditionally male roles until the children finally grew up, by which time the tribe had become accustomed to the new ways. If the tribe has been isolated from other Goblin groups for a generation or two—then equality between the sexes, or even female dominance, will have had time to take root and become the new standard, to be as staunchly defended as any other aspect of their culture.

Tribe

A typical Goblin tribe has 4d10x10 adult male warriors. For every 40 Goblins there will be a leader and his 4 assistants, each having 2nd level. For every 200 Goblins there will be a sub-chief and 2d4 bodyguards, each of which has 3rd level, and armed with a battle axe. The tribe has a single Goblin chief and 2d4 bodyguards each of 4th, and armed with two weapons.

There is a 25% chance that 10% of their force will be mounted upon huge dire wolves, and have another 1d4x10 unmounted Dire wolves with them. There is a 60% chance that the lair is guarded by 5d6 such wolves, and a 20% chance of 2d6 bugbears. Goblin shamans are rare, but have been known to reach 7th level. Their spheres include: Divination, Healing (reversed), Protection, and Sun (reversed). In addition to the males, there will be adult females equal to 60% of their number and children equal to the total number of adults in the lair. Neither will fight in battles.

A Goblin tribe has an exact pecking order; each member knows who is above him and who is below him. They fight amongst themselves constantly to move up this social ladder. They often take slaves for both food and labour. The tribe will have slaves of several races numbering 10-40% of the size of the tribe.

Relations with Other races

Goblins hate gnomes and dwarves in particular, and work to exterminate them whenever possible.

Goblins regard Humans and demi-Humans as their worst enemies—Dwarves and Gnomes particularly so, because they tend to inhabit the same regions as Goblins do—and are sometimes angered that the other Humanoid races, who might better be aiding or abetting the Goblins' cause by battling Humans and demi-Humans, are instead so occupied with inter-tribal squabbling and power struggles.

The Goblins are the only Humanoid race that seems to make any effort to get along with all the other Humanoids. These beings emphasize the value of cooperation within their own race, avoiding the establishment of specialized tribal doctrines or cults, though they do maintain a firmly structured hierarchy in their government.

Goblins try not to portray themselves as a threat to other Humanoids, so as to avoid direct confrontations with them. They are, at the least, generally successful in winning the grudging good will of Kobolds and Bugbears, and are tolerated by other races. Goblins, like Kobolds, are respectful of authority figures. Though they may be more accepting of non-Goblin leaders than Kobolds are of non-Kobold leaders, they also see less need to knuckle under to such rulers, too, and are more likely to draw a line defining what their leaders may expect of them.

For all their tendencies to shy away from the limelight, Goblins do desire power over Humans and demi-Humans, and generally prefer them (over Kobolds or other small Humanoids) as slaves and servants. They see torture and other public diversions like it to be instructive to their slaves in pushing home the slave's proper place in the world. Goblin chiefs and Shamans are usually preoccupied with conquests of non-Humanoid territory, and often perform or advocate robbery and theft as a way of gaining those things that Goblins (and other Humanoids) should have. In some senses, Goblins have a slight inclination toward lawful neutral alignment, though they nearly always retain the part of their evil nature that reflects in their desire to loot and to rule others.

Goblin Shamans often serve as intermediaries between Hobgoblin and Goblin folk, and try to ensure that the former group doesn't take extreme advantage of the latter. Shamans of the immortals governing Goblins more exclusively devote their attention to the specific problems and needs of Goblins in general, and reinforce the oppression of Humans and demi-Humans as the best course of action in the long run to ensure the well-being and security of Goblins.

Goblins hate Dwarves because the Dwarves find the infestation of Goblins in "their" caves and caverns, and the opportunistic way of living of the Goblins an atrocity, and therefore kill any Goblin they find (including the females, the young and the old and weak). Like most Humanoids they despise elves and fairies, and dislike Human adventurers. They are afraid of giants who often flatten them. Tribes regularly take slaves for food and labour. They keep their slaves constantly shackled and under guard. Goblins take great pleasure in killing. They do not eat much, but they eat almost anything. Rats, snakes, Humans, and other Humanoids make up the bulk of their diets. When food is scarce, they will even eat carrion. They hate most other Humanoid races, especially gnomes and dwarves.





Racial Tolerance; Kobold (Sai'dar)-3, Orc (Orces)-2, Hobgoblin (Ghaal'dar)-1, Gnoll (Noll'dar)-2, Bugbear (Guul'dar)-1, Ogre (Chib'dar)-1, Gnomes (Sai'warf)-7, Fairies (Uulthaan)-4, Troll (Biko)-2, Dwarf (Warf)-8, Giant (Xilpodid)-7, Elf (Taarn)-6, Human (Chaat'oor)-6.

Like most evil creatures, few Goblins ever become adventurers. Those that do are unusually rare, for the individualistic life of an adventurer is completely foreign to Goblin society. Those few members of the race who display such tendencies are often killed by their brethren, for they are believed to be insane. If they can survive the prejudices and fears of their own people, Goblin PCs generally reject their own societies. They leave their lairs and strike out to find fame (of a sort) and fortune (whatever they can get their hands on). They often fight against such Goblin practices as slave keeping and marauding, working to make up for the atrocities of their people,

Still, you can't take the entire monster out of Goblin PCs. They do their best to control their fear and overcome their natural cowardice, but few Goblin PCs will earn awards for bravery. Even the cleanest Goblin adventurers have trouble eliminating the stench they have grown up with. It hangs about them like a shroud. Because of their communal back-grounds, Goblins have no concept of privacy. This can lead to amusing — and not so amusing — situations for Goblin PCs and their companions.

Ranking

Each tribe has an exact pecking order, and every Goblin knows his exact place in it. The way to move up the social ladder is through battle, and Goblins constantly fight among themselves to improve their station in life. Tribes regularly take slaves for food and labour. They keep their slaves constantly shackled and under guard.

This stratification applies to every aspect of Goblin life—who eats first, who picks loot first, who makes decisions, who's responsible for protection those lower on the scale, which gets sacrificed if necessary for the good of the tribe as a whole, etc. Goblin's life is hard, nasty, brutish and mostly short. The concept of privacy is largely foreign to Goblins. The tribe shares communal sleeping quarters with exceptions for the leader and Spellcasters. When having a large tribe, these rooms have been grouped around the ranks. Rarely do they make use of family grouped situations, as the Goblins have no concept with monogamy. All adults share in a communal marriage, the higher ranked right of choice in order. Pair-bonding is rarely known but affection is not, favourites may become a harem for the leaders. When pair-bonding is known then it is followed strictly, mostly these Goblins will have (had) many contacts with organized structures from Humans, they also mostly live in an emancipated tribe. The good thing is that more healthy children are born, as a family tends to protect and feeds each other better. Incest will mostly stay an issue (Goblins don't know nor understand this), and thus keep the tribe weaker than they could.



Children the inevitable result of such carnality, are frequent—the average female is pregnant about once a year from the age of ten to about thirty-five—but child mortality is high, only 50% ever reach adulthood. Malnutrition, infection or incest will be the reason for these early deaths. Children remain with the mother until weaned at the age of about 10 months, the being raised by the tribe as a whole and or family as a whole. Puberty comes about at the age of 10, thereafter, about 16; the Goblin is considered an adult full-fledged member of the tribe. When they're lucky enough to avoid death from hunger, disease or violence they can reach the age of about 65.

Any leader may be challenged by any of his peers to a fight to the death (challenges of lower ranking Warriors are ignored, with the offender unceremoniously put to death). Following a legitimate challenge, the one-on-one battle takes place three days later, with the victor being the undisputed leader. Only one challenge may be made at a time, this keeps tribal leaders from being worn down by a conspiracy of their peers.

The leader or chief is important for Goblins and the loss of a leader will lead to a temporary lowering of morale (9 to 7) until a new leader is chosen or took its place. Compared to Human, DemiHuman and even most Humanoid races, Goblins are weak and unimpressive. Their tactics are crude and simple. They prefer ambushes and tend to run away from fights where they lack an overwhelming numerical advantage, unless led by a Hero or Chief. The average Goblin knows that if he fights with even a novice adventurer, he'll very likely lose. This has given them a reputation as cowards, but what others call cowardice, Goblins call being smart, playing it safe, and above all staying alive. "Live to fight another day" is a tried-and-true Goblin philosophy. Missile weapons are thus preferred over melee weapons.

The following listing is in order of the ranking, from the highest ranking to the lowest, the names are in the Old Gobbleton Tongue (Goblinoid) instead Orcish Tharian.

1=Katar (King) 7+ HD

Kumar who can survive enough battles (and the plotting of envious peers and underlings) to reach this HD, becomes a chief or Katar ("Goblin King"), doubling his minions yet again. These may have the best armor and weapons (often magical).

2=Kumar (Champion) 4-6 HD

Access to better food and gear typically causes such an exceptional Warrior to be able to wield larger weapons and gain Scale Mail armor, or its equivalent in mismatch armor with a Shield, either through plunder or slave labour from some captured Dwarf. A tribe with a Kumar as leader attracts additional warriors and females from neighbouring tribes equal in number to his own tribe's population, drawn by the mixed allure of safety and reflected glory such a powerful leader promises, thus replenishing battle losses and doubling the size of his tribe.

3=Mogur (Boss) 2-3 HD

This is the tribe's lowest leader rank. Taken by a Goblin of enough HD, and which succeeded staying alive to gain this level. Often these wear chain mail or its equivalent in mismatch armor.





4=Wokan or Shaman-Spellcaster (Shaman or Wicca)

No Goblin forsakes the warrior's life by choice. Often, however, a Goblin who is punier than his fellows or one who has been lamed in an accident will survive only if he can prove that he has some skill they lack. Spellcaster Goblins thus tend to be smarter than their fellows but unfit to serve as warriors.

Spellcasters occupy their own peculiar niche within the tribe. Mostly due their calling they can't ascend to higher ranks or Warriors, but the very fact that they are out of the running for the chieftom means that they are prized as advisors and allies by those who seek such honour or who, having gained them, would like to retain them. Since they are charged by the Immortals with the well-being of the tribe as a whole rather than that of any single individual, they often become "the power behind the throne" who guide the destiny of the tribe through generations of Goblin rulers. A Mogur has a chance to hold his position a year of three or five; a clever witchdoctor or Shaman might establish a dominance that lasts ten, twenty, or even thirty years.

Even in a normal tribe females can take these roles if capable. The distrust and awe with which the average Goblin regards them subsumes any consideration of her as a person. That she is a Spellcaster touched by the Immortals, is more Important than that she is a mere female, and the rest of the tribe will treat her with all the respect and caution deemed prudent by a superstitious people in the presence of supernatural powers.

Like the warrior caste, the spellcasters maintain a strict hierarchy; No two of the same level can live together in the tribe at the same time (per 40 Goblins). Since they are charged by their god to urge Goblins to work together for the good of the tribe, Goblin spellcasters are not allowed to challenge each other; the younger ones must wait (sometimes impatiently) for their elders to die before advancing themselves, or move to another tribe. In practical terms, however, shamans and witch doctors are rare enough that it is rare for a tribe to have both, much less multiple shamans; many tribes lack even a single Spellcaster. Typically there will be only a single shaman, who chooses a young assistant when he senses the end is near, and that Goblin-child replaces him without fuss when the time comes.

Important!!; read the chapter on Shaman/wiccass.

Shaman

They have the power, once per day, of performing a divination (typically by casting bones and then interpreting the results); this is the equivalent of an augury that foretells weal or woe. The shaman does not actually ask a question but simply empties his mind, performs the divination, and then waits to see what omen the god sends.

Finally, all of Wogar's shamans occasionally speak in tongues, sometimes falling down and babbling wildly in a mix of many languages, not all of them known to the speaker. Afterward the shaman has no memory of what he has said, but this odd manifestation of divine power through the mortal vessel has a tendency to scare the willies out of all who witness it, friend and foe alike.

Wogar Shamans (Goblin or other species) can turn into a wolf-like creature once per month (4 weeks not possible after transforming to normal self), not affected by the full moon in any way. This creature is no Werewolf and does not transmit Lycanthropy; it is just an Immortal granted ability with a resemblance to wolves. The shaman retains his Intelligence, Wisdom and memories in this wolf-like creature-form, but can't cast spells nor handle items (see Lycanthrope Dexterity), or speak (not even wolf— unless a Speak with animals is cast upon the shaman prior his changing to wolf, but this lasts as the spell normally would last).

When the shaman returns (which can be done anytime after transforming) to his original-natural form and hit point total prior to the change (even when further wounded in wolf form) all further damage will be gone, and in wolf form he cures naturally by daily healing at 1d4+con adjustment (instead 1+con adjustment/day).

A shaman may decide to live as a wolf for long periods or even permanently, but how he will explain this to his tribe and to Wogar, and yet still give his loyalty, is his own problem. He further has no Lycanthropic abilities or handicaps.

This ability is immediately and permanently lost when the shaman is truly infected with real Werewolf Lycanthropy, as Wogar finds that a better reward to its follower.

Skill Effects; Wolf Empathy, Wolf Riding extra.
 +2 bonus to Train Wolves,
 +1 to any local survival skill (thus not Desert if it is not locally present, or lived in it for over a year).

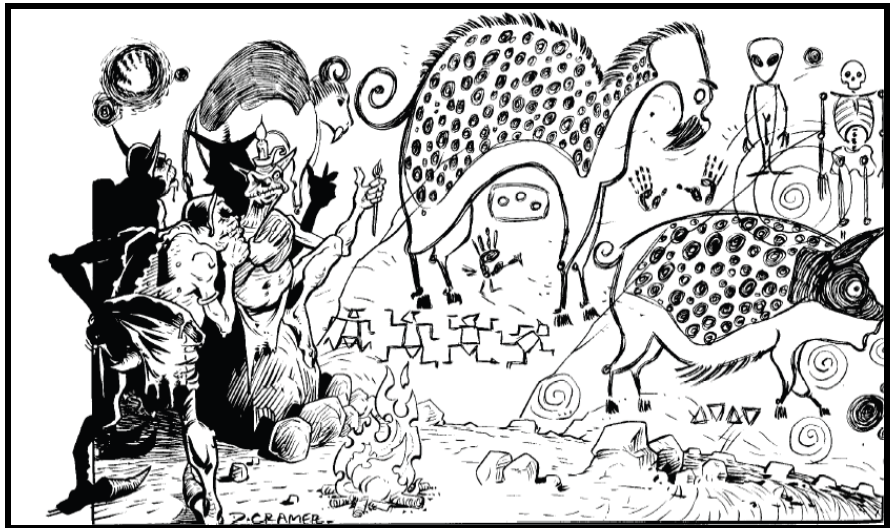
Accepted Weapons; Standard, Whip, Sabre

Accepted Armor; Any.

Cautious -2, Courageous -2, Generous -6, Honest -1, Loyal +3

Wokan=Wicca or Witchdoctor

Witch doctors never wear any type of armor, relying instead upon charms, their magic, their own wits, and the will of the gods for protection. They can cast only spells from the Humanoid Wicca list. Further they are essentially a normal wizard.





5=Wof's (Wolfriders and Elite Warriors)

These Goblins are generally 1 to 5 HD, and often live with their wolves, Dire wolves or other wolves near the entrances in separate caves or just the cave mouths. These are most encountered in raids, or outside the cave complex. The walking Wof's are elite warriors with often magical weapons, the riding Wof's are Wolfriders capable of swift hit-and-run attacks.



6=Barat (Warriors)

These Goblins are generally 1 to 3 HD, and often live in the main cave, or side caves. These are often missile users also riding wolves.

7=Gooba (Hunter-Gatherers)

These Goblins are generally 1 to 3 HD, and often live in the main cave, or side caves, or outside the main lair.

8=Yeis (Females)

(as

stated above, this rank will disappear in emancipated tribes)

These Goblins are generally 1 HD, and only live in the main cave, or side caves.

Females are not afforded the same rights as males in Goblin society, and females normally never learn to fight. Their role is to service the males and care for the young.



9=Toto (The young)

These Goblins are generally ½ HD, and often live in the main cave, or side caves.

10=Gebarr (The old, sick and crippled)

These Goblins are generally ½ to 3 HD, and often live in the side caves, or outside the main lair.

11=Dung-Watt (Slaves and prisoners)

Slaves are always kept shackled, and are staked to a common chain when sleeping, and are either in the main cave or a special prisoner cave or pit.

While hierarchies are of extreme importance (every Goblin knows his exact place in the pecking order), heritage is not, and the children of the chiefs are treated no differently than any other Goblin Imp. Some sages, observing that Goblin leaders are bigger and stronger than their minions, have speculated that they actually form a sub-race of Goblins (or are deformed shadow elves). In fact, they are simply battle-hardened Goblin Warriors who have benefited from rising to the top of their race's food chain; better food, better conditions, and a constant activity leads to larger, heavier and healthier Goblins. This is depicted in the levels/HD of higher ranks, but they may increase their size after 1 year over 2HD in the period of a year by 1d3 inches (don't forget to recalculate weight according to fitness).

Ecology:

Goblins mostly live only 50 years or so. They do not need to eat much, but will kill just for the pleasure of it. They eat any creature from rats and snakes to Humans. In lean times they will eat carrion. Many die by wound infections, lack of food or combat, sometimes even by predators. Goblins are extremely prolific to counter these deaths.

Goblins usually spoil their habitat, driving game from it and depleting the area of all resources. They are decent miners, able to note new or unusual construction in an underground area 25% of the time and any habitat will soon be expanded by a maze-like network of tunnels.

Goblins take great pleasure in killing. They do not eat much, but they eat almost anything. Rats, snakes, Humans, and other Humanoids make up the bulk of their diets. When food is scarce, they will even eat carrion. They hate most other Humanoid races, especially gnomes and dwarves.

Where Goblins do excel, and what enables them to hold on in a hostile world, is teamwork. Individually weak, the Goblin warband can be effective and deadly when its members work together. (This lawful treat slowly makes Goblins neutral instead chaotic over several generations). They are also very good at using their home terrain to their advantage, where darkness and cramped quarters prevent larger and stronger foes from using their size and weaponry to best advantage. Goblins often employ simple traps to even the odds.

Age	Goblin
Youth	
0-4	Baby
5-7	Youngster
8-11	Teenager
Adulthood	
12+1d4	Young Adult
Seniority	
17-21	Adult
Veneration	
22-42	Mature
43+	Elder
65+2d8	Death



Food

Food is, of course, a perennial concern of every Goblin. Most Goblins are hungry most of the time. The small size and relative weakness of the average Goblin is a direct result of malnutrition. (Larger Goblins have more food). Their hunter-gatherer mode of existence would produce a sufficiency in lush surroundings. But in the marginal areas to which they have been forced by habitat competition from Humans and DemiHumans, they barely scrape by. The males engage in hunting every night (they hate daylight and other bright light, as it greatly handicaps them), sometimes bringing down prey as large as a deer but more commonly concentrating on small game as rabbits, rats, and birds. Water supplies fish, mussels, crawdads, water-bugs, and other edibles. They drink water or fish-head beer, rats are treated as pets, half-domesticated livestock and always live in great abundance with Goblins. Like most intelligent creatures, Goblins can scavenge. They plant to stay healthy, this food-gathering is less prestigious than hunting, being largely women or slave work. Female Goblins dig tubers, collect nuts, berries, acorns, and wild grains (mainly Grass seed), and pluck various greens (nettles, dandelions, sorrel, wild cabbage, roots). All these are thrown into a huge ever-boiling pot or cauldron filled with "Goblin-stew"—a mess a boiled bones, bits of (live) rat, more-or-less edible plants, and anything left over from previous meals; the whole is something like a stew, something like a gruel, and virtually inedible to anything fussier than a Goblin (even Hobgoblins turn their noses up at it). Despite their reputation to the contrary, Goblins are normally not cannibals, although desperate or starving Goblins are not to be trusted alone with a plump, defenceless member of any race.

Goblin Broth (Bozohq)

There are some Goblin shaman or wiccans able to create a foul green broth, which will turn victims into large plants, which they then eat (source; *Goblin Movie*). This broth is boiled in a large kettle for a minimum of 24 hours, and every hour, 24 different components (special herbs and Human/Elven/Hin parts) are added to the mixture together with a final Blight Spell. The pie-tasting broth must be consumed like a soup, with a minimum of 4 spoons, and acts rapidly. The transformation, though gradually, takes only 24 hours to complete. The victim transform gradually at the rate of 1hp/round into a vine-like plant with blanketing wooden branches and lots of leaves and flowers, which covers an area of 10 square feet 3 feet thick twisting vines per consumed hit point, clinging to walls and ceilings. The victim actually continues to live, until fully consumed. A *Polymorph Other* or *Remove Poison* spell of at least a caster of 24th level is required to undo the effects without harm, as long as at least 10 square feet of living (aka green/flowering) plant matter remains (*else the victim has perished*). Shapechangers, Elves, Hin Masters and Druids are immune, and if the kettle is destroyed by a Bless or similar spell the effect is also destroyed on all still existing victims. The area holding plant-like victims is difficult terrain, reducing movement by 50%, and can be affected by anything plants normally can be affected with (fire, drought, Plants magic, etc). Goblins normally consume a transformed Human at the rate of 1hp for each Goblin in the tribe, leaving eventually only the dead wooden branches behind.



Goods

Most Goblin goods are foraged, taken on raids from unwary Travellers, outlying farms, unlucky Travellers or nearby villages. They do make garments and leather goods (such as pouches, slings, belts, leather armor, and thongs) from the hides of animals killed for food. They know how to make insectoid armor if they succeeded in killing Giant insects. Typical non-combat activities include planning hunts, weapon practices, tool making (including chipping flint for spears/arrow heads). They are fairly skilled at mining, and although their work is not up to Dwarven standards, it remains adequate for their needs. When Goblins would understand the ease and value of gem or gold mining, together with selling their produce, they would easily rival the Dwarves due their number. This would of course improve the overall health of Goblins, but until now they remain oblivious to it. Females and slaves do gather food, grind grains between grindstones, caring for the young, plaiting basketry, and other domesticated crafts. Slaves are also responsible for digging pits, as these easily collapse in itself, and even a Goblin knows the danger to this and thus let other take the risk. Weaving is as yet beyond their capability, even if they have access to suitable fibers, but they can fashion simple clothing from cloth "acquired" from elsewhere. Most Goblins have no smithing skills, so consequently, metal weapons, tools, and pots and pans are limited to highly prized booty from raids.

Death

Burial customs; they don't. What would be "grave goods" in other cultures are quite practically recycled for use by the living. Bodies of their fellows are left for scavengers (if under pressure from predators, Goblins sometimes substitute unwanted but not yet dead members of the tribe—including sickly infants, crippled Warriors, and aging slaves). Goblins are quite unsentimental about the dead, however well they admired or loved the deceased in life—a dead Goblin eaten by predators today means one more day of life for his comrades. Lost tombs of Goblin Kings just don't exist. The idea of carefully locking away dead bodies, often with useful stuff, is incomprehensible to Goblins (they don't recognize graves or tombs of other races)—only more proof that all other races (Dwarves, Humans, and Elves in particular) are quite mad, in their opinion.

Faith:

High Goblins view themselves as descendants of the Great Wogar; he who led them to the Broken lands. Wogar is the Patron of Predators and Monsters in the Humanoid Pantheon. Wogar's symbol is the wolf head. Other faiths are tolerated in High Gobliny, except the open worship of the Shining One. During his younger years, a follower must raise a Dire Wolf born during the same moon. He is responsible for his wolf companion. If it dies due to his neglect, the follower immediately becomes a pariah. If the wolf dies during combat, it is customary for the follower to eat his wolf's heart to gain its Strength.

The ceremony of the Heart takes place at the temple. Wogar led his Goblins to the Known World before reaching Immortality. Wogar, also called Maglubiyet, was a great war leader and the best wolf handler ever seen. Shamans can turn into a Werewolf-like creature in Wolfshape once per moon (4 weeks). The Shaman retains his Intelligence, Wisdom and memories, but can't cast spells nor handle items, or speak (not even wolf). The Shaman returns to his original hit points (even when wounded in wolf form) when returning to his natural form, which can be done anytime after transforming. Wogar changed the Goblin species in such a way that they can contract Lycanthropy of the Wolf (Werewolf-Lycanthropy), an originally deadly disease to Humanoids, but now seen as a blessing from Wogar. Followers automatically gain Dire wolf empathy and training skills or a +2 bonus if they already have these skills, in addition to their current skills after eating their wolf companion's heart.



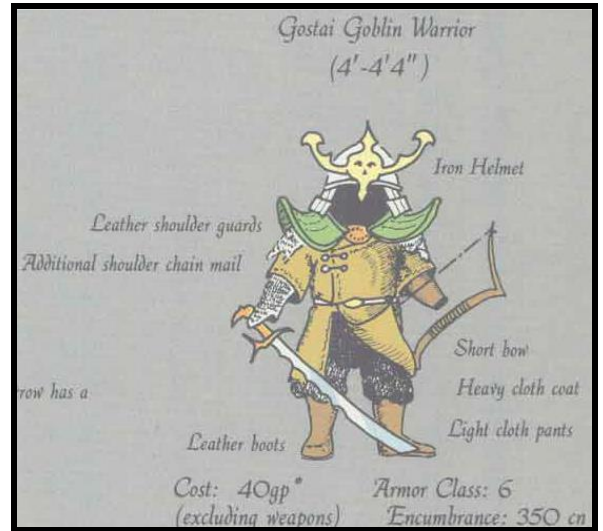
Common Goblin (*Goblinus Goblinus*)



Chalky tan skin and rusty brown hair, but seldom fur (if then mostly only patches on shoulders, arms, chest or back) Often covered with tattoos, usually tribal markings. They usually wear an assortment of shabby, moth-eaten rabbit furs, with dark rags laced around their feet. Found in most areas of the Known World and High Goblins in the Broken Lands.

Yellow Goblin (*Goblinus oriensis*)

Yellow skin. Their hair is usually blueish black, tied in the back.. often wear rags dyed in bright orange, black cloaks, and large, round, slightly conical hats. Ethengarian nomads essentially, and as thus often wears Ethengar style clothing and armor. The Ethengar Gostai belongs to this race, as well as most of the Goblins in Yellow Orkia.



Grey Goblin (*Goblinus occidentis*)

Dirty grey with very short brown hair. Usually wearing studded leather, chain mail (AV 4) and heavy, hobnailed boots. Mostly found in Western Darokin, Karameikos and the Sind Desert borders.



White Goblin (*Goblinus hyboreanus*)

Dead white skin with flat-grey, braided hair, and a thin oily fur. Ape-like faces, with large wolf-like ears and a bat-like indented nose. Often wear reindeer skin coveralls with seal skin cloaks and mittens. Live in Hyborea and most polar regions. This northern Goblin variety has sometimes contact with Hollow World Beastmen, but this is extremely rare and the Beastmen and Goblins always return to their respective home World. These Goblins often use Winter Wolves or Ice wolves instead common wolves or Dire Wolves.

At least eight Goblin Breeds are known, yet these do not exist with contact to the Broken Lands; **Vermeil Goblins** = *Goblinus rebeus* on the Savage Coast, **Brown Rock Goblins** = *Goblinus bruneis Petram* = On the west Coast of Brun, **Green Goblin races** (**Fast Goblins** = *Goblinus viridis Rapidus*, **Flower Goblins** = *Goblinus viridis Floridis*, **Tree Goblins** = *Goblinus viridis Arboretus* in the Davanian Jungle, **Green Sand Goblins/Beach Goblins** = *Goblinus viridis Litore* on the West Davanian Coast. Then further away **Desert Goblins** = *Goblinus fortis Harenosum* along the south of the Davanian Great Desert, **Thin Grey Goblin** = *Goblinus griseo* on the Skothar continent West. Several more on Skothar and Davania are suspected to be different from the known Goblins, yet are not determined as such.



Choker (*Goblinus cannibalus Strangulum*) Yashlin'dar

Humanoid	Choker			
Type	Humanoid			
Climate/Terrain	Subterranean			
Frequency	Rare			
Organization	Tribal/solitary			
Activity Cycle	night			
Diet	Omnivore			
AL	CN, CE			
NA	1d6			
Size	stretched 82+1d6 inch (x0.5 standard)			
Height	(height 90% length). Skinny			
ST (PR)	3d6=3-18			
IN	3d4=3-12			
WI	3d4=3-12			
DX	12+1d6=13-18			
CO	3d6+1=4-18			
CH	3d6=3-18			
Languages	Goblin (primitive) only			
Spellcaster Limits;	na			
AC	9			
AV	5			
Levels	whelp	youngster	teen	adult
HD	1	2*	3*	4*
HP	1d8	2d8	3d8	4d8
Arm HP	12 to disable, 24 to sever			
MV	90/30			
CW	45/15' at 85% chance			
BR Rock	10'/3'			
BR Earth	30'/10'			
THACO	19	18	17	16
Attacks	1 bite			
Damage	1			
Attacks	2 claws 10' reach			
Damage	each 1d4 ripping			
Special Attacks;	strangulation 1d8/claw			
Special Defenses;	Infravision 120'			
Immune to;	0			
Primary Skills	Move Silent 35%			
ability	Keen wail 1 mile/con			
Extra Vulnerable to;	Daylight THACO -3			
AM	0			
Save DR	12	10		
Save MW	13	11		
Save TS	14	12		
Save DB	15	13		
Save SP	16	14		
ML	5			
XP	10	25	50	125
TT	UV			
Body Weight	Size x ST / 4			

The Choker is a bizarre, vicious little monster found in caves and caverns (first discovered in *Rockhome*—still holding the greatest number in 1000AC), particularly in settled but less densely populated regions.

It has mottled gray or stony brown skin, and looks more or less Humanoid—with two arms, two legs, a torso and a head. The torso and the head are as small and compact as a Goblin baby, but the arms and legs, and fingers are incredibly spindly and long. Stretched to its full length, an adult Choker would stand nearly 6' tall.

The creature's limbs are like tentacles, having cartilage but mostly no actual bones, with numerous knobby joints. (there may be some examples still having soft flexible bones, with knee and elbow joints) The cartilage in its fingers juts out through the skin, and is stiff and razor-sharp. Because it lacks most bones for support, the Choker appears bow-legged and moves with a strange, fluid gait. The creature is not completely boneless however; it does have a bony skull, spine and ribcage, shoulders, but no hip bones.

They're vaguely intelligent and speak a primitive form of Gobbleton, and they are more dangerous than they appear. Chokers have low, almost animal, intelligence, but they are preternaturally quick of movement. Chokers have excellent infravision to 120'. A Choker's flexible skeleton allows it to enter through a gap as narrow as 4 inches wide at 25% of its movement rate! And it can climb walls or even travel along a ceiling like a spider at 85% success each 100 yard.

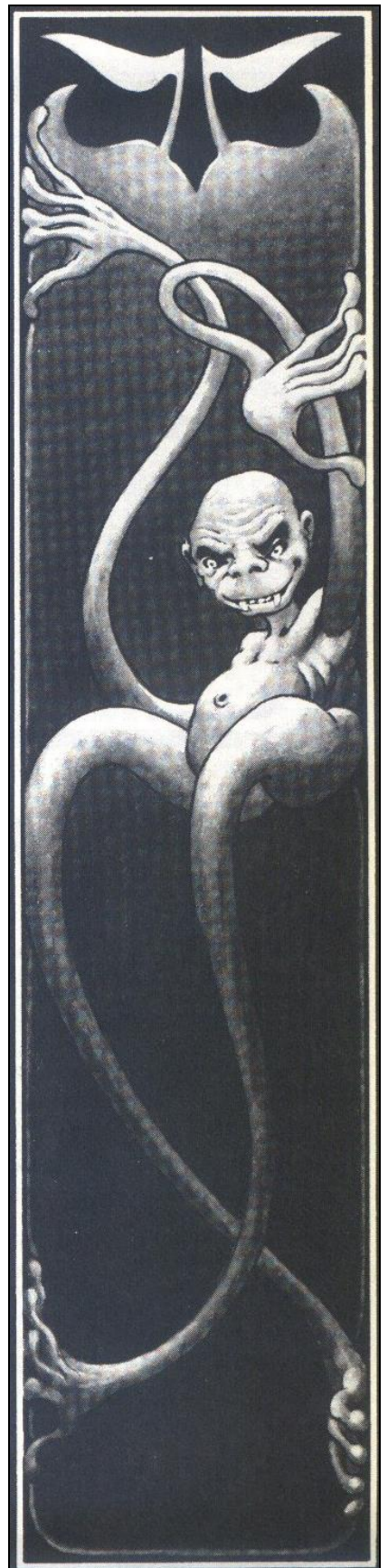
History

Chokers descended from a single Goblin band named Yashlin'dar, which beset by hardship (a *dwarven battle in 2700 BC which forced them to retreat into a large fungal cave and became enclosed together with battling dwarves*) and magical poisoning (as living on some magical ore, while succumbing to the *Wasting Disease caused by the Great Rain of Fire*), and turned to incestuous affairs and cannibalism. Youngsters in this tribe devoured their elders and the slain Dwarves. Over time, the band degenerated. With the twisting of their minds under influence of magical poisoning came a reshaping of their bodies; their arms grew long and fingers steely, enabling to better grab and strangle prey (mostly rodents).

This adaptation allowed them to escape their confinement through small passages they now could crawl through (2150BC). Since then they no longer fed upon each other, but continued to crave the flesh of normal Goblins and Dwarves.

Combat

A Choker seeks out prey by crawling along the crevasses, dry underground river beds, and air shafts that accompany Dwarven or other underground building sites. Upon finding an opening into an area where Dwarves, Humans or Humanoids pass, Chokers take advantage of their flexible bodies and squeeze themselves into available narrow cracks in the stone where they wait for unsuspecting victims, whatever happened to come by.. When a lone creature arrives, it reaches out (10') and begins to strangle it. The initial hit causes 1d4 damage, thereafter the Choker inflicts 1d8 damage each round as it strangles its victim (*Strangulation rules apply see http://pandius.com/diseases_and_healing.pdf page 52*).



This greenish Choker here is affected by [Dread Disease](#) on its shoulders and arms, the reddish is normal.



The Choker's hold can only be broken by killing or incapacitating it, disabling or severing the arm, or a opposed strength check with a success of 8 or more. If the prey puts up too much resistance, however, or the Choker has not slain the prey in 2 to 6 rounds, the Choker quickly flees; Chokers don't care for extended struggles. If an arm is disabled it will flee, and wait until it is healed. If an arm is severed, the Choker will lose an extra hp each failed Con check per hour, until death or applied any healing (which is rarely done). Severing an arm is only possible with a cutting weapon, not by blunt or piercing weapons. A victim can't speak or cast verbal spells while being choked.

Chokers are clever enough to attack from behind a defence, being it a hole in the wall, or with a prey grabbed, and as such may increase their AC by 4 to 8 (half covered to full covered). After making a kill, a choker regularly leaves the corpse nearby, within its long arms' reach, both so that it could have easy access to a snack and so that it could use the body as a lure. If a curious creature comes close to inspect the body, it would be the next victim. Chokers actually favor attacking creatures their own size or smaller, but avoids attacking a group, unless very hungry, in which case it attempts to pick off the last in line.

Once the victim is dead or unconscious, a Choker uses its cutting cartilage on its fingers to carve the prey into readily-transportable pieces. Then it carts them all away. If it can't ambush a victim or is cornered by pursuers, a Choker will lash out with both claws for 1d4 damage each (*don't forget the reach is 10', which may protect them from being hit*).

Chokers can climb as fast as they can move, and are even able to bury through packed earth and even soft rock (sandstone, chalk). Solid rocks like granite and others are still too hard for them to penetrate. This enabled them not only to attack from high above, mostly thus surprising prey (1-3 on 6), but also gave them access to another trick. They sometimes bury themselves in the ground or walls, with only their tentacles out (mostly camouflaged by sand, debris sticking on its wet dirty skin), striking blindly at the first coming near with surprise (1-3 on 1d6), but at -4 to hit as they do not see their prey, but only sense it by sound and vibration

Habitat/Society

Chokers are primarily solitary creatures, but they all prefer similar habitats, so finding one means that other independent Chokers might also be nearby. While they are generally terrible at the job, because of their stupidity, some Goblins, Gnolls, and other evil humanoid sometimes succeed to pay Chokers food and treasure to guard their lairs or assassinate rivals.

Keen Wail; Because Chokers are inherently shy, they would have difficulty locating mates were it not for their special call. To attract a partner, both males and females keen. This whine (*which Humans and others find extremely irritating*) echoes through the deep caverns Chokers call home. When a Choker hears the keen of a potential mate, it answers. Then each creature keens in turn to draw the other near, until at last they meet. A few month later, the female gives birth to 2 to 6 young. The family stays together for three years, until the offspring is fully matured (*young thus grow to Teen stage*). Once it has moved on, the parents separate and seek a new mate. They have a life span equal to that of a normal Goblin but mature much faster, and rarely die by old age.

The **Keen Wail** is also made in another tone, to alert prey coming. Dwarves and most Humanoids recognize this as a sign to be very aware, reducing surprise changes by 1d2.

Chokers are so far devolved and primitive that they don't make or use tools. They carve solid soft rock with their fingers, and the lack of most bones allows them to squeeze through openings impossible even for creatures of Goblin size.

The Choker has a high metabolism. It burns enormous number of calories, especially for a creature of its light weight. Consequently it's always on the lookout for victims to feed upon, and it consumes them rapidly. A Goblin provides 2 days of food, for example. Goblins are, in fact, the Choker's favourite food. They devour other races, such as Dwarves, Shadow Elves, or Humans, but prefer the meat of Goblins above all else.

Chokers can be driven off if their would-be victims prove an able match in combat. In areas infested with Chokers, Goblins and Dwarves also take advantage of the Chokers' caution by making a lot of noise, pounding weapons on shields and the like, to scare the Chokers away. This tactic sometimes backfires, however, as the noise tends to attract other more dangerous monsters, like Hulkers or Hook Beasts. Shadow Elves only recently (1005AC) encountered this rapid reproducing creature, and are as now unable to prevent regular disappearances of their own, clearly pointing to the Choker, but unable to locate and try to exterminate it.

Choker can't become Shaman or Wicca nor gain levels or improve in abilities; they are too far degenerated to be able to improve themselves in any way. They have no real culture, use no tools, clothing or treasure; in fact they're closer to an animal state, continuously trying to survive. They just grow from whelp stage to adult, and only a few rare individuals succeed to grow a single HD above normal adults.

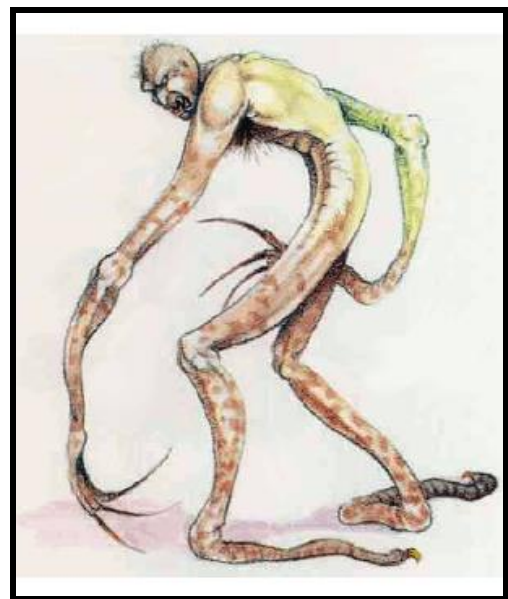
These creatures have gained **limited Tremorsense**, being able to detect minor vibrations within 10'.

Ecology

Like any Humanoid they sometimes group together to attack nearby settlements, for food (*mostly animals or guards*).

Chokers like to collect little trinkets from their victims. Their greed for such objects sometimes give a victim a means to negotiate for its life.

Choker's eyes are used in the manufacture of Infravision potions or spells.



A more primitive Choker, with still some flexible bones and joints, and claws instead cartilage and tentacle-like legs.





Wogar, the Wolf Lord, Maglubiyet, Wong-Ah, Vaughara, Bargrivyek

Patron of Predators and Monsters, Goblins and Wolf-Riders

Region:	Savage Coast (El Grande Carrascal, Eusdria, Hule, Robrenn), Davania (Izonda), Darokin, Rockhome, Midlands (Borea, Yazak Steppes), by Goblins Worldwide, especially High Gobliny in the Broken Lands. High Goblinians view themselves as descendants of the Great Wogar; he who led them to the Broken lands. Wogar is the Patron of Predators and Monsters in the Humanoid Pantheon. Other faiths are tolerated in High Gobliny, except the open worship of the Shining One.
Sphere:	Initiate (IM6) of Matter (IM11 at 1020AC)
Homeplane:	His immortal home domain is Clangor, located on the plane of Acheron. His capital is a fortress city called Grashmog, which translated from the Goblin tongue, means the "Heart of Battle." The mightiest Goblin city in Clangor is Shetring, a fortification with five bridges spanning the River Lorfang. Wogar lives at the bottom of a waterfall of the river in a cavern of magnificently carved steel dripping with moisture in Clangor. It says that, from his throne of flaming iron, Wogar commands the souls of Goblins, Hobgoblins, to wage eternal war against his enemies. He also employs Baatezu, Barghests, and Yugoloths as mercenaries and commanders to bolster his armies
Date Ascension:	1190 BC
Sponsor:	Probably Ninfangle
Statistics:	AC-4, HD 20, Hp 100, MV 300' / 100, AM 50%, Sv IM6 #AT 3= Punch 2d6+2, or Short Sword-2d8+6, AL N ST 17, IN 20, WI 13, DX 20, CO 20, CH 15, Com 14 (Human4)
Powers:	Call Other (Dire Wolves, Goblin Warriors), Enhanced Reflexes, Extra attacks per round, Increased Movement Rate. Short Sword +4 (quadruple damage 4r / day on command), " The Dire Cleaver " (<i>Aghinanas Goffis</i>)

Known History: Wogar was a Goblin war-chief in ancient times. He led his horde of Goblins from distant wilderness to the more fertile lands of Mystara before reaching Immortality. Wogar, also called Maglubiyet, was a Great War leader and the best wolf-handler ever seen. High Goblinians view themselves as descendants of the Great Wogar: he who led them to the Broken Lands. Wogar is the Patron of Predators and Monsters in the Humanoid Pantheon. Wogar led his Goblins to the Known World before reaching Immortality. Wogar, also called Maglubiyet, was a Great War leader and the best wolf handler, wolf-rider and trainer ever seen. He led his hordes pillaging and conquering across Mystara thousands of years ago. Bold and cunning, he seeks to inspire latter-day Goblins to follow his example.

Forgotten History; During his mortal existence them, Wogar was a great Humanoid war leader that chose to follow his shaman's prophecies to achieve power and greatness above all other Humanoids. So he gathered a great horde of all kinds of Humanoids and left the Cradle (the place of origin of most of the modern Humanoid races) heading south-eastwards in search of the Blue Knife, a legendary Artifact that could have made its owner invincible.

Wogar's Horde left the Cradle (in the centre of Brun) in 1310 BC and traversed the Savage Coast, leaving mayhem and destruction in its path. Once it reached Hule however, the Ogres chose to split from the main horde, since they did not recognize Wogar's authority anymore.

After killing his shaman and stealing his treasure at the battle of Khuzud, the Ogres fled to nearby Sind and in the following decades continued to move until they arrived in the region of later Broken Lands, where they founded OGREMOOR in 1269 BC.

Meanwhile, Wogar's Great Goblin horde overran Central Hule, (circa 1271 BC) where it pillaged the scattered villages and towns killing many people and enslaving the survivors. Wogar's horde captured Hosadus and others as slaves after slaughtering a great many people. Late one evening, Hosadus accidentally overheard an old Goblin shaman mention the Blue Knife, an ancient relic the Goblins had been after for centuries. The quest for this object had brought them to Hule.

Hosadus walked up to Wogar himself and declared (using his magic and deceiving skills) the Immortals had sent them to him, for he, he said, knew of the Blue Knife's location. He animated a simple sword enchanted with continual light, then had it hover in the dark over his own hand as a "omen" of the Immortals. That feat impressed the Goblins beyond all hope of their realizing his trickery. Hosadus said the Blue Knife lay beyond the Black Mountains to the east, then beyond the Great Waste. There, they should seek the holy relic. Two thirds of the horde moved on, spurred by the unexpected revelation, while the remainder stayed in Hule as followers of Hosadus. Since then, descendants of Wogar became the mainstay of Hosadus' Honor Guard. Their symbol is a blue dagger pointing down over a sable background.

Wogar and the majority of his followers departed Hule believing Hosadus's lies, while those who remained in Hule quickly became devout followers of the sly Hosadus, who soon gained power over the Humans too.





During the crossing of Sind, Wogar was finally able to attain Immortality as his shaman had predicted thanks to his war leader skills, and his teachings allowed his descendants to conquer first the lands of the Atruaghin Clans (Red Orcs in 1257 BC) and then Faerdinel (current Five Shires) in 1255 BC while a third group found the Rock of Oenkmarr and the Blue Knife in the Broken Lands in 1190 BC, thus ending the quest.

Currently all the Humanoid tribes of the Broken Lands recognize Wogar's importance in history, but only the Goblins and a few tribes of Orcs worship him as patron of their race.

Personality: Wogar is sly and clever, bold and cunning, gifted with a instinct and an aura of authority still unmatched among the Humanoids. He has always had a special bond with wolves and for this reason he created the wolf rider as elite troops among his soldiers and currently takes interest in the actions of Werewolves too (who share an even stronger bond with wolves). He remains a patron of all Goblin wolf-riders on the Outer and Hollow World.

Appearance: A well-muscled Goblin often wearing a wolf's pelt and a hood made from a wolf's head. His white Dire Wolf he later ascended to immortality to be with him as his personal riding animal. The creature is enhanced so that it can walk over water, and make 100' leaps.

Wogar is also described as a giant (11 feet tall), black-skinned Goblin with flaming eyes, powerfully-muscled arms and sharp talons. He is said to wield a mighty coal-black sword that constantly drips blood.

Allies: Respect for Karaash, but further he has no Immortal allies.

Enemies: Other faiths are tolerated in High Gobliny, except the open worship of the Shining One; Kurtulmak. He considers his most fearsome enemies Halav (bane of all Humanoids) and Atzanteotl (who is trying to subvert his faith and steal away his followers using treachery and false promises). He also greatly distrusts Bozdogan, for his follower Hosadus's blasphemous lies, although they finally did lead to Oenkmarr, where the legendary Dagger did lie, he still feels to be tricked, deceived and robbed of his victories, however

Followers Alignment: Any

Followers Powers: During his younger years, a follower must raise a Dire Wolf born during the same moon. He is responsible for his wolf companion. If it dies due to his neglect, the follower immediately becomes a pariah. If the wolf dies during combat, it is customary for the follower to eat his wolf's heart to gain its Strength. This involves a Ceremony of the Heart, which takes place at the temple or Shaman cave.

Wogar changed the basic Goblin species (Thus not Chokers, Hobgoblins, Thouls, Bugbears, etc.) in such a way that they can contract Lycanthropy of the Wolf (Werewolf-Lycanthropy), an originally deadly disease to Humanoids, but it is now seen as a blessing from Wogar.

Followers automatically gain Dire wolf empathy and training skills or a +2 bonus if they already have these skills, in addition to their current skills after eating their wolf companion's heart.

Followers of Wogar (and almost all Goblins are) gain a special advantage.

Followers of Wogar have learned from their shaman to harvest a special moss and mix with their own blood (at least 1hp) to create a magical mixture in 1 turn that will work like a Cure Light Wounds, but only on wolves, if it eats it.

Wolfbond They have a great bond with Wolves and Dire wolves of any species, and 25% is a Dire wolf-rider. Goblins almost revere their wolves, Dire wolves, Ice wolves, Werewolves, and even undead wolves, although they see the inherent danger in the last two.

Taxes; Followers are taxed 20% of their annual income by the Church.
Clerics; Humanoid Shaman, rarely Clerics or Avengers

Clerics Alignment: Any (most are Chaotic or Neutral, but rarely good).

Power; Wogar Shamans (Goblin or other species) can turn into a wolf-like creature once per month (4 weeks not possible after transforming to normal self), not affected by the full moon in any way. This creature is no Werewolf and does not transmit Lycanthropy; it is just an Immortal granted ability with a resemblance to wolves. The shaman retains his Intelligence, Wisdom and memories in this wolf-like creature-form, but can't cast spells nor handle items (see Lycanthrope Dexterity), or speak (not even wolf—unless a Speak with animals is cast upon the shaman prior his changing to wolf, but this lasts as the spell normally would last). When the shaman returns (which can be done anytime after transforming) to his original-natural form and hit point total prior to the change (even when further wounded in wolf form) all further damage will be gone, and in wolf form he cures naturally by daily healing at 1d4+con adjustment (instead 1+con adjustment/day). A shaman may decide to live as a wolf for long periods or even permanently, but how he will explain this to his tribe and to Wogar, and yet still give his loyalty, is his own problem. He further has no Lycanthropic abilities or handicaps. This ability is immediately and permanently lost when the shaman is truly infected with real Werewolf Lycanthropy, as Wogar finds that a better reward to its follower.

Skill Effects; Wolf Empathy , Wolf Riding extra, +2 bonus to Train Wolves, +1 to any local survival skill (thus not Desert if it is not locally present, or lived in it for over a year).

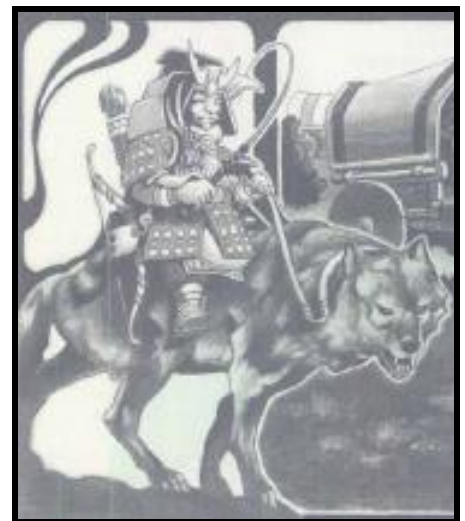
Accepted Weapons; Standard, Whip, Sabre, and his holy weapon is the battleaxe.

Accepted Armor; Any.

Holy Symbol: Wogar's symbol is the wolf head viewed frontally
Wolf furs, and wolf head fur (incl. Ears, Nose, etc.)

Vestments; Any

Adventuring Gear; Any
Temples: Wogar makes use of a variety of Holy centres. As most Goblins live underground in caves, they also have so called Holy caves. The walls are covered with bizarre charcoal drawings (made by past shamans when in dream states inspired by either Wogar or fishhead beer). A straw pallet and stone bowl complete the furnishings. Since shamans are respected and feared, other Goblins—even an elite warrior or the Mogur approach this place with caution





Dogma: Goblins, war and military tactics, conquest, predators, survival, wolves and werewolves

Daily Activities: Shamans and witch doctors are charged by their god with the well-being of the tribe as a whole rather than that of any single individual, they often become the power behind the throne" who guide the destiny of the tribe through generations of Goblin rulers. A Mogur may hold his position for a year or three or five; a clever witch doctor might establish a dominance that lasts ten, twenty, or even thirty. Wogar's priests wear gray-green scale mail and conical hats while they worship him in cave temples where they make sacrifices of hearts (mostly animal) to him monthly.

Holy Days: Every Seasons change and the winter and spring solstices. These depict the seasonal behaviour patterns, what to do (harvest, plunder, hunt, etc.) and what to eat averagely(vegetables, Fungi, Meat, etc.). Most meat and plunder is eaten and done in the Autumn and Winter months (darker and less food available), while foraging and eating vegetables is done more in the other seasons. Each season has a name, depicting the main food or action.

Winter Solstice to Spring Season start;	New Season (Anyar Ta'an)	Plunder/Pillage Meat + vegetables from others
Spring Season start to Summer Season Start	Green Season (Gola'an Ta'an)	Foraging/Hunting outside
Summer Season to Start Solstice;	Egg Season (At Ta'an)	Foraging eggs, vegetables
Summer Solstice to Autumn Season Start;	Warm Season (Vrong Ta'an)	Foraging Fungi—to dry and warm outside
Autumn Season Start to Winter Season Start;	Fruit/Meat season (Kommer Vaza Ta'an)	Foraging/Hunting outside
Winter Season Start to Winter Solstice;	Scavenging season (Rolki Ta'an)	Pillage fields/vegetables from others.

Days of Prayer: Every Full and New Moon, and the days Meteors and comets are seen. Priests pray after awakening a full 8 hour rest period to receive spells.

Piety awards: Survive a depriving period +1, Train a Wolf, Dire Wolf to Companionship +5, Becoming Werewolf +10

Piety Penalties: None additional

Habits: Cautious -2, Courageous -2, Generous -6, Honest -1, Loyal +3.

Dead: Buried rarely, eaten mostly by wolves or by tribe.

Birth: Baptized with Holy Soup. (Strange mixture varying on common local available food, ranging from fish head beer to root gunk, or gullet porridge)

Colours: Green in all its variations, also all colours of the wolf; Grey, Brown, White, Black tones.

Incense / Oil: Bees Wax, Honey, Flowers, Petroleum.

Symbols: Varying, mostly animal or hunting scenes. Often used as pictures of history as tattoos or wall paintings

Stone / Metal: Any shining gem, or metal. However metals strangely tend to lose the shine (*a symbol that Wogar is losing interest in that weapon's history and its owners*). To protect against this (corrosion/depletion) they often paint the blade—**Dabarar Shak ut'ar what can't be seen can't lose it's shine**—under thick layers of lead-based paints (*thus accidentally shielding magical weapons from Detect Magic spells due to the lead*).

Plants: Any edible plant or fungi is in one or more way used as a 'holy plant' in varying rituals depending on tribal culture, season and environmental varieties.

Animal: Wolf, Dire Wolf, Dog, most canines actually, but the Wolf is preferred.

Chant: None

Note for the DM; As suggested in the [Crystal chapter](#): Wogar was imprisoned in a Temporal Imprisoning Crystal. It is up to the Dm to deduce circumstances and location of this Crystal. [A suggestion from this Author](#): Wogar was absolutely not content with the Master of Hule and how he used the Gobliniods of that region. It is more than possible Wogar in Mortal Identity tried to resolve the issue and gain more followers. Yet he was caught in the [Grouzhina Flood of 1004AC](#) and became absorbed in one of the the Crystal locations there. As such his 'prison' might be located in an abandoned and possibly buried Crystal Location in Grouzhina, unknown to all. The local Meratnishi Goblins there are seriously divided between Immortals of Hule (Mainly Bozdogan) and returning to the faith of Wogar. When released Wogar will gain a large new following in Grouzhina, Kyurdukystan, and Wild Wood, possible even beyond. His following elsewhere will become stronger with his recurrence, and will eventually be a reason to separate from Kol and rebuild Gnollistan. PC Humanoids trying to save Wogar, must first find his general location, then find a way to get ther without too much fuss, tand then a way to find and release him. Keep in mind Wogar has limited communication through the morning prayers to get spells only (beside a single Commune Spell a week if available). **A DM can make a great Humanoid adventure or even campaign out of this.**



Extra Spells

Wolf Spirits

Range: 30 yards
 Duration: Special
 Casting Time: 2 turns
 Area of Effect: Special
 Saving Throw: None

Humanoid Shaman 7 Quest spell, granted by Wogar sofar only..

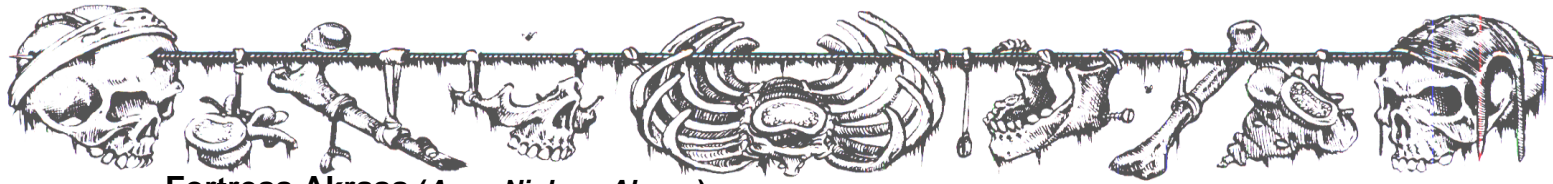
The Cleric casting this spell calls upon the "spirits" of wolves (or another animal, if appropriate). The notion of wolf spirits is akin to the Wild Hunt of Celtic mythology: a pack of enormous magical wolves led by a Human master who ranges Celtic lands seeking to destroy evil. The wolf spirits spell summons 2d4+2 such entities to serve the Cleric as master. Wolf spirits' statistics are as follows: AC -4: MV 360/120 FI 360/120: HD 5+5: hp 5d10+5 AT 1bite: Damage 3d6: AL N: SZ M: ML 12: THACO 14. They are immune to all forms of mind control, illusions, gases, Paralyzation, and spells which affect only solid corporeal creatures. They can't be harmed by weapons of less than +2 enchantment. Wolf spirits can be instructed to perform a service in the manner of the animal summoning spells. In this variation, the spell doesn't expire until the spirits have performed their commanded service, to a maximum duration of 14 days. The spirits can only be commanded to keep watch over an area or creature. The spell lasts 100 days for this type of service. This spell is granted only by Wogar the Goblin Immortal, to followers of at least 15th level and at least 100Pip.

Death Candle

Range: Special
 Duration: Special
 Effect: 1 creature
 Save: None
 Casting Time: 1 round

Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle (often placed on the persons head). As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. If plunged underwater, or succumbed by heavy (nonmagical) wind, or extinguished between two fingers or alike, it will rekindle directly after that situation has expired. The candle is then taken to the temple area and stored. It is mostly regularly viewed to reveal the state of the subject. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died. A Death Candle sheds light like a weak normal candle in a 5' radius and can be seen 100 yard afar if unblocked in darkness.



Fortress Akrass (Amar Nighom Akrass)

From our Glantrian spy Spy Tuvoss using a plethora of Polymorph into Goblin, Invisibility, and Fly, as well as several Micky's Capture the Moment scrolls combined; *The Humanoids think I am one of the Wokan, so I can explore a bit more than actual Goblinoids seem to be able. In my Goblin shape, with all the scrolls bundled on my back, I only have to yell "Booyagh" and the mostly leave me alone or scare me away.*

*This huge fortified city has been restored, rebuild where needed and even improved by the Goblins. It holds a very long history, as it is one of the few old structures which survived the 1700 BC disaster. It is assumed to have been the ancient city of the legendary Troll Queen, but devastation of time, and the alteration of the region, greatly damaged it. And most traces of those days remaining are refurbished, heaviluy overbuild, torn-down, altered, or covered in muck, paint, and other Goblin stuff. Currently it is one of the (if not THE) largest fortress existing, and with the Goblins relentless desire to build it continues to be ever-changing and ever-growing. It has a central fortified city, with three large fortresses around it on a huge wall. The widest diameter of the Fortress is about 2.8 miles!! It is for naught called **Amar Nighom Akrass**; Great Fortress Akrass.*



The Outer Walls are very high (60'-80')-(20'-40' Thick)

"There was not much to say or known about this magnificent Humanoid city, as no explorers survived and no maps existed as of yet. But these pictures using the Capture the Moment, scrolls of Micky the Mage, reveal a lot, and enabled me the following map to be made.

At first the walls are very high and very sturdy, able to resist any combat force for ages of combat. And these walls stand on already steep cliffs, having humanoid guards on top, making any attempts to climb these fruitless. Most walls have pitch barrels to be tossed on the hapless climber, and then set aflame with a tossed torch. A bit 'too warm' welcome so too say.

Second; The Fort is known for to be build by the Goblinoids and was named Gobbleton, yet over time the Amar Nighom Akrass denomination took a firmer root. The name Gobbleton is still remembered and honoured, yet rarely actively used. The Shaman speak of the name having greater future destination.

Architecture reveals that beside the more redebt additions, all buildings are from before 1700 BC,

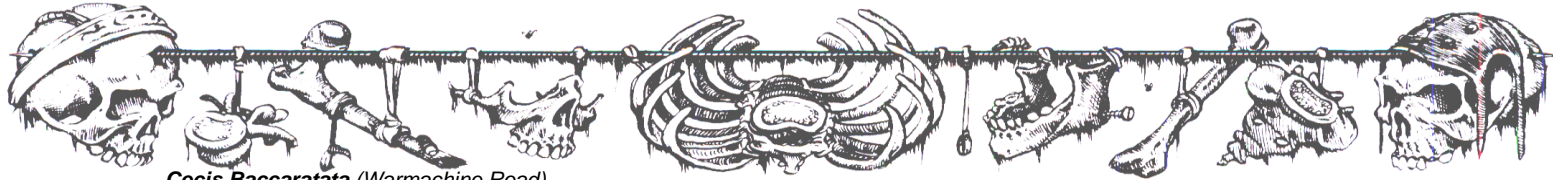
and actually are not build by Goblins. Elves or giants are suspected, and there are legends the formidable Troll Queen ruled Grondheim from here. Now we humans can't imagine Trolls having build this, just as like most structures, and the assumption of Giants gives more credit, mostly based on the size of the buildings, the accuracy, the architecture as well as the giant bones found here. The ancient Grondheim tales speak of armies of Giants ruled by the Troll Queen. A Troll capable of using magic, to control giants would be more logical to rule than to build.

The internal city is self reliant, and all produce needed is grown or harvested within Akkrass' walls or Lower Gobliny. Even oranges, pear, nuts, cherries and apples grow here, but are largely untended and growing as wild as can before being plundered. The grassland in between the city and the castle are covered with wild grains (actually bewildered) like Wheat, Rye, Oats, Corn, and Rice.

The chaotic more recent architecture reveals only that these are intended for Human-sized or less tall creatures. The central city, however, has structures which enabled much larger creatures. The walls of these structures are colored with a mix of green and brown. The other, much older, buildings are of natural stone from the surrounding mountains and are grey, brown, yellow, and even red in various degrees of intensity. Roofs are tiled with black- tiles made from river clay, or are topped of by cut stone domes. Clearly, Stone Giants have had their master crafts in these.



Some Internal City Structures pictured using Micky's Capture-the-Moment scrolls. The original use and purpose of these buildings is unknown, and many of these buildings seem to be at least partially ruined. The style of the buildings seems to be a mixture of Sindhi, Elven, Ancient Human, architecture, added with modern Humanoid additions and alterations.



Cecis Baccaratata (Warmachine Road)



Seemingly ruins along the Cecis Baccaratata in the Nighom Morganna section.

This is the stone path made to enable even the largest Warmachines to be brought from storage/construction in Lower Akrass to Upper Akrass and potentially beyond.

Mi za Star Doghi-ut Gobbleton (One of the old ruins of Gobbleton)

Akrass is riddled with ruins, of various amounts of levels, within the city. These structures have been remnants of the many wars, the disaster of 1700BC forming the Broken Lands, as well as the quaks following up to 1010AC, and probably beyond. Many of these partially or wholly collapsed, yet most walls remain standing, probably due the Stone Giants who had to build these.

Beside the city Gobbleton, the Fort holds three giant castles, as well as the two palace. The names of

these are still unknown, yet are assumed these were from former rulers.

Tarka Avon (Wolves Hill)

Wogar created this hill upon his visit here just before he left in the year 955 AC, further enriching the national feeling of Gobbleton's residents as well as faith to Wogar

The Western side castle (Nighom Morganna) is due the several streams and weather patterns the wettest section of the region. Mountain, ground, and walls are all covered in thick coatings of mosses, lichens and ferns. Climbing these areas will cause a penalty of 75%!! The exit trail from the castle leads to the Plateau of Zyrd, and around it Northbound.



The Moss covered walls of Nighom Morganna.



The moss covered western Castle **Star Amur Morganna** looking Southwest.

Inta Dothri (Three gates)

The Northwestern acces to Akrass. The only surface path to transport Warmachines in and out of the city.

Star Dothri (Old Gate)

A small moss overgrown passage into the original keep of Morganna.

Star Amar (Great Gate)

The remains of the original fort of Morganna preceding the structure of the castle together with the walls fully overgrown with moss



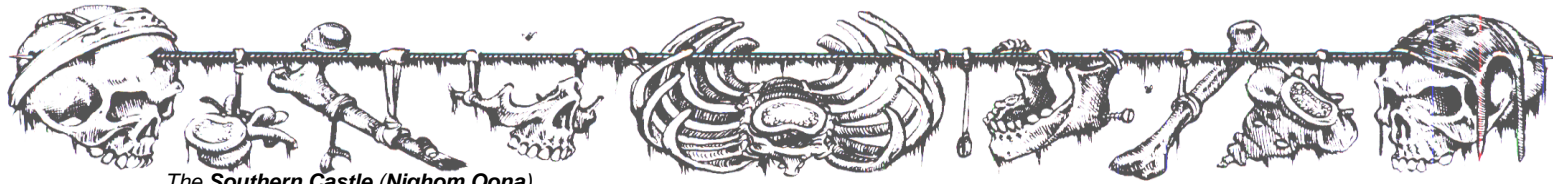
Star Dothri, the old Gate to Nighom Morganna, and the Mossy Hills and Moss River in the background

Modrim Akrass(Akrass river)

The main contributor of water into Akrass originates further north and merging with the Modrim Kret-Zyrd 1500 yards NW of Akrass.

Moss Amum (Mossy Hills)

Holds a vast area of moist moss overgrown hills and the Modrim Mossa (Moss River). The moss covers the Nighom Morganna walls and totally prevents climbing as no solid hand holds can be found and the moss tars away on each grip made.



The Southern Castle (Nighom Oona)

This is erected upon the outcropping of an irregular rock, and is the most prominent, with the largest intact structures and being the most modern. It lays a bit west of the river, but holds the main southern entrance into Akrass. The exit trail going down eventually leads to the area known as "the Mountain that died", and the Corunglain-Ethengar Trail. This side is also the area where Red Orcs, Kobolds and other Humanoids enter the city, if not coming from Lower Goblins.

The area is distinguished from the other areas by arger areas with trees, and larger buildings, as well as many Shaman buildings. These are often of surprisingly beauty in the architectural sense.

Today this is the area where most military is housed, and the walls have several lejie Skarr going down the walls. The buildings are from before the formation of the Broken Lands, and still surpringly intact, and therefor assumed to be created by Stone Giants. The rumors of the Troll Queen being responsible for this were not recognized by the Humanoids, though Shaman and Wokan certaily raised eyebrows on my bringing this on the table. So I decided to keep my questioning low.

Oona Faiq Neghig (Oona's Holy Lake)

This, maybe originally holy lake, is nothing more than a combination of the Modrim Akrass and the city sewage, and the water is absolutely unpleasant to fall in. (DM; it causes a stench humans and demihumans dislike (Charisma -4) and a reddish rash lasting for a full moon at least (until a concheck then succeeds). There are however, several shaman-used structures nearby remembering its former use as ritual bathing site. Local Goblin Shaman are recognized by the same familiar stench. The stench resembles a mixture of urine, feacal matter, long boiled cabbage and oil.



The more forested area of Nighom Oona, with some religious (or holy) structures



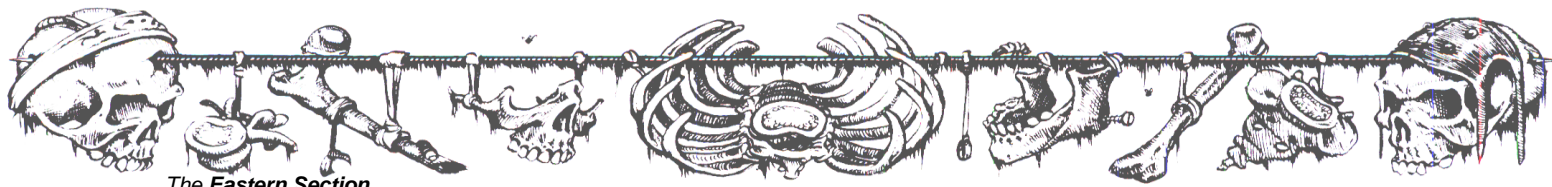
The Central City clenched between the two fortresses and the steep mountainsides holds an artificial Lake (Oona Faiq Neghig) created by the southern high city wall and blocking the small river passing through. The water continues through several channels down, powering waterwheels and attached "machinery", until it finally leaves the city, flowing south through the wall channels out there into the most filthy lake ever seen.

Bikodan za Morganna el Oona

Some gigantic palace, with the doors as large as to house giants. The Goblins and all other Humanoids do not go here. Their word **bahnsjeee** for fear is used often here. It resembles the Thyatian word Banshee; if there is there a resemblance, than the area is very dangerous. The area feels abandoned, and very bad when approached. I did not dare to explore here, as many wall guards around seem to prevent that, beside having its own 30 feet high walls. It is also partially ruined.



The Palace (Bikodan za Morganna el Oona) as seen from the pass to Ikker



The Eastern Section

This area is dryer and covered in low and thin thorny bushes behind and in front of the tall walls. Here is largest castle with the least intact buildings (**Nighom Titan**). The name seems to suggest the castle was used predominantly by Giants, and the few spies surviving the ordeal of being here, relate that the size of the buildings does suit hosing for giants as well as common Humanoids.

However, not many Giants are seen here today, beside a few Cyclopeses, and Hill Giants or a lone Stone Giant in its rebellious puberty years, there is no proof of Giants really using these structures these days.

There are however several skulls and bones used by the Goblins adorning the newer more chaotic structures. Yet damages on these reveal they are much older (estimated pre 1700BC) and perished in some war or similar conflict.

The Nighom Titan is so dry because it has only one water source, a square pool on the most western open place. It is a square pit, within a square pit. The first level is used by Humanoids who wash themselves or cloth, using the low stone inner wall to scrub. The lower part is for getting water or draw upon water. It is deadly for Humanoids apparently to enter the water. Those who do fall in climb out in haste with the water steaming from their skin. A later examination reveals the water is fresh and clean and has no pollutions (not even the soap dripping down in it)m so some unknown cleaning magic must be active in the water, seeing the humanoids also as filth. When I touched it in my Goblin form the spell was instantly dispelled, yet Nothing happened further to me. The water felt clean, and cool. Water is hauled up by buckets which are taken home.



The Nighom Titan buildings are mostly bare, as if life left it from one day to another



Within Nighom Titan the only water source is a square pool in the open place.

Hirot Dothri (Seven gates)

This very steep Northeastern entry of Akross has seven gates leading into Nighom Titan.

Spieker Govarr (Thornfield)

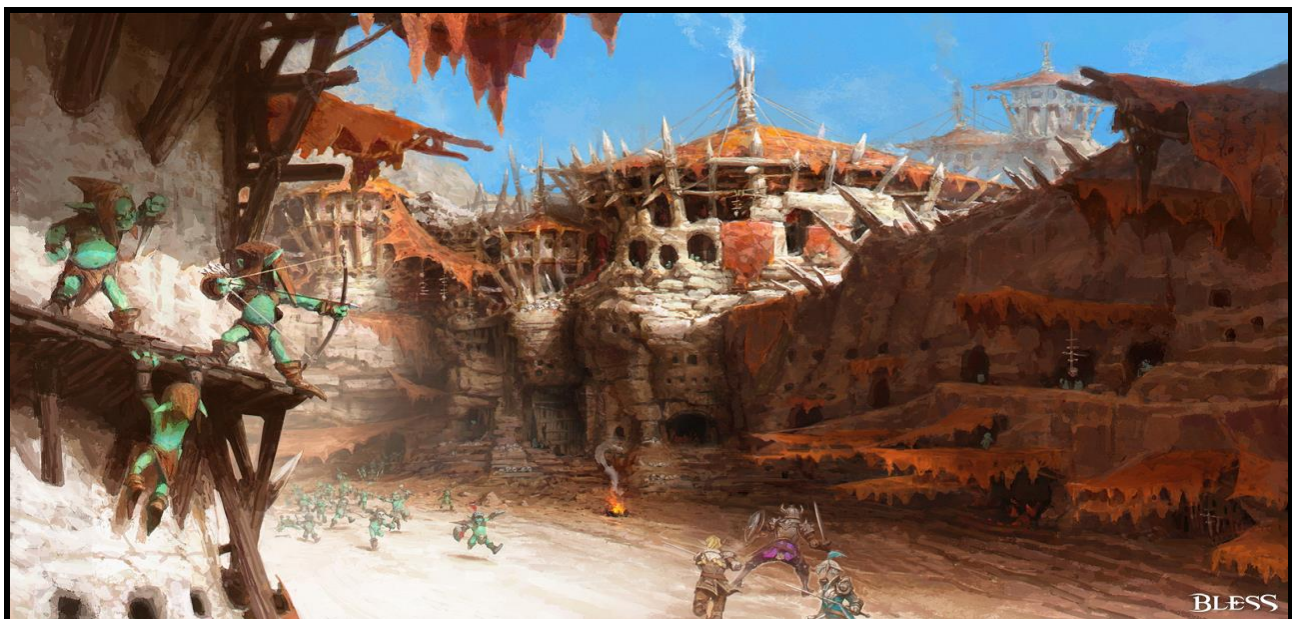
Here many have died to defend or entre the city. in effect this is still a battlefield, although all remains have long been removed or eroded away. Through its three small paths it is still a formidable defense when passing the seven gates.

Paqu Han: The exit trail from the castle leads up in the mountain to the village Ikker and the Ashen Plain of Death.

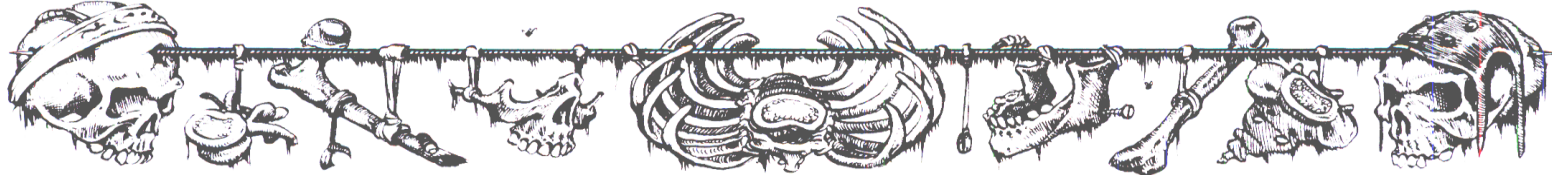
Miawom Ciki (Trade Storagehall)

This combination of a large storage building and a large Orc-style building functions as Hall of Trade between the Humanoids here. And do not be mistaken, Humanoids do trade, even if they do not use coins. They trade by barter, or even promises of later exchange for a task.

And Goblins trade a lot. Goblins are hoarders, they have converted several buildings (Brown on the map) as storage and these are filled with anything they find interesting and/or memorable, even if it is rubbish, crap, worthless, out of use, or shape. Some Goblins live amongst these bundles of filth, together with vermin like, insects, worms, mice and rats. Lets say...I will never raid a Goblin home ever again.



Inside Fort Akross, the chaotic apparence from erosion of the old already formidable stonework in **Nighom Titan**, is now further enhanced and altered by generations of Goblin architectural additions, as well as those of the other Humanoids races. In this shown section, can be found in the large central building, used as a Hall of Trade (here the central hole for the magical Common Goblin Symbol engravings can be found), while the many cloth/leather/fur canopies and scaffoldings are pure Goblin ways of bringing shade to 'repell' the painful and blinding light of the sun to their eyes. Art by Yasu



Outside the Fort there are also several interesting locations

Modrim Eggikiu (Dirty River)

This is in effect the access sewer of the city, and powering the waterwheels of the many goblinoid inventions. It is an very unwelcoming river, and even the Goblinoids try not going into it. It seems it gives a longlasting stench and rash.

Modrim Kret-Zyrd (east Zyrd river)

Comes from the Legendary plateaux of Zyrd. It has a trail, though rarely use by other than Shaman, Guards and Wokani. The Main trail along Zyrd (Paqu Zyrd is further north

Paqu Han (South Path)

Leads south from Akrass to the "Mountain that Died" area. Accessed by a single stone giant created gate and tunnelsystem to upper Akrass somewhat north of Nighom Oona

Paqu Kalazyrd (Kalazyrd Path)

Leads northeast to Ikker and the paths to Kalazyrd the Great Volcano as well as the ash lands

Paqu Widdopon Ihem (Path Steel Bridge)

Path to the Steel Dragon Bridge location. I was unable to reach this location, as Shamans decreed the area is currently taboo for Wokani, so nor information from me here.

Korthaa Rugh Caeti (Broken Back Caves)

These caves, about a mile southwest of the fort, are a large surface series of caves of which only one leads to lower Goblins. These are a result of the massive quakes in the region, and are unstable. There is a high cavein risk, and the goblins do not like to use this passage otherwise than pure necessity in war.

Caeti (Caves)

Akrass holds several entries to Lower Akrass and Lower Goblins. Those marked with a yellow starcross lead tom lower akrass, all others in the city are leading to Lower Gobliny outside of Lower Akrtass.

The unlabeled caves outside of Akrass have a 50% chance to be a dead end cave, Only use by local animals/monsters (0-20% chance) or temporarily by local humanoids (21-50% chance or being empty (51-99% chance)

Many raids on the passing caravans come from Akrass. The trails to the area are littered with poles with corpses and skulls on top of it up to 10 miles away. These were all from invaders through the ages, and corpses of nearly any sentient race can be found here (mostly collapsed to a heap of bones, or still wholly or partially hung/impaled/bound/broken or otherwise deadly exposure).

DM info; No valuables can be found amongst these remains other than objects of low real value and use, or of an unknown personal value. It could thus be possible adventurers are sent here to find a lost heirloom of their ancestors. Weapons and armor are mostly reused, except if these are large useless through damage or are magical. As a +1 evil and Humanoid weapon is a 'cursed weapon' to Humans and Demihumans alike(acting as a -1 instead), Human and Demi-human magical weapons would be similarly 'cursed' to Humanoids.

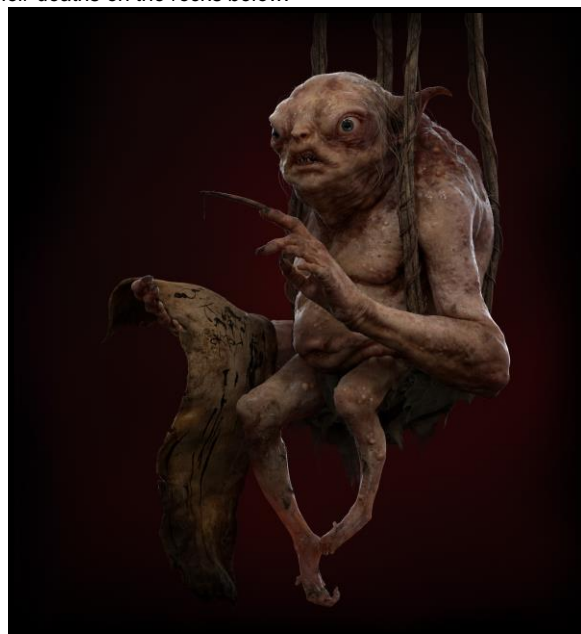
Jejie Skar (Zipline)

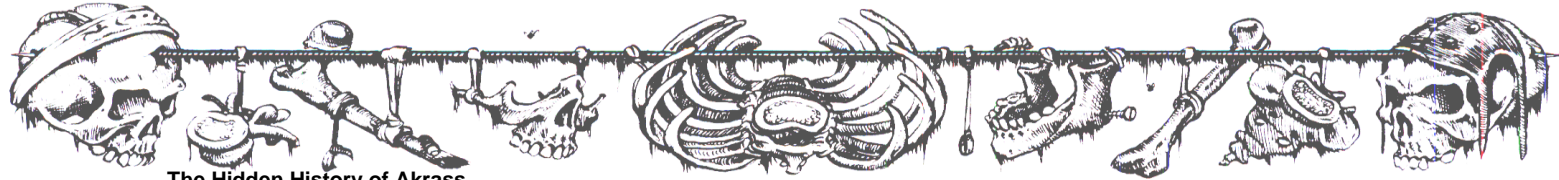
This goblin invention can be shot, yet several of these oiled lines are still in effect. They are extremely difficult to be used to climb up due the oil and guards who easily use a glide to swipe potential intruders down. I saw even attacking Gnolls in the many raids the Humanoids have amongst eachother, plummeting to their deaths on the rocks below.

DM info; Another invention by the Goblins. Using a large catapult a large hollow ball with an large bolt stuck through it is shot, with internally a carefully wound up 500 to 1000 yard long oiled rope. One end of this rope is attached to the catapult or a nearby solid construction, the other to the backend of the bolt. It is shot at maximum range determined by the length of rope held within, as well as the altitude of the walls and the strength of the catapult and expertise used to shoot, the arrow will plunge into the ground with a taught rope behind (mostly). Goblins hook up a small seat and glide down the rope at incredible speed covering the distance of 500 yard each round. This enables the surviving landed goblins to make rapid attacks nearby, or escape mostly unseen if need be. The ropes stay in use as long as they have not deteriorated. (10% break chance per year in existence).

Game Rules:

Speed 500 yards per round. Goblins are trained using this contraption (new Skill based on Dexterity). Staying on the seat requires a Skill or Dexterity-2 check or fall down and take falling damage as normal. Landing requires a Skill or Dexterity-4 check; if succesful, no damage is taken, if failed by 1 to 3 no damage is taken but all items held are thrown about in 10 feet per 100 yard covered. if failed by 4 to 5; 1 falling damage is taken per 100 yard covered and all items held are thrown about in 10 feet per 100 yard covered, if failed by 6 or more; normal falling damage is taken and all items held are thrown about in 10 feet per 100 yard covered. Falling into water reduces all damage by 90%, yet lost items will sink or float away, possibly spoiled by the water.





The Hidden History of Akross

ONLY FOR DM!! DO NOT READ IF YOU ARE A PLAYER!!

The former palace of Titania, destroyed by Oona in a feeble attempt to lure Titania into a position to be defeated, and to let her feel abandoned and alone. This plot failed because Titania was revealed to have a loving partner Oberon who stood next to her, further infuriating Oona with envy and hate. When Oona was defeated in 1750 BC she was kept alive, as her current mental character would make a horrific Banshee if she had died. (*Banshees only come to be if the Sidhe is killed by another directly or indirectly (by hunger, or thirst), but not by suicide or natural acts.* The ruins, are only used as a passageway to the wall keeps, and as a living area for birds (mostly pigeons). Sometimes illegal humans/demihumans or humanoids hide here, thinking they are safe. The pigeons however, reveal their presence to the humanoids, which take action depending on scrying by a Wokan with a Crystal Ball and the individuals themselves.



The Palace (Bikodan za Morganna el Oona) as seen from the Western Walls looking south. The zipline tower (Iejie Skar) is visible on the lower wall.

Bikodan Titan

The palace of Morganna and Oona. Abandoned by Morganna and her loyalists on the defeat in 2379 BC. Originally Nighom Titania, renamed by Oona to demean her sister for 'treason' into Gaataat, yet the Humanoids and Giants she enlisted kept using the Titan's name as it resembled the name of extra planar Giants named Titan. It is rumored some Titans lived here until 1750BC. Repopulated by humanoids and other Giants under Oona shortly thereafter until 1700BC. Greatly damaged in the 1700BC disaster forming the Broken Lands, with Oona gone, and no apparent follower the year 1750 BC. Further damaged in the 1700BC disaster forming the Broken Lands, and the incarcerated 7 Banshee came hatred. These Banshees, were causing so much fear, no goblinoid dares to come here. The Gobbleton word **Bhanshie** has even become synonymous with fear and panic. Humanoids eventually succeed to drive off the Banshees, after which the area is warded with Wokan and Shaman wards, locked down, and totally abandoned there- after.

Bikodan za Morganna el Oona

The Castle of the first Daughter Titania. Abandoned during the attack of Oona against their mother Morganna in the year 2379 BC. Originally Nighom Titania, renamed by Oona to demean her sister for 'treason' into Gaataat, yet the Humanoids and Giants she enlisted kept using the Titan's name as it resembled the name of extra planar Giants named Titan. It is rumored some Titans lived here until 1750BC. Repopulated by humanoids and other Giants under Oona shortly thereafter until 1700BC. Greatly damaged in the 1700BC disaster forming the Broken Lands, with Oona gone, and no apparent follower the year 1750 BC. Further damaged in the 1700BC disaster forming the Broken Lands

Nighom Titan

The Castle of the second Daughter Oona. Greatly damaged and abandoned by Oona in her defeat with Titania and Oberon in the year 1750 BC. Further damaged in the 1700BC disaster forming the Broken Lands

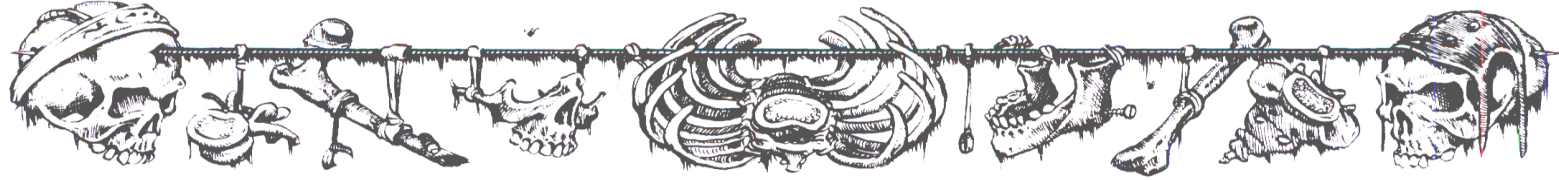
Nighom Oona

The original Castle of Morganna. Greatly damaged and abandoned by Morganna in her defeat by Oona in the year 2379 BC. Repopulated by Humanoids shortly thereafter. Further damaged in the 1700BC disaster forming the Broken Lands

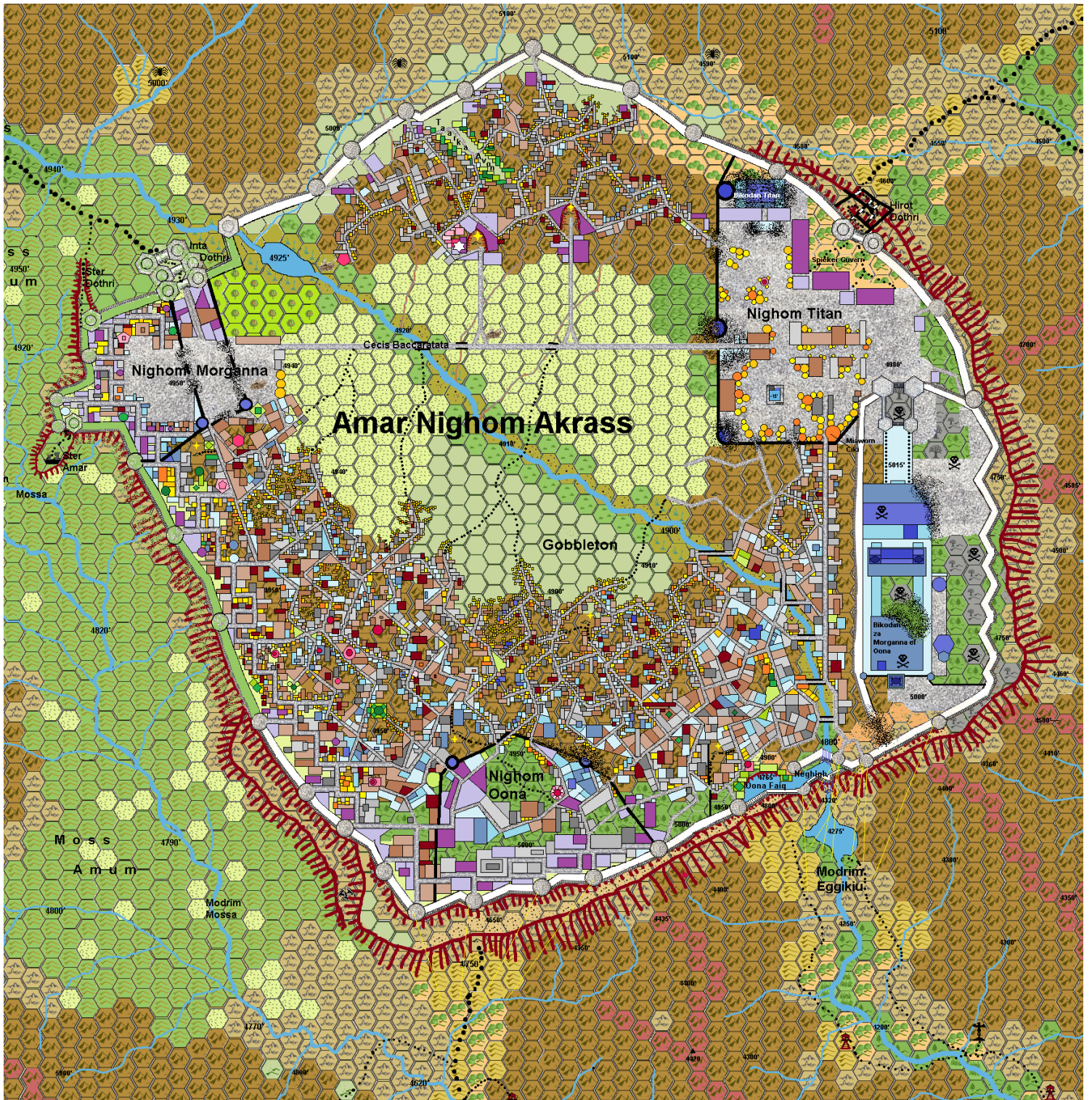
Nighom Morganna

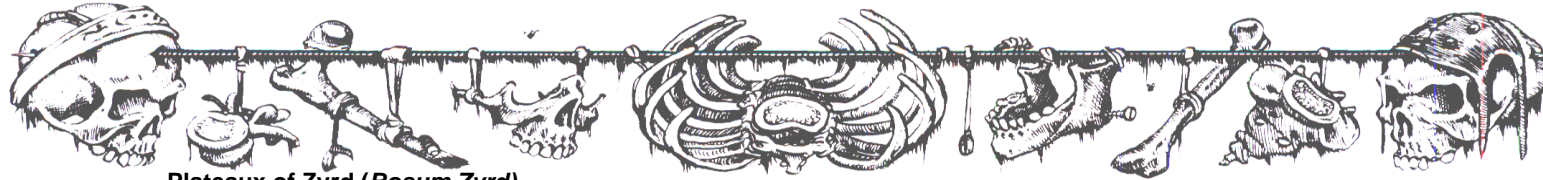
When the Sidhe Queen Morganna decided to mate with the human Emperor Uther Pendragon in the old Blackmoor Era (4000BC), she took a clear side in the conflict between the Fairy and immortal conflict. Morganna had become the Troll Queen, queen of the 'enemy' Sidhe (*Troll=Enemy in Fairy tongue*). Due to this conflict she decided to cross the current Northpole, and build a fortress at the edge of the glaciers. Akross, is Fairy for "New Home". Here she birthed the two children Uther Pendragon never viewed, Titania and Oona. When the Great Rain of Fire came, the Troll Queen Morganna already had finished two additional castles together with the use of the Giants and named these after her two daughters. Between these three castles she build a large gardenlike city, where Giants, Fairy and Humans could co-exist...under her rule. For a long time this city bore no humanoid name, as more important issues need to be resolved; mainly survival; from the Wasting Disease, and the changing climate, as well as initially the Great Rain of Fire itself and the following dark centuries. As can be seen in the Timeline, Morganna was defeated and de throne by her own daughter Oona, who became the second Troll Queen and banished Morganna far away. Her sister had by long moved to Annwn, being infatuated by the few Male Sidhe, amongst which Oberon was her main point of interest. First after 1700BC, the great disaster and shaping of the Broken Lands Humanoids settled among these formidable ruins, and build amongst these the city of Gobbleton.



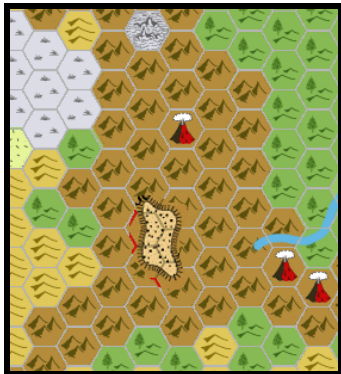


Map Fortress Akross available here; <https://www.deviantart.com/6inchnails/art/The-Great-Fort-Akross-926490695>





Plateaux of Zyrd (Bosum Zyrd)



2300BC

This is a flat area, where according to Goblins' memory, the Rock of Oenkmor used to be, today it holds a vast forest of petrified trees and large cracks.

The area is the result of the geological forces from below that pushed the whole area up. The plateau is a large singular slab of stone, of about a mile in thickness. Mergrath the Earth Elementalist had researched the geomorphology of the region in his research of the history of the Broken Lands. Here he learned that the Plateaux already existed in the centuries before the Great Rain of Fire. Actually, it was the summit of a mountainous region which rose upwards when the Ice sheets after the Great Rain of Fire melted away. Being first a singular mountain west of Lake Anur, with in the Northeast and Southeast far away other mountains, after the ice melted they became a chain of mountains, as can be seen in the 2300BC map. The area was again greatly altered by the 1700BC event (See history pages 9-30). The mountains were not very high, and the plateau in 2300BC estimated at a height of roughly 4800' to 5200' according to sources of that era, significantly lower than its current height (±6000').



A petrified forest, with several standing trees

It is since 1700BC that the whole region is affected by an upward push in varying intensity and effect during the centuries which created the surrounding mountains. This pushed up the hilly area west thus high it became Mount Barbia at 15,355' current height. This push today even still continues, especially

since the Shadow Elves changed the lower areas thus that the Magma filled the magma chambers enabling Aengmor to be lifted back up. It can be certain that this Broken Lands region will continue to rise at a rate of about half a foot to a foot per year.

As in its ancient times this area was the flat top of a mountain, of which sprang even a river flowing into lake Anur, this river's origin was much lower and further away in 2300BC. But it can even be assumed that the area was originally even lower than that, as it encompasses the remains of a vast and ancient petrified forest. This forest is thus old that the trees have petrified by being submerged for aeons. Geology lifted the area up, erosion revealed the trees, and with the uplift through the ages, the forest reached a height it never attained.

Only shamans are allowed here, as it is assumed to be haunted. Several Air Elemental creatures often roam on this area, but these only explain the physical effects of this haunted rumour. What the real reason might be is unknown, but the stone between the petrified tree logs often hold primitive drawings, and often faint



A petrified log of over 70 feet tall, the tree must even have been bigger with branches reaching far.

whispers are heard. And some of these seem to tell stories.

From an intoxicated Orc Shaman in Glantri, the following hints were retrieved...

He however did not survive his talkative binge and died by alcohol poisoning.

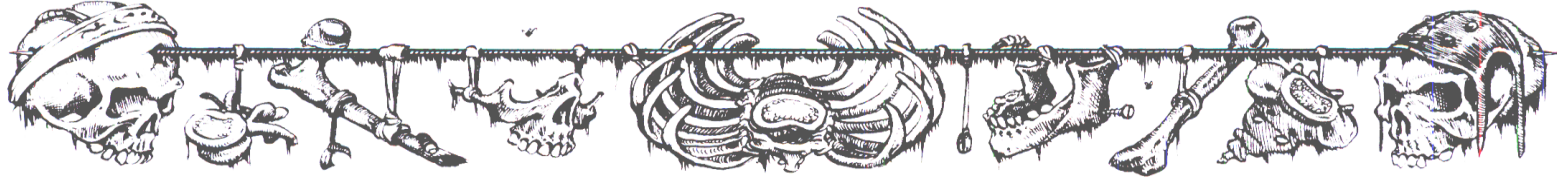
There are, however, strange plants in this region, and examples shown to Treants results them saying these are trees, within it the power of Life is great. These plants



A stone with a segment of weird drawings or writings upon

seem to be as ancient as the plateau.

Ya wanna know 'bout Zyrd...ya say?...awrighty...ya bought me alotta boozie..sssso...ya áve earned ta know morre. B'tween the sstony logs we've found artsy drrrawwings ..hips...Some olde shaman thre translate magic. ick..hips...upon it. It spoke storiess...orrh. Better...ssens tenses..ass most was incomplets...gluglugulp.. What sais stonyes ya say?...I gets there...I am proud warrior ss...hips ss-haman...ok.. stony wordzz; **"we were created to growzz, to reatsch to the sssky"**, **"Maggick of Godzz Urrdhanaa gave strengthzz.. and we gavve...we gave its to ground"**....fools aint they? Givin' magic to groundzz, iss lozng powerrr..."we reched for sky evry birth, and on deth we waited", **"Waitinn until we retch the door in ssky"**...a door...a doorz in zky..noww I telja...aint ded weirdz. Esspezzially lassst words...hips..."henss we camme, henss wee go, wwe comme to meetz'....weirrdzz aintzit..barfff...brougarghhh... ZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZ



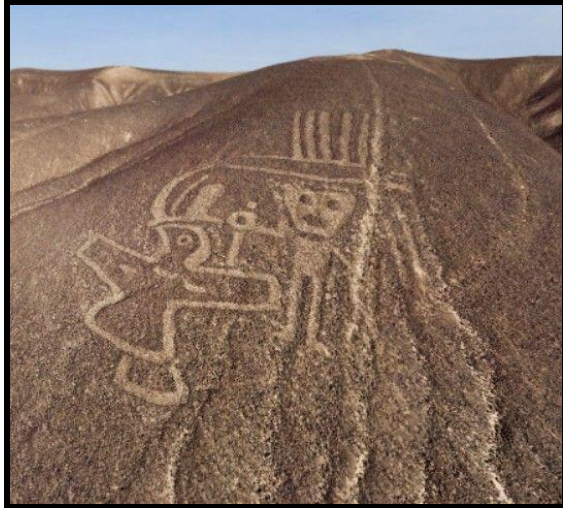
The area is adorned with three extremely huge drawings. Set on the map as Statues only due their size.

The first is Little Shaman as called by the Humanoid Shaman. This "little" man is a simple design, a large roughly rectangle with inside a Humanoid figure with a waving arm and an owlsh shaped face, and large clawlike feet, the figure is however long and slender. The total size of this picture is 800 yards from head to toe, and about 185 yards in width. The picture is chiselled out in the bedrock by using granite boulders; these worn-out remnants of primitive tools are found at the feet of the picture which is made on a slightly slanted region facing southwest.

The Humanoids are completely unaware who made these pictures, and why of this incredible size. It must be a gift to the Immortals, for only in flight (which a few Goblin Shaman-Wokani did) you can really see what the strange lines in the rock envision. As thus the Shaman decided to protect and take care of these pieces of rock art, for whatever Immortal might be up there, keeping them at the friendly side may be best.



Little Shaman



Great Shaman

The Second piece of hammered rock art in the granite rock is even larger. It almost completely covers the whole side of a mile long slanted hill on the Plateau. It is (at least to Humanoids) difficult to detail the picture, but it seems to resemble a large headed Humanoid with a larger still high hat. From this hat flies a winged birdlike creature also with a hat. The Humanoid seems to hold a staff, as thus it must be a mage (at least as far as the Humanoid shaman agrees). There also seem to be some line directed from the figure's hat down, but if this is a cloak or magic rays is unknown. The picture is slightly damaged as the 1700BC disaster caused a few cracks in the stone which eroded some of the picture away. These cracks go up and down the picture. The Goblin shaman tried to restore this by hammering the eroded cracks flat, but actually made the damage even worse (unknown to them though).

The Humanoid Shaman, call this picture Great Shaman, and to them it is a location to communicate by their primitive rituals with the Immortals they themselves follow, fear and respect

The third and last picture is the first picture the Goblin shaman became aware of. When the first Humanoids entered the plateau for so long ago to make it a functional use to them, they eventually came upon this art. This is the largest piece of the three and is

also created on a slightly slanted rock directed to the Southeast. It measures about 1.5 miles in width and several hundred yards in height.

The picture shows several creatures, to the Humanoid shaman these are from left to right; A crooked legged longhaired female figure, a huge shining head on two short solid legs and a single solid arm, two loose heads on a rope, again a female figure with long hair, then another longhaired figure that seems to be afraid as the eyes are wide open in fright, and finally about 200 yards to the right and a 250 yards up a small figure with a large head and a helmet upon it. Its body is solid, but its legs seem bend and weak. This picture has suffered the same erosion/crack damage as the Great Shaman picture, and as thus is attempted to repair.



Shaman Story

The Humanoids think it is the women which stay behind with the Immortal (sun) while the men are away and only one returns. To the Humanoids clearly the sign of a warrior race, and the one hero coming home. The one feared woman, afraid her partner does not return, the sun god smiling like the second woman as it is the hero that returns, and the crooked legged woman, must be his mother, a bit sad but proud. Thus far the Humanoids opinion on these huge pieces of art.



A few towers on the edges of the Plateaux of Zyrd were built to protect the Plateaux in the time when Aengmor/Oenkmar was indeed near the surface. Yet, as the Shadow Elves made clear recently, Aengmor/Oenkmar was much further to the South East in Gnollistan. What this area did hold, and why the Humanoids—especially the Goblinoids and Red Orcs—keep thinking that Oenkmar was here, is completely unknown.



Only one of the towers survived the ages, and it is several hundred years of age (proofed by the type of cement used in that time), so it certainly could have existed in that era. This is the tower on the North-eastern corner of the Plateaux.

The other ones are ruins. The simple brickwork, collapsed, with only a few remains standing. The ruins in the South west still harbor several rooms and tunnels dug into the rock slab of the plateau itself. But like the artsy pictures in the rock surface, these are hammered out with just stones.

The rumour of haunting on the Plateaux began here. When scouts tried to enter these recently discovered tunnels, they heard strange noises, but when the approached, the tunnels were empty.

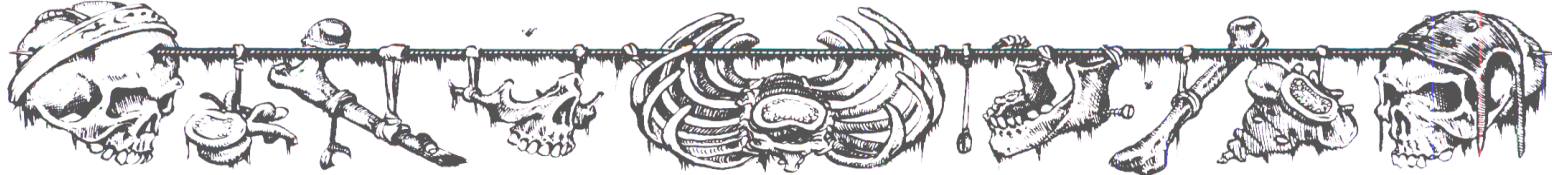
And the weirdest of all; if you walk into a tunnel, continuing straightforward, you automatically walk out the same way you came in.

Persistent Humanoids suffered nightmares when they slept, or better said tried to sleep. These nightmares were thus bad, they never got relaxation, and finally became thus tired, they all died in accidents or could not properly defend themselves in hunt or combat. All in all a good reason for Humanoids to deem the area haunted, and let the Shamans discover why, how and what to do, or not to do.

The most common thought is that the plateaux had a great military use by the Humanoids which was literally forgotten in the centuries following the sinking of Oenkmar.

The structures are clearly Humanoid design, and architecture (weak and unstable), and it is a wonder how even ruins or one tower survived. One thing is clear. The tunnels spoken of did not exist in the days of Oenkmar and are more recent to a few centuries old at most.

The Plateaux lies in the shade of the higher ice-topped mountain Barbia to the West, and harsh winds blow around.



Why and how the Humanoids made it into a religious location only for shamans accessible is also a great question. This practice began about 400 years ago, the towers could all also have been a sort of stellar constellation map or observatory, as when the solstice of summer approaches, a bright star is seen exactly above each ruin on the third day before this happens. Why this is not the solstice itself, and the towers been placed on other locations is unknown. The Observatory of Mount Glace in Glantri assumes that the changed tilt of Mystara in 3000 BC had something to do with it, making the



location much, much older than the Humanoids. Maybe there was something earlier and the primitive Shamans and Wicca of the Humanoids deemed it important to covet, and harvest its powers. As thus they constructed towers or fortress-like structures upon these locations. They must have failed, and maybe it is the power which destroyed the structures erected upon it.

Barleycorn Monastery (*Barleycorn Chot'uul Ghedrem*)

The **Barleycorn Monastery** is prominently displayed in the Night Wail adventure ([HWA1-3. The Blood Brethren Trilogy = Nightwail / Nightrage / Nightstorm](#)). Depending on arrival in Time Nightwail is assumed to happen somewhere after the meteor fell (1007AC+). The Monastery is largely destroyed a generation ago by Goblins (thus somewhere around 975AC). The adventure has some flaws though; **Keep in mind that the Route suggested in Nightwail can not be done due to the river** (the faulty original map was used); **use the "Kane Trail" instead**. This begins just before the first Ford crossing the Vesubian River. The Monastery is also more central and NOT on the edge of the Plateau like the text suggests.



The Barleycorn Monastery in better days

Barleycorn Monastery originally did consist of five stone buildings reed/wood-roofed in a "beehive" style, within a simple palisade wall. Each structure is a small circular dome, about 25' with a thatched roof that rises and tapers to a point. One small windmill, stands apart from the rest. The mill's grindstone lies in the dirt; only one wall of the windmill stands. There is nothing of interest here except a few animals. The other four buildings stand together in a broad Alpine meadow surrounded by fields of barley. One building holds the ovens where the monks baked ground barley into bread; the other two were living quarters, now home to a few (immobile and non-magical) skeletons. What's left of the sole standing building, once the monks' place of worship, hides the entrance to an underground cell complex. The Barleycorn monks dug the complex to imprison and guard the Brethren.

The entrance to the underground complex is concealed with a trapdoor.--so well that the Goblin raiders missed it when they destroyed the monastery a generation ago.

Further detailed description can be derived from [Nightwail](#). Remember, the lower sections are not to be discovered until in the adventure *Irla Kaze* opens the way in!!

Welwitschia mirabilis – Tree Tumbo (*Tharsai Tumbo*)

DM info not for Players!!

The plant is commonly known simply as **Welwitschia** in Thyatian, but the translated Humanoid name **Tree Tumbo** is also used. It is called **Kharos** or **Khurub** by Orcs, **Tweeblaarkanniedood** (Translation; *two leafs can't die*) in Kobolds, **Nyanka** by Gnolls, and **Onyanga** in Red Orc land.

Welwitschia is the only living genus of the family Welwitschiaceae and no similar plants seem to exist. Informal sources commonly refer to the plant as a "living fossil", as fossilized forms were found all over the drier regions of Mystara predating millions of years.

Welwitschia mirabilis is endemic to the Plateau of Zyrd, Gnollistan and the rocks around the Red Orc waste (beyond the edge of the former Red Orclake).

Welwitschia is named after the Glantrian botanist and Mage Friedrich Welwitsch who discovered the plant in 859 AC in present-day Gnollistan. Welwitsch was so overwhelmed by the plant that he could do nothing but kneel down and gaze at it, half in fear lest a touch should prove it a figment of the imagination.

Two foliage leaves are produced at the edge of a woody bilobed crown. The permanent leaves are opposite parallel-veined and ribbon-shaped. Shortly after the appearance of the foliage leaves, the apical meristem dies and meristematic activity is transferred to the periphery of the crown.

The two foliage leaves consequently grow continuously reaching lengths up to 4 meter. The tips of the leaves split and fray into several well-separated strap-shaped sections by the distortions of the woody portions surrounding the apical slit, and also by wind and adventitious external injuries. The largest specimens may be no more than 5 feet tall above ground, but the circumference of the leaves at contact with the sand may exceed 28 feet.

Welwitschia has an elongated, shallow root system consisting of, "a tapering taproot with one or more non-tapering extensions, some pronounced lateral roots, and a network of delicate spongy roots, and a woody, fibrous unbranched main stem. The roots extend to a depth roughly equal to the span of the living leaves from tip to tip. The main stem consists of an unbranched woody crown roughly shaped like an inverted cone. The only branching in the shoot system occurs in the reproductive branches, which bear strobili (sort of flower).

The species has separate male and female plants. Fertilization is carried out by insects. The insects responsible include flies and true bugs attracted by "nectar" produced on both male and female strobili.

The age of individual plants is difficult to assess, but most of these plants are over 1000 years old. Some individuals may be more than 12.000 years old. Because Welwitschia only produces a single pair of foliage leaves, the plant was thought by some to be "giant seedling." However, research showed that its anatomy is not consistent with the giant seedling idea.

The Treants who studied these wooded stem bearing two-leaved plants, declared that these simple plants, were actually more related to trees, and thus to themselves, than being related to herbs, bushes or other smaller plants.

They tried to commune with it, but although great sentience was felt, no response was ever given.

The sentience is also known by the Humanoids, as the leaves slowly push aside any obstructions within their leaf limit, giving a clear swiped circle, rimmed with the debris, with the plant centred within. They fear the plant due this, as and do not dare to approach it. Harming a Tree Tumbo is always a sure way of getting bad luck. The person becomes subject to a Minor Curse spell similar to those of a Fairy, but this curse can't be removed by any magic short of a Wish or a special shaman ritual causing the victim to plead stupidity, and innocence and forgiveness to the plant or another.

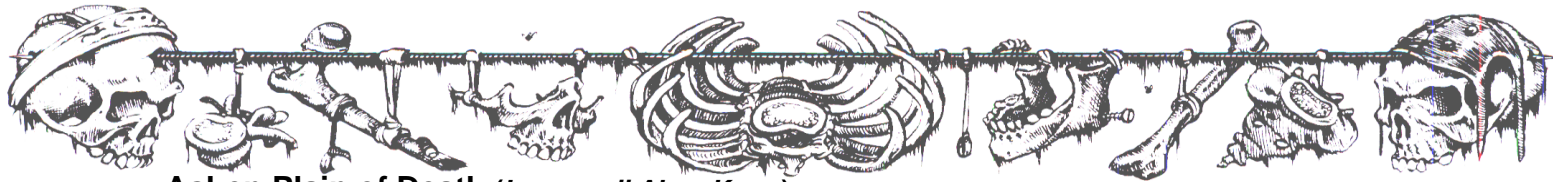
However, when the target damaged more plants, and thus suffered more curses...yes they stack.... No ritual or spell can then save the victim. It is due this that the Humanoids stay clear from the plant, but laugh their asses off when a merchant, merchant guard or other stupid demiHuman or Human harms the plants. They will then mostly refrain from the raid, but follow the caravan, until it leaves the Broken Lands, to be able to see how the curse takes effect (*this is always within 2d4 turns*).

The Humanoids have also noticed the plant is not harmed by fire, cold, lightning, mental contact, or control, and magic of any kind, but can be harmed by material attacks. The plants is however sturdy, and has an Armor Value of 4. Other statistics are unknown but for game reference they are 1 HD per decade with 1d6 hp each. They may be able to move but it is never noticed that they do it, nor they need to, with their powerful immunities. Further use Treant Statistics. They are in effect a variant Treant of aeons ago, when dinosaurs roamed Mystara.

They are the ones that originally created the art on Zyrd Plateau, but the reason as to why they did this is still hidden.

It might be interesting to know these are plants created (or treasured) by the Great Mother Vivienne before her demise 251+ millions of years ago ([see Past History](#)). This might be the reason of the Plants sentience, as well as behavior to Mortals.





Ashen Plain of Death (*Isonvusrii Aheg Kurar*)

A huge valley created by the century's long accumulation of most ash eruptions of Kalazyrd. The ash is up to 100 feet (or even more nearer to the volcano) in thickness. The top is very loose ash, which drifts up with movement or wind causing deadly dust storms, which only settle down after a minimum of 2 hours of wind lower than 3.

Each Turn in these storms any creature (except Earth or Air Elemental Creatures or those under Survival spell influence, An Item of Earth Elementalism or Immunity to Petrification) will suffer 1d8 points of damage, and must succeed a saving throw vs. Turn to Stone at half normal chance or suffocate by inhaled ashes. (Wet cloth enables these saves to be made as normal).

If a wind of stronger than strength 8 passes over the area, it will cause all areas up to 10 miles per strength of wind more than 6 away to suffer from dusty air or a coating of thin ashen muck if there is also rain. This means if there is a storm passing by with a strength of 10, up to 40 miles in the wind direction creatures may suffer from the volcanic toxicity in the air. This may cause irritation on the airways; especially wood elves are vulnerable to this. They feel the air as almost suffocating with a brine stench. **Creatures have a 20% chance to be vulnerable (wood elves 40%), and the effect is a reduced constitution of -1 in cases where breathing rolls are applied (holding breath, running, the amount of combat rounds in a run before fatigue sets in, etc).** Humanoids, Shadow Elves, Elemental creatures and most animals or monsters are immune, but draft animals like horses, oxen and such are not.

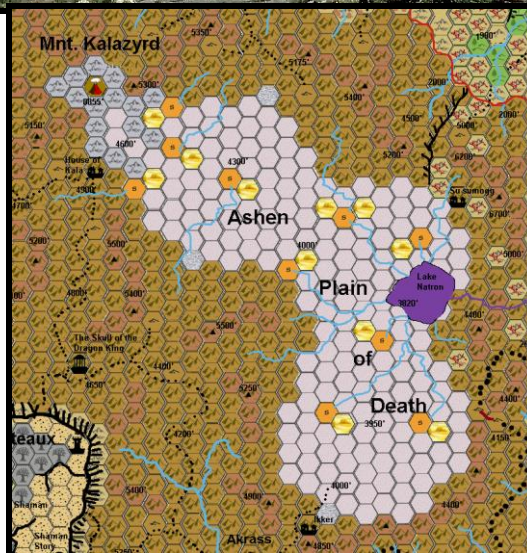
If it was a Thunderstorm it would only cause a grey coating of ashen muck, spoiling harvests, and killing crops. Luckily Kalazyrd and the Plain of Death are far from civilized agriculture, so damages remain limited.

Underneath the ash, superheated water is captured and erupts as steam vents 200 yards radius every 7th day causing 2d20 burn and blister damage (no damage if protected from Fire or Heat), and 25% blindness for each turn or part thereof within the area of eruption, unless protected against fire or heat.

The soft ash often has loose pockets, and there is a 25% chance per mile travelled a quicksand-like area is encountered, that causes all those heavier than 500cn total (weight and encumbrance) to sink at a rate of 1 foot/round. Suffocation will occur underneath the ash in 1/3rd constitution rounds (round down!!). The victims will also suffer 1d6 hot burns on their body, unless protected against Heat or Fire.

This area has its own local Fauna and wandering Creature Chart, at normal encounter chances as given on page 58 for High Gobliny.

Ashen Plain of Death and Surroundings		
1-12	Common Birds	3d20
13-24	Common Rodents	2d12
25-33	Mountain Goats	2d8
34-36	Eagle	1d2
37-40	Bats	2d20
41-65	Flamingo	3d20
66-70	Ashcrawler	1d6
71-77	Fire Lizard	1d4
78-90	Fire Fundamentals	2d8
91-93	Lesser Phoenix	1
94-95	Visiting Red /Gold Dragon	1
96-00	Goblin	2d6+2 casters

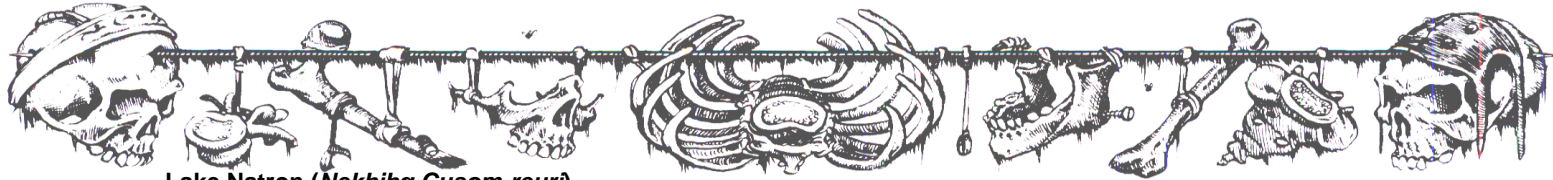


Visiting Dragon means that this Dragon is NOT local and only comes here to be cleansed of parasites (the ash and noxious gasses kills all vermin without affecting the fire breathing Dragons.

Flamingo (Gooby Bier); Normal Bird, Uncommon, Day, at night standing in Lake, Diet; Algae, Size 2-3'wingspan 4-6',AL N, Na 3d20 flock, AC4, AV0, HD2, Hp 1d8, Mv 90'30'FL 300'/100'MF1/2B, THAC0 19,Att Beak Dm 1d4.SV NM, ML 6, XP10, Weight 10 LBS. 3d100 Flocks come together in Lake Natron. Pink feathers are used by Humanoids as decoration.

All others can be found in the Rules Cyclopedia, Creature catalogue or chapter Animals of my Mystara Monster Manual Compilation books

<http://pandius.com/mnstrmnl.html>.



Lake Natron (*Nekhing Cusom-reuri*)

Lake Natron in the Ashen Plain of Death is a salt lake, meaning that water flows in, but almost does not flow out, so most escapes only by evaporation. Over time all water in the valley congregates in this lowest spot of the plain, either by cooled steam (fog) or by streams underneath or on the ashen layer. Over time, as water evaporates, it leaves behind high concentrations of salt and other minerals, making the lake extremely alkaline, due to sodium carbonate and baking soda in the water. The harsh water's, which can reach 140 degrees Fahrenheit, has been measured nearly as high as ammonia. Volcanic ash from the nearby Kalazyrd volcano contaminated Lake Natron with to the point that only extremophile fish like the alkaline Tilapia (*Alcolapia latilabris*), some algae and a colony of flamingos that feeds on the algae and breeds on the shore, can survive there, while other animals that take a dip will soon thereafter feel their bodies begin to calcify and harden until they look as if they've had a run-in with a Medusa. (Even these flamingos will perish if they touch the water in a different way than with their special beak and legs).

Frequently, though, migrating birds crash into the lake's surface. Glantrian mages theorize that the terrifying lake turns to stone all creatures that are foolish enough to immerse themselves or unlucky enough to fall into its deceptive water. Even trickier is that the combination of chemicals in the water makes the lake extremely reflective, which often fooling birds into thinking they're flying through empty space (not long ago, a flying carpet pilot tragically fell victim to the same illusion, and his crashed remains were rapidly corroded by the lake's waters). During dry season, these mages discovered when the water recedes, the birds' desiccated, chemically-preserved carcasses wash up along the coastline, and there must be an aquatic garden of statues at the lake's creepy bottom.

They are used by mages (especially Glantrian Earth Elementalists) as components in the research of Matter Spells.

Each round in contact with this vile water causes damage. Immersion will cause painful burns, and damage. A single touch after 1 round causes 1 damage, a hand or foot 1d3, a leg or arm 1d4, and a body 2d6 per round.

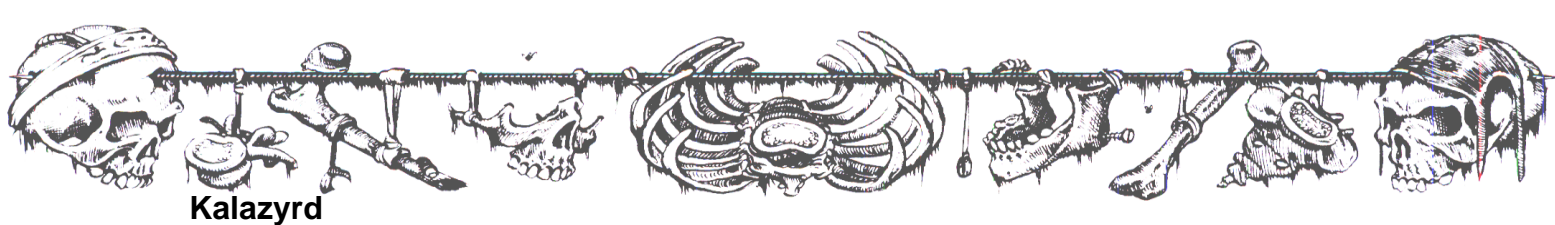
Each 5% of damage suffered this way causes a penalty on the saving throw vs. Turn to Stone of 1, which has to be made each round after three rounds of coming in contact. This can mean only a section of the body petrifies. A Stone to Flesh spell can reverse this effect, but does NOT restore the hp loss caused by the damage.

The Natron Creek is affected similar, but as it goes underground (through tunnels=Dark Blue) it loses some of its poisonous potency. It still coats clothes, boots, hair and skin, but this layer is thinner and does not cause damage. It can also easily be washed of in (warm) water. However, if it comes into contact with the innards or mouth of a creature (or other orifices), the victim must save vs. Death or lose 1 hp/round unless a Remove Poison AND 5 quarts of water are swallowed, and regurgitated. Take care of Guard dogs and other animals!! (Muffle them if need be), better a petrified muffle than a dead animal!!

The creek is deep and uneven and may cause wheel or wheel axle breaks (or horse leg damage) 35% chance per crossing. Also the material tends to cause clumps on wheels and axes, which hardens in 10 to 25 minutes depending on moisture affecting the object (DM!). Remove these or the wheels become stuck and a hammer and chisel (4T/wheel or axe) needs to be used to liberate the wheel.



The Ashen Plain of Death



Kalazyrd



Most Northern and Highest volcano of the Broken Lands

Height; 8855' above sea level, height from surface about 6345'

Epicentral Area; 13 miles radius

Eruption; 50% chance each month, lasting 6+1d10 days; Plume 3 to 6 miles high, if then only Gentle Flow, Eruptive volume, 35.300.000 cubic feet.

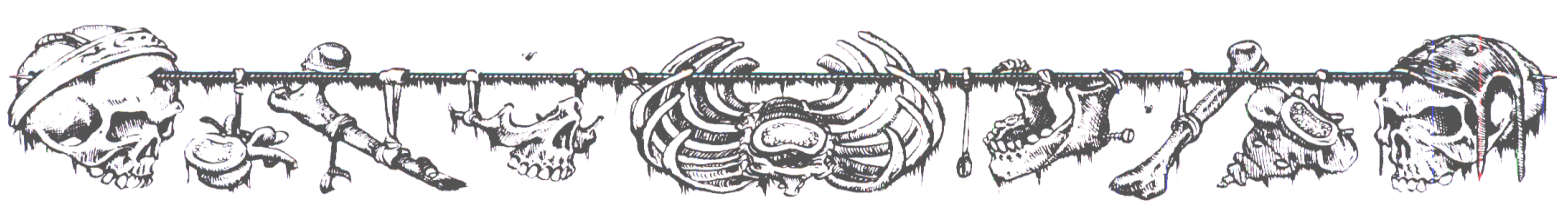
Probably the oldest volcano in the region, but at least the most active and largest

Kalazyrd eruptions are a specific Mystara type of volcanic eruption, in which highly viscous but bubbly magma within the volcano make it difficult for gases to escape. This leads to the build up of high gas pressure, eventually popping the porous cap holding the magma down and resulting in an explosive ash (flakes) eruption. This volcano is more active than their Twin volcano counterparts, with eruptive columns often reaching between 3 and 6 miles high.

Initial Kalazyrd's activity is characterized by a series of short-lived explosions, lasting a few minutes to a few hours and typified by the ejection of volcanic ashes, bombs and blocks (15% each round in the Epicentral area to suffer 2d6 points of damage in addition to each Turn in these storms any creature (except Earth Elemental Creatures or those under Survival spell influence) will suffer 1d8 points of damage, and must succeed a saving throw vs. Turn to Stone at half normal chance or suffocate by inhaled ashes. (Wet cloth enables these saves to be made as normal).

These eruptions wear down the lava dome holding the magma down, and it disintegrates, leading to much more quiet and continuous eruptions of ash. Rarely is magma flow produced, but if, it is slow and hardens mostly before reaching the base of the volcano. Eruptions may last for 3d100 hours.

Ash deposits may and will occur up to 3 times the Epicentral radius. Shortly after 1700 BC most was deposited in the North West, which later became the Bugburian Pillars through erosion by wind, and water. The last centuries 90% is deposited in the South East due to the dominant wind (probably caused by the creating of the Canolbarth Forest), thus creating the Ashen Plain of Death. 10% is deposited in the North East in High Goblins, further decreasing the vegetation there.



Type Event	Area of Effect in miles			Chance	Chance during Eruption	Structural damage	Personal damage
	During Eruption or Quake	During Heavy Tremor	During Medium Tremor				
Eruption	Epicentral area					Massive ash showers, and some bombs	varies see tekst
Minor Earthquake	as Epicentral area = 13			2% per Year	10%	Most buildings collapse whole or partially Well Designed structures receive some damage Trees may Topple, Ground may break open	Outside Topple & Prone 1d4-AV
Heavy Tremors	as Minor Quake x 2 = 26	as 75% epicentral area = 9,75		1% per week	40%	Moderate number receive some damage Well designed structures receive minor damage Poor structures receive moderate/severe damage	outside Topple 1 r Prone
Medium Tremors	as Heavy Tremor x 1.5 = 39	as Heavy Tremor x 1.5 = 14,625	as 50% epicentral area = 6.5	4% per day	100%	Most sturdy structures receive minor damage Poor structures receive various damage	Outside Dx check or Topple
Low Tremors	as Medium Tremor x 1.2 = 46,8	as Medium Tremor x 1.2 = 17,55	as Medium Tremor x 1.2 = 7,80	25% per day	100%	Almost no damage, shaking loose objects noticeable	Felt by most
Micro Tremors	As low Tremor x 1.1 = 51,48	As low Tremor x 1.1 = 19,305	As low Tremor x 1.1 = 8,58	90% per day	100%	No damage, water vibrations only	Sensed by animals only

People inside structures will suffer 1d6 damage for partial structural damage, 2d6 for severe structural damage, and 4d6 for collapsed structures, knocked out if they fail a save vs. Death Ray, and a 25%+10% for Severe, and +20% for Collapsed damage to become entrapped by the debris.

Tremors last as long as an eruption or only 1d10 minutes at most without an eruption. And cannot take effect or be sensed beyond their range.

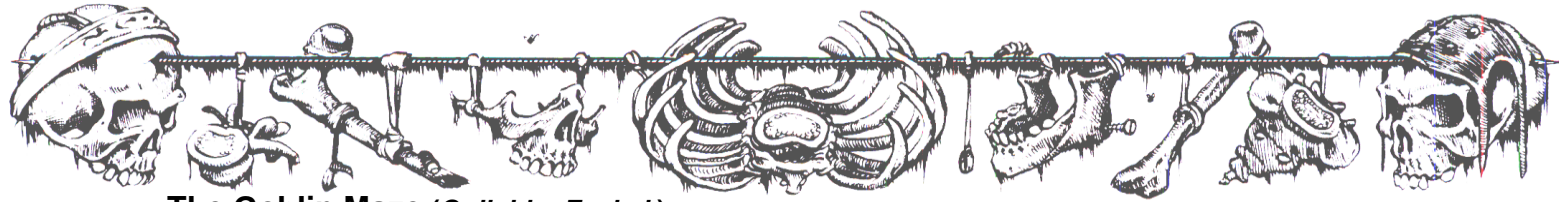


If a wind of stronger than strength 8 passes over the volcano while erupting ash, or over the Ashen Plain of Death area, it will cause all areas up to 10 miles per strength of wind more than 6 away to suffer from dusty air or a coating of thin ashen muck if there is also rain. This means if there is a storm passing by with a strength of 10, up to 40 miles in the wind direction creatures may suffer from the volcanic toxicity in the air. This may cause irritation on the airways; especially wood elves are vulnerable to this. They feel the air as almost suffocating with a brine stench.

Creatures have a 20% chance to be vulnerable (wood elves 40%), and the

effect is a reduced constitution of -1 in cases where breathing rolls are applied (holding breath, running, the amount of combat rounds in a run before fatigue sets in, etc)..Humanoids, Shadow Elves, Elemental creatures and most animals or monsters are immune, but draft animals like horses, oxen and such are not.

If it was a Thunderstorm it would only cause a grey coating of ashen muck, spoiling harvests, and killing crops. Luckily Kalazyrd and the Plain of Death are far from civilized agriculture, so damages remain limited.



The Goblin Maze (*Golin'dar Eschek*)

The Goblin Maze is similar in appearance and origin as the Bugburbian Pillars, but lower, and more water flows through.

An area created by a 5 to 12 feet thick layer of accumulated ash from the earlier eruptions of the volcano Kalazyrd that clings together. A harder dust or even hardened lava layer of 1 to 2 feet was deposited on top of this ash. Erosion by water and later wind created pillar like constructions, with a harder top, resembling stone mushrooms.

This area is a sort of a maze, as not only are most pillars still conjoined to other pillars (following the various streams of water cutting through it), but also the material does not create clear differences to locate the current location. However, it is a great defensible boon to the Goblins, as they know the area as the back of their hand, and all openings are for their size at best.

Others get lost in this miles large area, or killed by the many traps set by the Goblins. Flying or climbing and jumping on top of the pillars are the only ways to escape, but as the Goblins use missiles, that is not very advisable either without a Protection from Normal Missiles or a hefty Armor Class and Armor Value.

Even the Goblins know not to be in the area during local Thunderstorms, as the chance of drowning, falling and rushed away, is extremely large. Rapid gushes of water one to two feet deep, will even tear an armoured fighter his feet from underneath him, and then he will be swept with the water rapidly down, bouncing against the rock, maybe even gushing down a gullet or Goblin trap. At best he is trapped and wounded; at worst he is lost, and trapped, and dying (or drowned).



Traps	Type	Damage victim	Area radius
1-2	Bear Trap	2d6; sharp jaws spring shut around victim ankle. MV - 50% (or 0 if the trap attached to a solid object) until healed	5'
3-5	Rope trap	1d4; rope pulls victim aside/disarms by fall	10'
6-7	Snare Trap	1d6; Snare entraps 1-2 legs, upside down 10'. KO after 1 T.	5'
8-9	String Trap	1d4; Trip wire/disarms by fall. Often used to attack fallen victim then	5'
10-12	Pit Trap	2d6; Fall	10'
13-14	Dart Trap	1-6 for 1d2 each; May be poisoned, often cause infection	10'-20'
15	Blade Trap	2d4; blade hits first in line 20%-5%/Armor Value chance to sustain continuous bloodloss of 1/round	5'
16	Net Trap	1d2; entraps all-in trap area. 10'up, entangled. Free on succesful strength check, succesful remove trap roll or cutting item smaller than normal sword	15'-20'
17-18	Animal Trap	as per attacking animal placed on spot	5'-20'
19	Liquid Trap	0; stench; attracts insects, monsters, lasts until washed with soap	10'-20'
20	Deadly Liquid Trap	1d6 to 1d8; Acid/burning oil effect reduces 1 Die/round until washed with at least 1 quart water	10'-20'

After Heavy Rainfall and mudslides, most traps have to be reset. As thus it becomes not only a training ground for trap negating, but also one for trap setting. Pit traps, rope traps, bear traps, slings, and all kind of nasty or deadly, but at least embarrassing or painful traps are spread over the region. There is a 25% chance to encounter a trap each hour travelled.

These traps are triggered upon contact. Can be seen with a Detect Traps spell/ability, can be removed by Remove Traps, or tossing objects in front (reducing speed to 25% normal). Traps can often be negated easily if detected, but this may depend on the direct area and possibilities of movement (DM). Bear Trap can be removed on a succesful Strength check AND a Remove Traps roll.



The Skull of the Dragon King (*Khaar Draguus Katar*)

It was centuries ago when there was the Overlord—a strange, alien draconic creature with a crystalline structure, which had evil intent. The Overlord was shielded from Immortal magics by the protection that some Entropic Immortals secretly gave him, so the only way some information could be gathered about him was direct investigation on Veydra. The Great One charged with this duty the faithful Star Dragon and a squad of his Dragon Guardians. They went on Veydra and learned some information about the Overlord. But when those Dragon Guardians came back to the Draconic Cluster to tell what they had discovered, no one suspected they were being controlled by the Overlord's mental powers.

These Dragon Guardians then caught the Star Dragon by surprise in 420 AC and aided by some Gemstone Dragons in disguise, they managed to defeat and kill the Star Dragon in its own plane, effectively destroying it.

During the following century, the Flaems and the Dragons waged a cold war and competed over the Radiance. The Dragons had already discovered Radiance when the Flaems arrived, but they refrained from using it, for they feared its corrupting power, after one of them, a particularly power hungry Green, had been transformed into a horrible undead creature.

The Flaems, on the other hand, had been sent on Mystara by the Overlord to watch over the Radiance itself and study it, and were also drawn to it by the Dragon's innate attraction for magic. They quickly gathered many clues about the mysterious energy, which led them to believe that the Dragons owned the key of the great magical power. The Dragons feared and hated this type of magical researches, because the spells which it led to discover leached the power of the Dragon Souls from the Draconic Cluster, thus weakening as well Dragonkind as a whole; moreover, it seemed that Dragons had no way to resist many of the powers of those dracologists.

It was the beginning of a half-century of skirmishes known as the Dragonwars. The war was always fought by Dragons through mercenaries, especially Humanoids, or through intrigue, espionage, and assassination. The Dragonwars culminated during the Time of the Second Dragonlord. During the wars of the Flaems against the Dragons first, and then against the Overlord, the hate between the Dragons and the Flaems reached its climax. After the ascension of Diamond, the Dragons decided to leave the Humans to their devices, and to send only a few spies to report on the Flaems' magical progresses, and eventually to murder those wizards who went too far.

After the earlier destruction of the Star Dragon, concern about the Overlord among the Dragons of the Draconic Cluster was great. It was very likely—given its enslavement of the Gemstone Dragons—that the Overlord had some plan regarding Mystara. The Great One thought that an invasion coming from Veydra could be likely, but was unable to discover just how, when and why. Only a mortal could bypass the entropic protections against Immortal magic of whom the Overlord enjoyed; only a mortal at the end of his path toward Immortality could have had a chance to survive a battle against the Overlord; only someone who had enough authority and power could unite the Dragons and the other races in the joint defence of Mystara against the Overlord's invasion. Thus, the Great One decided to put his hopes to defend Mystara on a mortal, one which would wear both the Dragonlord Arms and the Collar of Dragons and be hailed as Dragonlord and Dragonking, one who could therefore unite the Dragons and the other races, one who could embark on the path of Immortality and try to fight and defeat the Overlord. But time was short. Then, with the consent of other Immortals interested in opposing the Overlord's threat to their favourite Prime Plane world, the Great One decided that some of his personal power had to be poured in the birth of a spawn of him which, thanks to being the son of the Greater Ruler of Dragonkind, could swiftly complete his path toward Immortality.

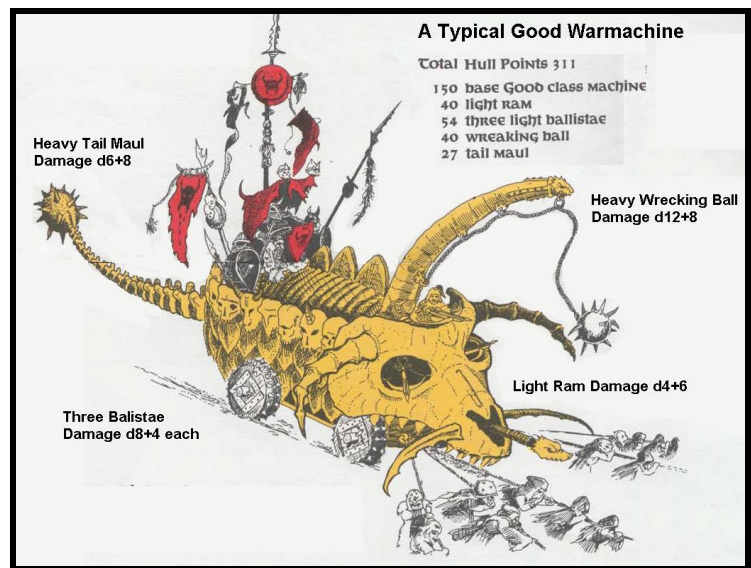
Meanwhile, the Gemstone Dragons had succeeded in bringing through a gate in the Adri Varma's plateau the huge army of the Overlord—perhaps even two millions in number—, which started to march toward the Highlands. The Dragons of Wyrmssteeth faced the army in a huge battle on the Adri Varma's lands, trying to bring down the Gemstone Dragons in order to leave the Overlord's army without leaders. The advance of the army was halted, but the Gemstone Dragons which were still alive used all their magical might to summon the physical form of the Overlord on Mystara.

513 AC There the Overlord—a strange, alien draconic creature with a crystalline structure—finally appeared. Aware of the danger, the Great One decided it was time to give Thelvaenir the powers he was born to bear, and summoned him in Dragonwatch Keep in front of a council formed by himself, and the Immortals Isundal, Terra and Kagyar. There, having completed his swift path toward Immortality, the Great One elevated Thelvaenir to the rank of Star Dragon, with the name of Diamond, and explained him his new powers. The consent of these Immortals (which were Hierarchs themselves or acting in their place) was needed because Thelvaenir was going to use Immortal powers in the Prime Plane—something Immortal law had always forbidden. With all the powers of his new Immortal form, Diamond then went to face the Overlord itself on the Adri Varma's plateau, and in a huge, final battle ultimately destroyed the evil creature.

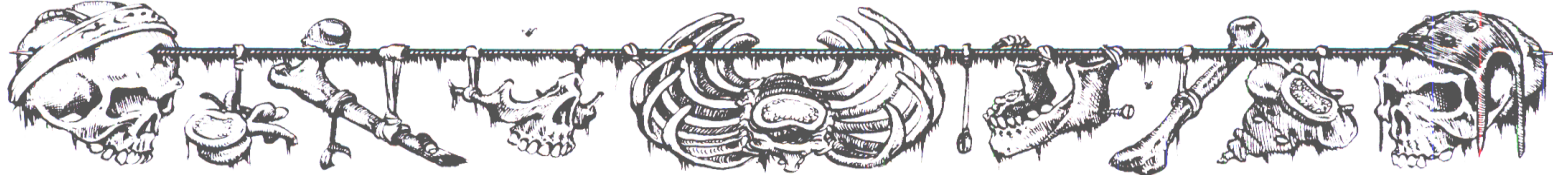
While the armies dispersed, nature took over the corpse of the leader. Much of the crystalline body had been plundered, and only its skull remained. It was Pazbrok, an intelligent Goblin warlord and engineering tactician who decided the skull could be used as a base for a warmachine.

The following centuries the settlements on the Adri Varma Plateaux, in Glantri, and finally even in Darokin fell victim by the raiding groups of these Goblins and its offspring. It is uncertain, how, when and why the skull reached High Gobliny in the Broken Lands, but it can be best assumed, that the Goblins of the tribes united in forming a stronger and larger group, as a nation.

The last attack of the Skull warmachine was in Ethengar 800 AC during Orcwars. But they were overrun by the Ethengarians using the swift horses to make hit and run tactics, while the Humanoids having no large targets to use the warmachine against. Then the grasslands were set aflame, causing the Goblins to disperse quickly. Of this large raid, only a few Goblins survived, and they also lost the warmachine.



The current warmachines often still mimic the one Pazbrok created so long ago.

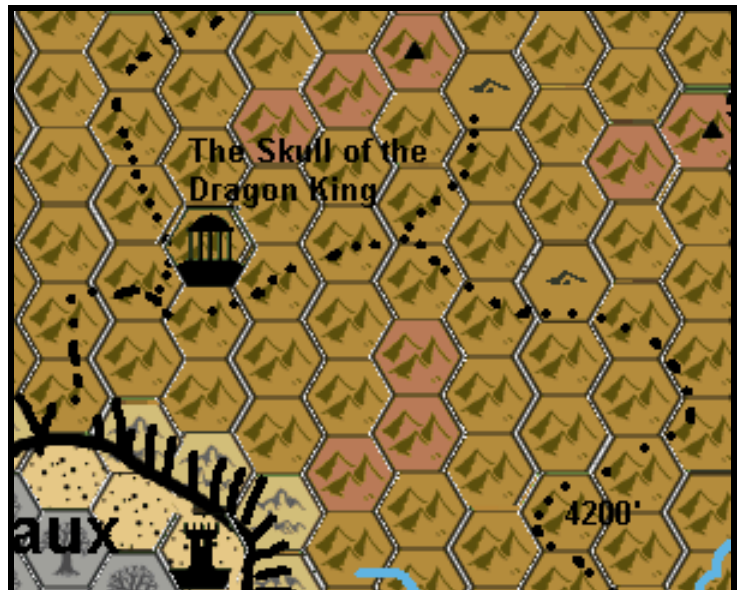


It was not until King Thar united the Humanoids; the skull became again available to the Humanoids, and was returned to its former and current location.



Here shamans now tried to learn all they can about magic, in the hope to learn new spells or gain powers from the long gone Dragon King. The skull however has long lost any magic, which dispersed over the decades into oblivion. The skull itself, however, became a sort of symbol. And today the location of the Skull of the Dragon King is the sole thing Humanoids could offer in "being a magical university".

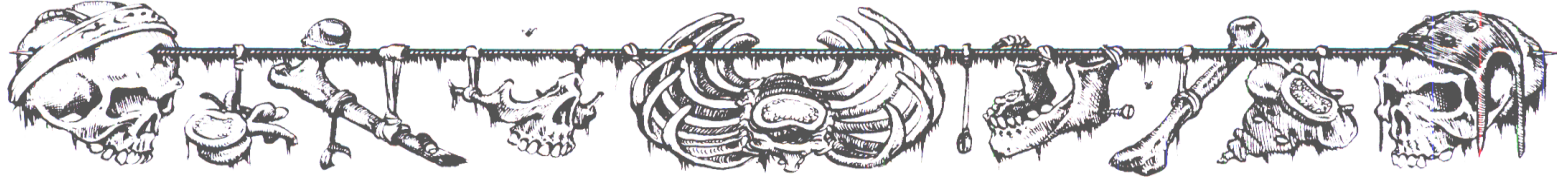
Most Goblin Wokani, Wicca belong to the **Shes Runa** (*Vile Runes*) Horde. Here all Humanoid Wicca, Wokani and even Shaman regularly come. Here they often make their rituals for new spells or spell levels. Thus here many new (often already known elsewhere) spells were learned, relearned and spread among they other Humanoid spellcasters. Thus making the expanded spell list given [here](#).



There are spells learned here other Humanoid races do not neither know nor do share. Sharing is not something Humanoids do, however, the mutual discussions enables each race/tribe/horde to learn what desired.

Spells NOT found here are spells from non-Humanoids (Humans, Elves, etc) and the Liquid spells of Jammudaru.

It is also here that Goblin inventions made, are finished and tested, as depicted on the next page.



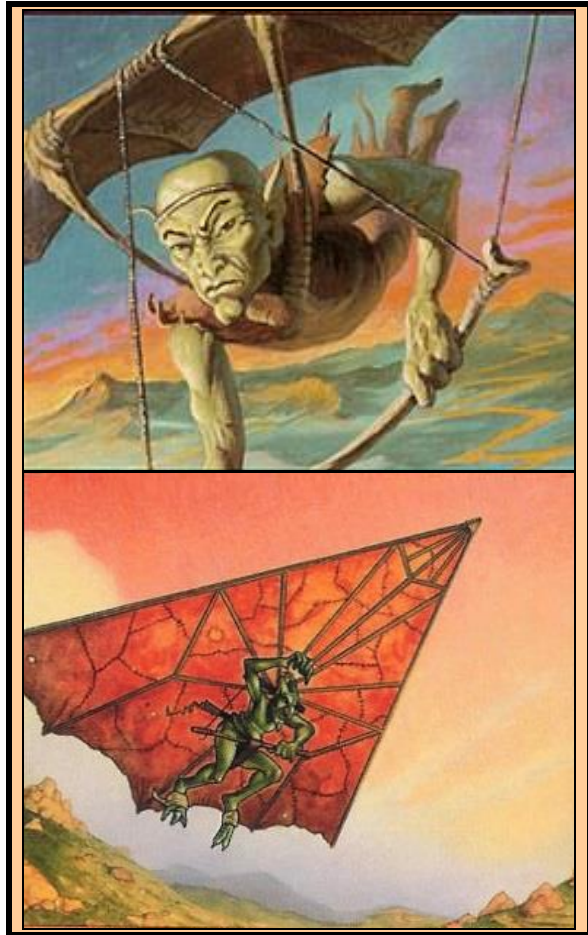
Goblin Inventions (*Goll-aakt Za*)

The Goblin Glider (*Golin'dar Untimot*)

This device enables Goblins (and Kobolds, heavier or larger Humanoids cause a crash) to glide down from higher altitudes. Normally they have a 10 feet decent for each 20 feet forward momentum. As their hands are free, they can use missile weapons from their location.

However, as surprising this attack method might be, it has its weakness, that no brakes, parachute or similar device exists with the Goblins, it is fabricated by random cloth or leather with crude stitches, and steering (no more than 1/8th of a circle left or right each 2nd round) is very difficult done by shifting weight. As thus the pilot needs some experience, or no steering is possible. Also; the item is vulnerable to updrafts caused by fire, heat, or gust of wind spells, air elementals and such, and natural updrafts near mountains for example, leaving the Goblin way higher up, with no means of defence. Falling damages are as normal.

150 gp cost (in materials), 1 week to make. 200 cn. MF ¼.



The Goblin Balloon (*Golin'dar Balloon*)

The Goblin balloon is an idea stolen from Gnomes, but much cruder. Large animals with undamaged skins are de-boned, gutted, and emptied, stitched together and filled with volcanic gasses. Humanoid balloons are single use only and when depleted they are lost and discarded. They can't be reused. These balloons have a functional duration of 8d20 hours. And cannot be steered, but drift by the wind. Goblins know however where to enter the air to go which direction...reaching that point is another question though. Any Humanoid balloon has an MF of 0, and thus follows wind currents or goes up/down depending on the buoyancy of the balloon, and its load.

There are two versions, a small personal one for a single Goblin, with no additional ammunition or weight other than itself. This version tends to stay at one altitude, drifting with the winds. 100 gp in materials and 2 days to make, 50 cn, needs volcanic gasses to float. Picture see under Goblin Gun).

The second version resembles (more or less) a common balloon (often they are made from huge frogs, with stitched and closed openings, filled with volcanic gasses.



From there up they can throw down rock and shout arrows. The problem is in the lack of sufficient altitude control. The balloon is set upon the weight of sand sacks, ammunition and its passengers, if either left the bucket, the balloon rises a 10' for each 100 cn thus lost.

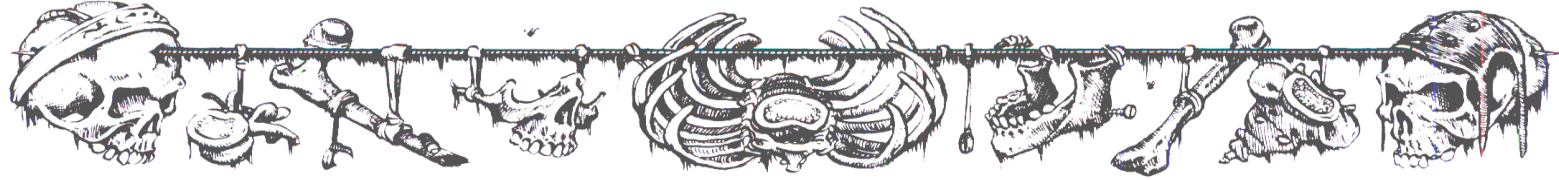
When they are too high to effectively affect a battle, one Goblin has to climb up, and open a few stitches, slightly...if it tears open further a fall will follow. . if, done right, the balloon will sink at 20 feet each round, and will only rise with weight reduction...sometimes this means the weaker Goblin has to go take flying lessons.

The items are very vulnerable to updrafts caused by fire, heat, or gust of wind spells, air elementals and such, and natural updrafts near mountains for example, leaving the Goblin way higher up, with no means of defence. Falling damages

are as normal.

500 gp in materials and 4 days to make, 600 cn, needs lots of volcanic gasses to float.

Gasses are collected by tubes of bamboe or intestines. These are attached to metal pipes held above the source. This system costs 1000gp, 8 weeks to make, and 1 hour to prepare.



Goblin Gun (Golin'dar Kola Naschim)

Goblin gun						Targets/Round
[P=A]	BS	100/200/300	nil	-	Poison	1
	SK	150/200/300	nil	-	Poison (save-1)	2
	EX	150/250/350	nil	-	Poison (save-2)	3
	MS	200/250/350	nil	-	Poison (save-3)	4
	GM	250/300/400	nil	-	Poison (save-4)	5
Cost;	3gp	Enc;	6cn	including 10 loads		
Ammo Cost;	10sp/dart	Weight;	1cn.	10, 12 or 16 shots		
Victim's level/HD	0/1	1+/3	3+/6	6+/9	9+/12	12+/16
Bonus to SV Poi	0	+1	+2	+3	+4	+5
Effect	Death	-75%hp	-50%hp	-50%hp	-25%hp	-25%hp
Loading time 2 r		+paralysis	+paralysis			-10%hp

☛★▽● This is a tube 8" long and 2, 2.5 to 3"wide. The user places 10, 12 or 16 normal small darts in the back of the mechanism, one in each slot, closes the chamber, winds the spring, aims the tube at a target, pulls the trigger, and then the spring-loaded mechanism will shoot a single dart to a target upon using the trigger for as many times (mostly) as the chamber has loads.



Goblin on personal balloon with Goblin Gun

This augmented version of a blowpipe can shoot darts up to 10 x the normal distance and has a loading chamber for 10, 12 or 16 darts. The darts cause no damage by themselves. However, the darts are usually treated with strong fungal poison.

A dart merely scratches the victim, with little penetration; it inflicts no real damage. If hit, the victim must make a save vs. poison or suffer the effects. The poison is very strong, but works only once, until it has left the system (fully healed). Thus multiple darts, with multiple fails do not give more poison damage.

Depending upon the size or level of experience, he may gain a bonus to the save. The shooter can decrease this save by its Weapon Mastery, and thus better targeting. At skilled or better the weapon master knows how to accurately fire the darts into arteries, veins, and other critical areas, thus introducing the poison more effectively in the bloodstream, thus affecting the saves by 1 for each mastery above Basic. He can also make extra shots each round.

No Undead creature or any creature immune to

poison or those with an AV 6+ can be harmed by a dart.

The use of poison as a weapon is not a good act.

It must be preloaded (taking 2 rounds for each dart), the spring must be set and has a load for 10, 12 or 16 shots. Normal blowpipe darts must be used.

Loading while hanging in the air on a personal balloon requires a dexterity check for each dart...if failed, roll again, or the dart is dropped. Each try loading while thus airborne requires 4 rounds.

Each 7th shot has a 10% chance to jam (Gun never to be used again) or 5% to cause the gun to explode, releasing the missiles in a 10'sphere in all directions.

When the D20 roll is lower than 5 the spring was not set fully and must be set again(1 round).

Opening the back causes the taught spring to unset fully.

Throwing the gun down so it breaks (15 or less on d20) causes an explosion as above.

Goblin gunners often have a bag of darts on their waist, and wear a thin leather glove to prevent wounding oneself.

As they often are affected by the poison, they have an increased save which is equal to the penalty save they invoke on their targets. Thus a master gunner Goblin has a +3 on his own saves, and a -3 he invokes on its targets. Both are affected as per level/HD.

Valued at 100, 120 or 160gp depending on load, weight 25, 35 or 55 cn. Bag of 20 full loads 10, 12 or 16 gp, equal weight as gun. Empty bag 10, 12 or 16 cn.

Warmachines (Baccaratata)

Goblins are the original inventors of the Warmachines used by the Humanoids of Urzud, and this ancient knowledge has been shared often, so even far outside the Broken Lands you might be able to be confronted by these.

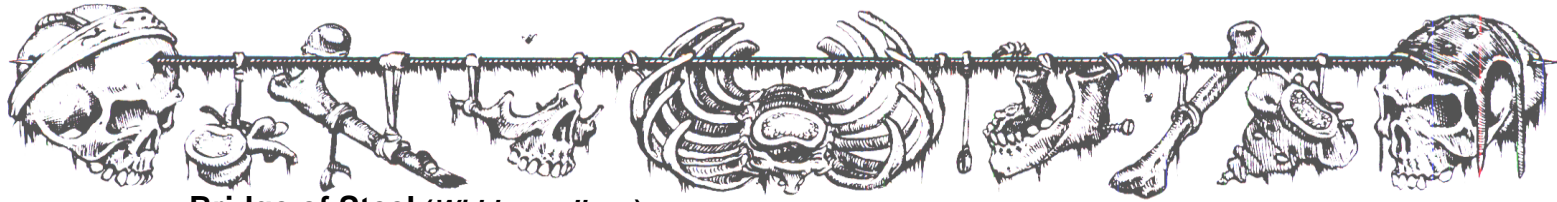
To know more on Warmachines, see here; http://pandius.com/WM_2.pdf and spreadsheet here; http://pandius.com/Large_Warmachines.xlsx



Baccaratata Light Warmachine



Riyikaa Light Warmachine



Bridge of Steel (Widdopon Ihom)



This peculiar area is used for centuries by Humanoids and Merchants alike, as a bridge. But what is clear to us Real world readers, is not as clear to them. The Bridge is not a bridge, but the wing of a colossal airplane, which lies here crashed since 517 AC.

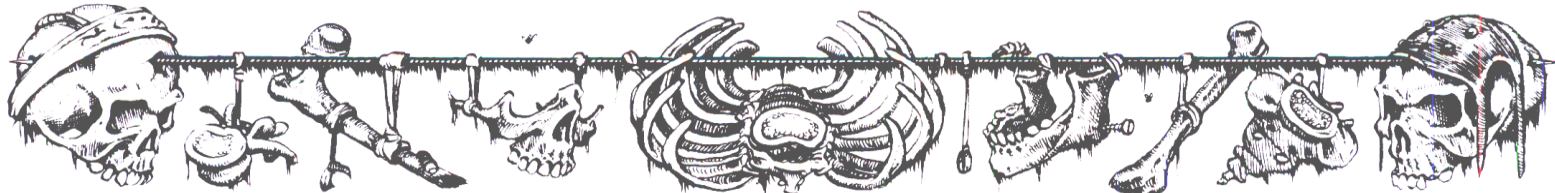
It was that year when Thamosin, A Thyatian doctor of temporal magic of the Great School of Magic, discovered the legendary Comeback Inn. His send adventurers returned with its hidden location and he followed them to the location. Before entering he discovered that it was powered and protected by the most intense form of temporal magic. As being a follower of the Time Immortal, and being a well experienced mage, he refused to approach the area, before unleashing all spells in his repertoire that could affect the magic of the location....So far his thoughts. What did actually happen? It is uncertain what spells Thamosin and his companions actually used, and what magic actually was affected and how. But the magic of the Comeback inn reflected back at Thamosin and its surroundings... and apparently also beyond the borders of space and time...As Thamosin and his friends were no longer here...or now.



What follows is taken from the bruised bright orange talking box found within the Steel Bridge by Goblins and taken away by a caravan guard in 924AC.

<Continuous Humming sound> Here FedEx Express flight 666. Trying to contact Fort Lauderdale Airport. Respond Please. Fort Lauderdale; respond please. Here FedEx Express flight 666 requiring direct guidance. 3.40 PM. We think we are southwest of Fort Lauderdale. I don't know were we actually are. Fort Lauderdale; respond please. Here FedEx Express flight 666. I'm sure I'm in the Florida Keys, and I don't know how to get to Fort Lauderdale. I must have gotten lost after that last turn heading northwest toward the Bahamas at 2.10 PM. Both compasses and Gyro are out. Lauderdale; respond please. Here FedEx Express flight 666 requiring direct guidance. We do not see the water anymore. There is a sudden thick fog around us. Altimeter at 3900 feet. Suffering Saint Elmo's fire all over the Plane. High Electricity in the air. Horizontal purple Lightning all around!! Two Volcanoes, left beside me!! Lauderdale; respond please. Here FedEx Express flight 666 requiring direct guidance. BLYME...!! What the Fuck is that...a winging lizard... a DRAGON?... beside me!! <Roaring sound> WHAT THE...Where the Hell am I?... LAUDERDALE; RESPOND PLEASE. <sounds of pilot crying> Here FedEx Express flight 666 requiring direct guidance. DAMMYOU LAUDERDALE; FRGGNNN RESPOND PLEASE. Here FedEx Express flight 666 requiring DIRECT guidance. OH SHIT. A...FKKNGGG MNTAIN, PULL UP, PULL UP PULL UP!!! <Crashing Sound> followed by silence.

The box is now stored in the Great School of Magic in Glantri, but never spoke again.



What Follows are the Excerpts of Johan Tenmimir, Leader of the Linton Caravan through the Careanna territory (West of Dwarfgate Mountains).

517AC Thaumont 21. The voyage was terrible. We were attacked by Kobolds, by Gnolls, and even Stone Giants, yet still survived and even our loads intact. When we passed the Giant head, a magic storm appeared somewhat northwest of us, distance less than 80 miles. The storm opened up with horizontal purple lightning that seemed to come from the ground. The air became static and clouds were sucked into the storm in a reversed upside-down hurricane. Even the lightning went in. And then there was only a large grey thick cloud bank, like fog, hanging in the area. For a moment it was silent. But the strangest thing happened then. A screaming roaring sound came from the cloud, and a large demon came from it. Flying with stretched arms, covered in silver, spewing four trails of fire and brimstone into the air. Roaring we saw it leaving the cloud and flying in a straight line some what west over the Sun's Anvil, north of the Twin Volcanoes. The roaring faded in the air, as the demon disappeared behind the mountains. We hope we will never see that demon again, for its power must have been astounding, as it flew faster than any dragon could.

Excerpt from the dairies of Bartholomew Terisa, Founder and first user of the Corunglain –Ethengar Trail trough the Broken Lands.

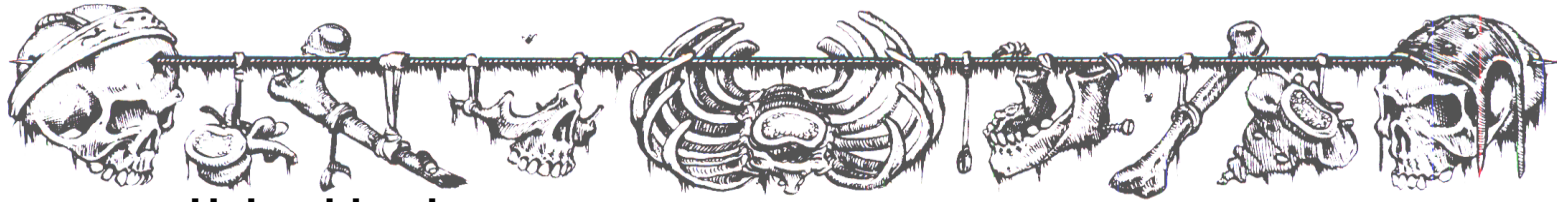
625 AC, Swiftmont 12, Day 31 of our journey. We travelled through the area known by the Goblins here as "The mountain that died". Indeed, sharp rocks and poisonous salt pits everywhere. To the Northwest lies the area where most Goblins seem to come, hence we climb the mountain North East. The Northern Mountains go up high and steep here, about 700 feet in only a five miles distance from the foot of this mountain range to where we are now. The pass follows a wild raging river in the depth of the cleft of this mountain. Cracks are everywhere. The area is clearly damaged by the two volcanoes we met a few days earlier, and had to circle around. We lost one wagon with driver and horses falling down. If this has to be the future route, dwarves surely must widen the path here and there by cutting away some rocks. Then the pass stops. In front of us the deep chasm of the river, some 100 feet lower. In front of us a steel structure; Shaped like cylinder, this steel shining structure on the other side of the cleft shines, apparently unharmed by rust and weather. A large metal bridge without leaning enables us to reach the other side. The steel (or other metal) is slippery, but the bridge is about 20 feet in width and even becoming wider on the other side. A 15'x 15' gate has been opened within this building, to get within. Inside the structure we have thee feeling to be in a large temple or Dwarf hall, thus wide and high are the measurements. The guard scouts return; to the left the building becomes much smaller, intact thus small that even as a walker you have to duck. The area is open, and it seems as if the backside of this structure suffered battle damage. Large pieces lie now below in the river. To the lift the structure opens wide. We slowly go forth, and enter the structure. Beams of steel shaped like boat beams curve around us. There is a lot of dirt within, apparently the Humanoids must use this passage themselves often. Strange threads and colored cables hang from every beam and sub-beam. Closer examination reveals they hold copper. We collect as much as we can of this sudden treasure. While doing this Ogmarr climbs up to discover a small outlook post integrated within the building. Inside a half curved table erected upon the former windows we only find a skeleton in a dark-blue pair of Pants and something of a black and blue coat with symbols upon. We only recognized the words FedEx, so we assume that was his name or that of his boss. Our Cleric Taros Ranging determines we have to bury this poor soul. Carefully we transport the body outside and bury it right of the large exit against the rocks partly in the ground the rest under a cairn. I took the astounding shoes. Black leather, string closed, with a sole that does not wear off. The nose is hard as steel and no horse stomp can break my toes no more, and the durable sole, apparently also holds steel, as no caltrop penetrated it and wounded me. Best Shoes ever. The Humanoids have earlier torn the outlook post apart, and all papers and other material had been consumed by weather, water, fungus or animals. The skeleton must have been proud of his master's (or own) name, as it is sprawled anywhere. Nothing of interest or value can be found. The outpost reveals that the trail continues further along the river, and then turns right up the mountain. The Humanoids were nowhere to see...no wonder in this bad weather...fog, rain and a continuous volcanic haze. The area is large enough for any wagon of less than 50 feet in wagon length, to enable the right angled corner from the bridge into the structure. No further measurements are needed here as they exceed the minimum needed. Whatever this steel fortress or outpost had as goal, it was NOT erected by Humanoids. My mage even thinks it has crash-landed here, but only the Alphatians have flying vessels, and even those are not of steel. As thus we dump this ridiculous idea where it belongs, in the trash bin.

Story from Ugha Bacha, Shaman of Akkrass, captured and interrogated by Darokin Guard about history of region.

"We saw silver dragon fly down, wings spread when it fell into mountain pass east of Akkrass. We heard its roar and how it bellowed out its last shriek and roar. Then the river set aflame. And many good Goblins died. It was three moons until the river stopped burning, and another three before it was drinkable again, instead of causing severe regurgitating, flammable Burbs & Farts, and stomach cramps, pain and often death. Until that moment nobody went there. When we did we saw dragon carcass of steel. A Steel Dragon never knew they did exist. One of its wings hangs over deep creek as bridge. Body hardened like steel. Under wing hangs two dragon eggs, they be open and only steel mass within, young must be dead. We plundered stomach dragon. Dragon had swallowed many thick brown papered boxes of blue clothing. All clothing bearing Human name Levis. This person must be rich for having so many pants and shirts in Kobold to Orc sizes. We thank Wogar for letting Dragon bring Levis "Giff". Har har. Many Goblins now wear blue pants. No food or innards remain of Dragon; other creatures must have feasted upon. Not even bones or teeth are found. There is a cursing ghost at Dawn and Dusk, never at night or day. We do not go there then. When we see pigeons up, caravan is there, or horde group.

Up to today the Bridge of Steel exists, used by both caravans and Humanoids. Humanoids are still afraid of the thing especially at dawn and dusk, rumours are it is then haunted, but not on other times. The "Bridge" or wing is damaged by the many wheels and hooves passing over, but only the surface is roughened up, making it less slippery than in the beginning.

The Steel Bridge is 20' wide at its smallest width, and has a gate of 15'x 15' opening in a 45' wide interior. Inside there is a small steel ladder, leading up to the demolished outpost. In the years of muck, small funghi and centipedes live here in a small ecological balance. Bats live in the open structure itself. On clear days the outpost reveals Akkrass Castle in the distance. Not a safe place to stay or rest. The trail curves north, crosses the creaks that make the river and waterfall north east of the Steel Bridge. The trail continues further east. Underneath the bridge hang two large cylindrical buckets; apparently originally some kind of a weapon, now mountain Pigeons live and nest safe within them. Beware when traversing the Bridge, pigeons will fly up and alert the Humanoids nearby. And if you see pigeons flying up suddenly when approaching; Beware Humanoids or another caravan are there, or will be here soon.



Hobgobland (*Darta Ghaal'dar*)

Hobgobland in the Broken Lands is the largest Hobgoblin tribe known. It is located on the north-eastern border of the Broken Lands, next to Ethengar. Hobgoblins, Yellow Orcs, Yellow Goblins, and some Ogres populate this area. These are the tribes that formerly allied with Ethengar, and consequently they have a culture influenced by the Mongols ruled by a Khan. All of these have a pale orange skin color (due the carrot based diet) and wear hats and clothes Ethengar style.

This tribe is located in the North-eastern border of the Broken Lands, next to Ethengar. Hobgoblins.

Population; 2020 Common Hobgoblins (*Goblinus grandis.*), 1020 Yellow Goblins (*Goblinus oriensis*), 860 Yellow Orcs (*Orcus Canis Oriensis*) and a smattering of 120 Ogres and 90 Trolls

Some Trolls live in eastern Hobgobland. These aggressive Warrior hordes remain under Hutai-Kahn, their tribal chief. He belongs to the Nyx Taklah (Night Bringers) horde, usually camping at his fortress Ul'Guzud.



Upper Hobgobland

1180 sq miles

This region is divided into two distinct areas, a grassy plateau to the west, called Akkila's Throne, and a swampy area at the junction of the Streel and Dol Anur rivers. The weakest hordes survive in the swamps while those more powerful occupy the plateaux and the crags overlooking the Streel River. Most of the Entrances to Lower Hobgobland are located in muddy swamp areas and on the southern slopes of the Plateaux.

Hobgoblins are experts at fortification building, ..., but never bother to name the fortifications so others name them (i.e. Northgate was named so by the Goblins of High Goblins, Hai Wall by the Yellow Orkians, Ul'Guzud by the Yellow Goblins). This is also the reason two Ul'Guzud exist, the surface fortress on Akkila's Throne, and the underground pillar fortress.

These two fortresses of Ul'Guzud are connected somehow through passages, and maybe even magic, Fortress Ul'Guzud is surrounded by remains of the Pine forest that once grew here but perished by the volcanic rain and ash. This barrier of perished trees makes it very hard to attack this fortress.

The large "Plateau" Akkila's throne is actually on average ground level with the Ethengar region on the other side of the former Grondheim/Anur Lake.

Contrary to the belief of many, the Western side is going UP instead down like a real plateau (on the 8 mile canon hex maps this is wrongly applied as being a true plateau).

It was on that side originally the foothills of the section of Colossus Mountains did exist, before they collapsed and eroded away in the eras after 1700 BC. Most eroded debris (sand) is still in the area, or flooded the southern part of Glantri. Some of it is packed together forming the Western edge of Hobgobland, often broken up to broken lands by the many earthquakes caused by the nearby volcano Kalazyrd.



Fortress Ul'Guzud is surrounded by remains of the Pine forest that once grew here but perished by the volcanic rain and ash. This barrier of perished trees makes it very hard to attack this fortress.

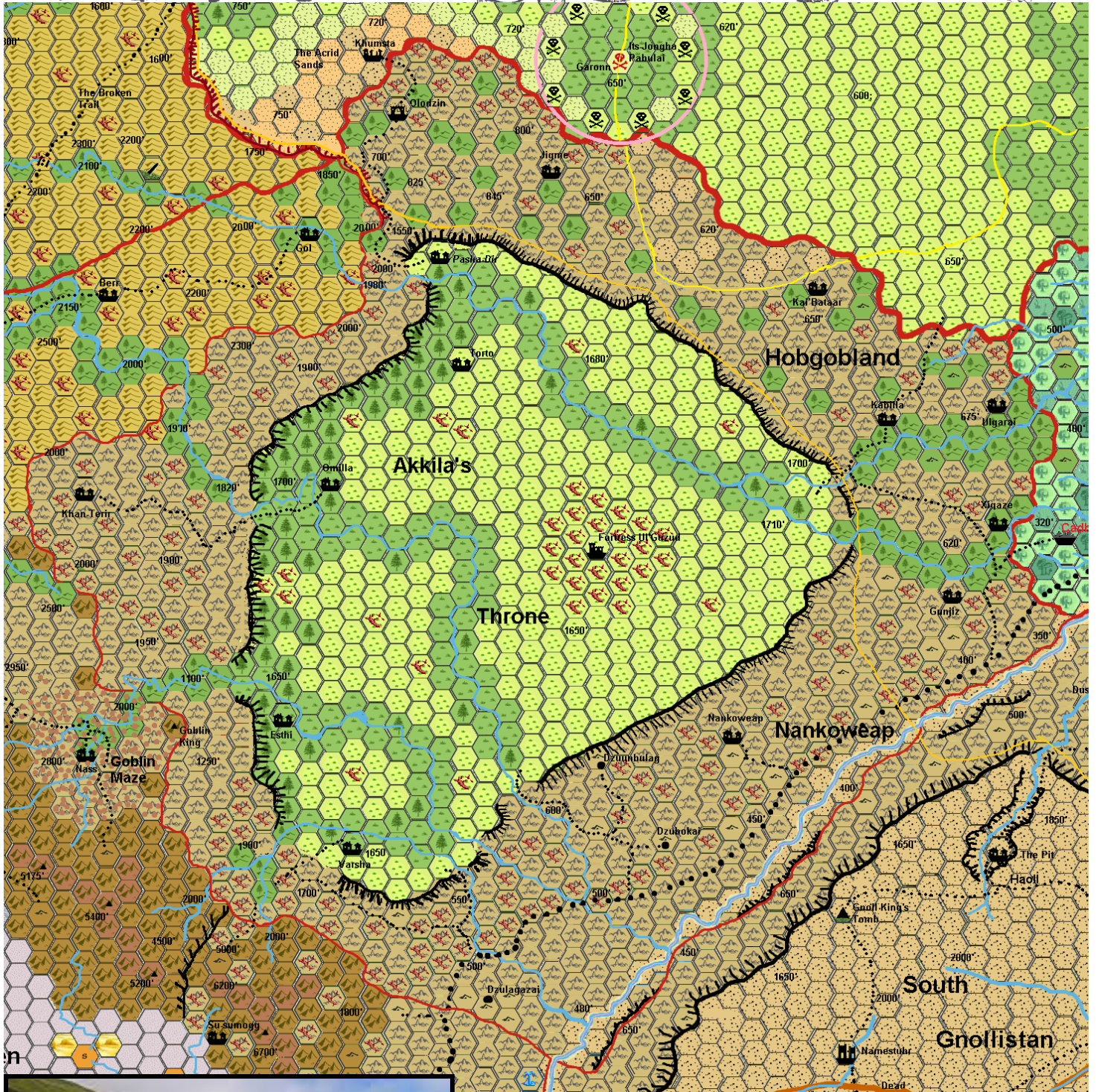
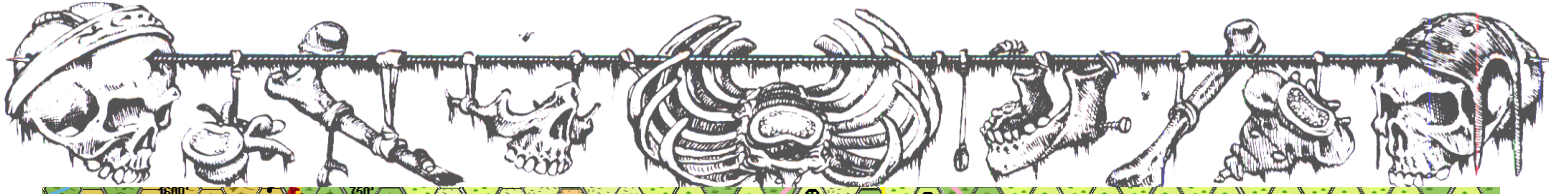


Hobgobland Seen From Ethengar

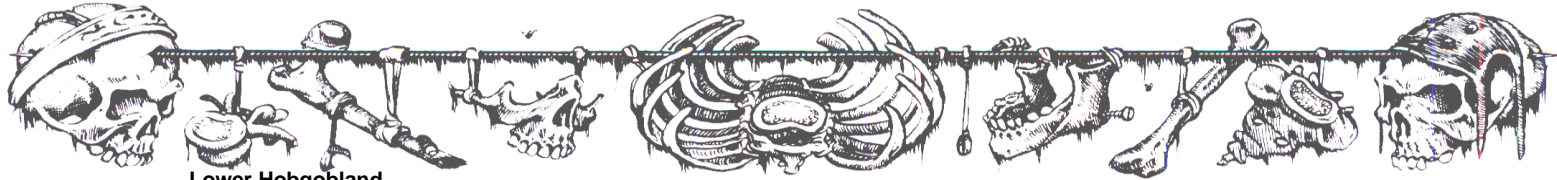
The whole region is still reflecting the fact that it was once a vast pine forest. Trunks and root heaps are found regularly, if not plundered for burning wood. Many weak pines grow since a few decades on the hills, seeking a niche in the by Kalazyrd poisoned ground.

The weakest Hobgoblin hordes live on the lower areas; the more powerful hordes live on the "Plateaux". Entrances down to the underground caves are either on the shores of the muddy swamp or by the multitude of caves on the slopes of the Plateaux.

Hobgoblins mostly speak Gobbleton, the old Goblinsoid language; <http://pandius.com/gbbleton.html>



Near Omilla



Lower Hobgobland

Population; 2100 Common Hobgoblins (*Goblinus grandis.*), 900 Yellow Goblins (*Goblinus oriensis*), 750 Yellow Orcs (*Orcus Canis Oriensis*) and a smattering of 55 Ogres and 140 Trolls

Lower Hobgobland is rather poor in comparison with Bugburbia and High Goblins. Little vegetation grows in the cavern complex, except near Yellow Orkia Lake. Hobgobland has a fairly large beach there, known as Breadbasket. There, Hobgoblanders use mushroom milk to brew their traditional beverage *Arkhi*, the reason why some Hobgoblanders consider this a fun place to work, a "resort area" of sorts. A steep slope leads to High Goblins to the west. Two other tunnels lead south, one towards Yellow Orkia, the other to the Lava Flow, 200 feet above magma level. Hutai-Kahn built his fortress, Ul'Guzud, at the bottom of a Giant rock pillar. It is a large open fort made of petrified Giant mushroom trunks. Just in case High Goblins and Yellow Orkians decided to raid this tribe, Hutai-Kahn ordered some of his hordes to Camp Ozomo on the west and Camp Argul to the south. Meanwhile, slaves captured above mine his caves for gold and gems, and ferry water and soil west, where the ground is barren rock.

This colossal effort is fruitless, since mushroom plantations have failed so far. Slaves nevertheless make great fertilizer, bait, or even food in hard times. Much of the food comes from hunting parties that bring back Giant rats and cave bears. Hobgoblanders have developed a unique fishing technique consisting of throwing nets from ledges above Yellow Orkia Lake, and hauling back fishes and monsters alike. When the prey is too big, they use an array of ballistae-launched harpoons to secure their catch, Hobgoblanders trade a little with Yellow Orkia, between wars, and with High Goblins. Their favourite approach is to storm their gates, ravage their lands, then trade goods, maybe.

8 hordes, (nightbringers at Ul'Guzud, 4 north of the caravan trail)

Arkhi Mushroom Milk

This is mashed mushrooms in a jar with sugar and water, fermented to a lumpy alcoholic beverage. Arkhi has 5 Alcohol points per jar, and if consumed increases reactions +2 positive. Two jars equal also a ½ meal, yet most Humanoids prefer meat or something to really bite upon.

The imbiber will have more fun in what it is doing, even though acting doing so is decreased by 10%. Arkhi does not make its target fat, even if overfeeding with it, it may trigger alcoholism however.

The glass jars (10cn content 5cn empty) used for this process are bought regularly from Passing merchants, who also buy Arkhi. Arkhi, outside the Broken Lands is valued at 6 Sp to 3 Gp a jar. The strong alcoholic milky taste and the clumpy thick yoghurt like mass is however not favoured by many.

Arkhi has a strong fungal smell, and is called "*Bad-Breath Gunk*" by many non-Humanoids, as it leaves this breath for a minimum of 10 to 48 (8+2d20) hours after imbibing.



Climate

The weather of Hobgobland is similar to that of Glantri, temperate, which is similar to current Germany. Some more precipitation falls down on the higher hills and mountains. This has to do with the natural inclination of moisture rising in the air when blocked by mountains and cooling down and thus falling. It may also have to do with the overall dust from Mount Kalazyrd. Though most of it falls in the Ashen Plain of Death in High Goblins still a high amount falls elsewhere or swirls in the air. As thus the air feels a bit drier than usual.

This also reflects in the vegetation which is sparse except where water is streaming.

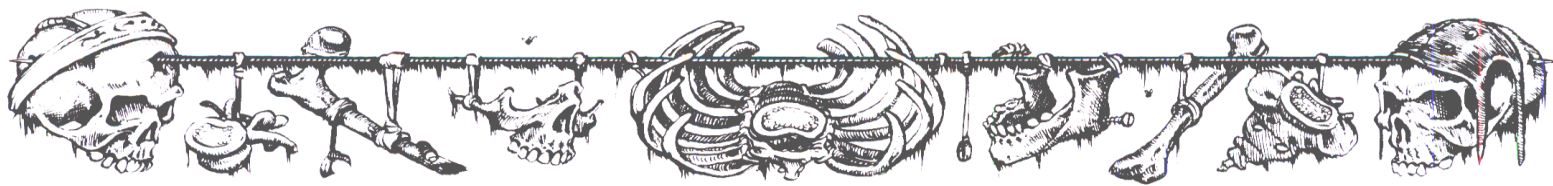
The dominant wind is coming from the North West.

The Southern sections of Hobgobland are affected by the Great Magma chamber below, the extra heat making the area dryer, and warmer. This is the General area south of the Akkila's Throne and the section along the Streel River and Gnollstan. Read further with Weather on page 31-33.

The volcanic toxicity in the air may cause irritation on the airways; especially wood elves and other creatures used to clean air are vulnerable to this. They feel the air as almost suffocating with a brine stench. **Creatures have a 15% chance to be vulnerable (Wood Elves 30%), and the effect is a reduced constitution of -1 in cases where breathing rolls are applied (holding breath, running, the amount of combat rounds in a run before fatigue sets in, etc)..Humanoids, Shadow Elves, Elemental creatures and most animals or monsters are immune, but draft animals like horses, oxen and such are not.**

The following table gives the chances of finding something within a 10.000 square yard area. This can be along the route covered 25 yards on either side of the passed route for 200 feet length, or in a roughly 100 x 100 yard area. This takes 1 Turn of time (either real time or delay time while travelling), and a successful survival skill check if available.

Chance of Finding;	Drinkable water	Medicinal / Edible / Functional plants	Fuel for Fire	Wandering Monsters, Creatures or Humanoids
Overall Winter	18%	15%	20%	1 on 4/Hr
Overall Spring	18%	18%	25%	
Overall Summer	10%	23%	30%	
Overall Autumn	20%	18%	35%	
Mountain Winter	20%	15%	20%	1 on 8/Hr
Mountain Spring	15%	18%	30%	1 on 6/Hr
Mountain Summer	15%	23%	40%	1 on 4/Hr
Mountain Autumn	20%	18%	40%	1 on 4/Hr
	+5% /hr rain in last 24 Hr).			x2 if making noise (smoke, ligh, tracks).



Wandering Creatures

Actually not all of these are monsters, but most are Humanoids, natural creatures AND monsters, living locally or traversing the area. Unlike as per Rules Encyclopaedia (1 on 1d6), use the rolls as given in above Finding table. Multiply rates and chances per Hr by disturbance. Thus a noisy PC in summer must check twice per Hr on 1-2 on 1d8 to attract creatures. And if he carries light at night or smoke at day three times at 1-3 on 1d8. If he makes noise and light it is even doubled. Green and Yellow listed creatures will mostly try to run away, and the encounter be no more than a glimpse or traces of the creature moving away. Actually only predators or sentient creatures will investigate and maybe attack abandoning their main lair settling temporarily elsewhere with friendly dragons.

Almost all other Creatures listed in the following tables (for each Humanoid nation in the Broken Lands) can be found in TSR 1071 The D&D Rules Cyclopaedia, TSR 2501 AD&D2- Mystara Monstrous Compendium, TSR 9438 -DMR2- D&D-Mystara-Creature Catalogue, TSR 9173 - D&D - AC9 - Creature Catalogue or otherwise in my Mystara Monster Manual Compilation books <http://pandius.com/mnstrmnl.html>. Some, however, might vary a bit and are explained next to the table were they are mentioned.

Common Rodents; Mice, Hamster, Guinea pig, Mountain Mice

Common birds; Blackbird, sparrow, muse, etc.

Animal Herd Hills; Fallow Deer, Moose, Boar, Wild Sheep Mountain; Capricorn, Wild Goat.

Herd of... usually accompanied by 1d2 of the ruling race of the region

Merchant & Company; These are often parts of a attacked caravan, without maps and mostly desire to leave the area they are in to reach their destination. 1d6 people on 1d4 wagons with or without sufficient draft-animals, and guards.

NPC Party

These are rolled as explained in the Rules Encyclopaedia or chosen by the DM.

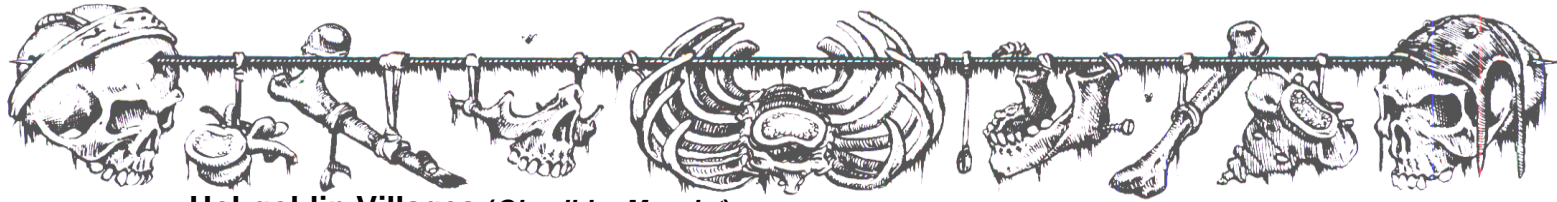
Dragons; As explained above.

Undead Skeletons are mostly tools of local Wicca or Shaman, and set to guard or patrol, they are of various racial build-up.

Hobgoblin Hills & Broken Lands			Hobgoblin Plateau		
1d100	type Encountered	number appearing	1d100	type Encountered	number appearing
01	Giant Bee	1d3	01	Giant Bee	1d3
02-03	Bugbear	5d4+50% 1 caster	02-03	Bugbear	5d4+50% 1 caster
04-08	Bugbear	3d6+ 1 caster	04-08	Bugbear	3d6+ 1 caster
09-12	Goblin	2d6+ 50% 1 caster	09-14	Goblin	2d6+ 50% 1 caster
13-14	Chimera	1d3	15	Chimera	1d3
15-18	Common Orc	2d10+2 casters	16-18	Common Orc	2d10+2 casters
19	Griffon	1d4	19	Griffon	1d4
20	Harpy	1d4	20	Harpy	2d4
21-24	Manticore	1d4	21-23	Manticore	1d4
25-31	Insect Swarm	1d4	24-26	Hell Hound	2d4
31-32	Rats	2d10	27-32	Common Birds	3d20
33-34	Common Rodents	2d12	33-34	Common Rodents	2d12
35	Cave Bear	1d4	35	Black Bear	1d4
36-38	Herd of Sheep	2d12	36-39	Herd of Goat	2d12
39	Herd of Goat	2d12	40-42	Eagle	1d8
40-42	Eagle	1d6	43	Roc, Small	1d8
43	Roc, Small	1d3	44	Roc, Large	1d4
44	Roc, Large	1	45	Roc, Giant	1
45	Roc, Giant	1	46-50	Cyclops	1d4
46-50	Stirge	2d10	51-52	Mountain Lion	1d4
51-52	Mountain Lion	1d4	53-54	Cockatrice	2d4
53-54	Wolf	1d4+1	55-56	Dragonne	1d3
55-56	Dire Wolf	1d3	57-58	Earth Drake	1d12
57-58	Bandit(Glantrian)	1d12	59-60	Ice Wolf	1d8
59-60	Snake, Viper	1d4	61-65	Wyvern	1d6
61-65	Giant Hunting Spider	1d12	66-69	Great Eagle	1d2
66-69	Giant Ant	4d6	70-73	Randara	1d2
70-73	Randara	1d2	74	Robberfly	2d4
74	Robberfly	2d4	75-76	Pegasus	1d12
75-76	Common Birds	3d20	77-81	Grizzly Bear	1d4
77-81	Bear (various)	1d4	82	Gold Dragon	1
82	Gold Dragon	1	83-84	Displacer Beast	1d4
83-84	Displacer Beast	1d4	85-86	Red Dragon	1
85-86	Red Dragon	1	87-90	Animal Herd(various)	2d10
87-90	Animal Herd(various)	2d10	91-92	Common rodents	2d10
91-92	Common rodents	2d10	93-94	NPC Party	1d6
93-94	Cyclops	1d2	95-100	Frostdrake	1d8
95	NPC Party	1d6+1		Predator -2 reaction	
96-97	Merchant & Company	1d6		Defensive -1 reaction	
98	Skeleton	1d6		Defends only, or flees	
99-100	Wynglow	1d8		Prefers to flee	



Hutai-Kahn (Gaz10 page 12 Com 12 (Human 9)) seriously altered his appearance and behavior after the Impact of the meteor. Unanai the bat was discovered to be something something else and killed. He is becoming a proud Hobgoblin, open for a better alliance with High Gobliny and Bugburbia in the new nation of Gobbleton.



Hobgoblin Villages (*Ghaal'dar Massiet*)

Raised square pyramid-roofed leather and wood housing, adorned with shields, tusks, or tusk shaped trees

Based upon the raised Goblin villages of High Gobliny, these villages resemble these in more than one way.

Tusk shaped pine trees or tusks are use to impress and function as a base

Animal and monster skulls are an important part in the construction and life of Hobgoblins and used as decoration, toy, display of deeds, tools, etc.

The roofs are covered with a few sheets of leather/furs held in position with the aforementioned "tusks"

One reason the Hobgoblin like the raised housing is the snakes hiding often underneath them, and coming forth by day. To

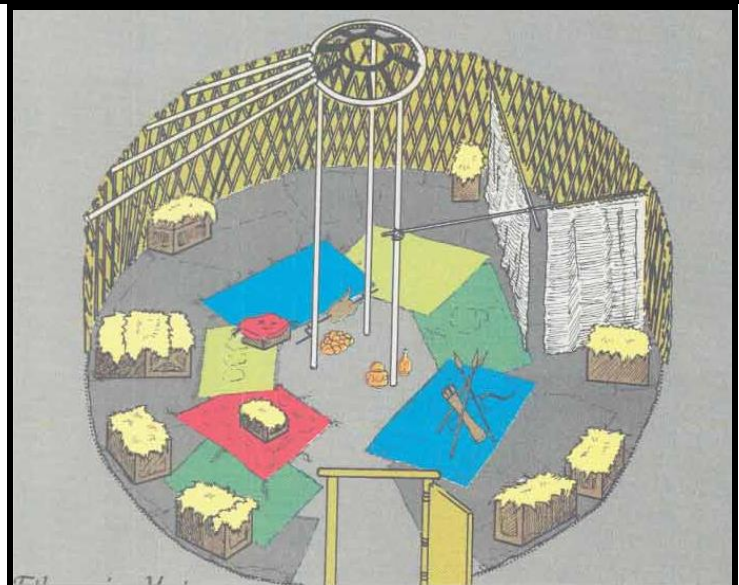
them this is an early self-serving breakfast dish. The area is also protected from the spring floods caused by melting snow flowing down Akkila's Throne. Simple towers function as lookouts, or pigeon pen. Hobgoblenders know the Ethengarian use of pigeons as messengers. Eating a pigeon not sick is a crime, punishable by a battle of Strength and weapons until the third wound.

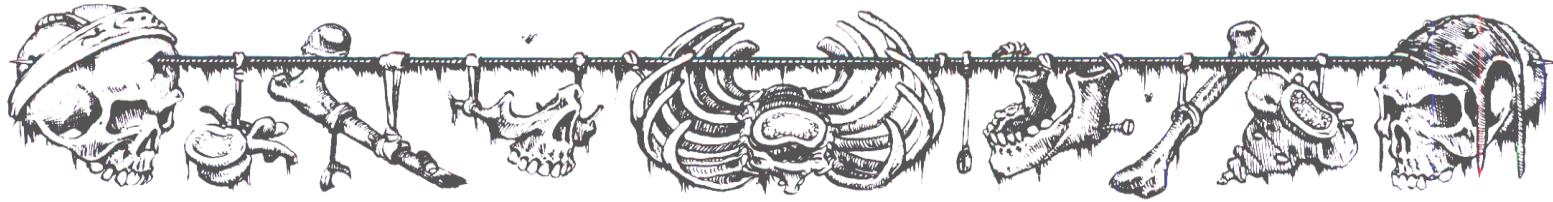
The larger in surface are, the more important the occupants, as thus the tribe leader has the largest area for him, family, and crew. These houses vary from 15' diameter to 35' diameter.

The better and more permanent housings are wooden tent shaped housing, often reed roofed, interior decorated like Ethengar Yurts. Some say these illiterate Gobblins actually live in books with their edge up,

Like with the other Hobgobland village's size of the buildings determines the occupants. These houses have sturdy walls and doors, which can be barred from within, but also have a secret tunnel leading either some hundred yards out, or into the Tunnels down.

Typically, the outside of these houses is that they are unadorned. If they need to move, the Hobgoblins can (but do so only if truly needed) remove the front and back, collapse the sides and stack all on a wagon. This way a village could be gone within a few hours. Further Both villages systems are actually more or less similar. These houses vary from 10'x 15' to 15'x 25' up to the maximum for the leader of 20'x 30' with often a small second floor to sleep under the houses spine.





Hobgobland Settlements;						
Name Settlement	Occupants	Number	Tier	Dominant Horde	Leader/Faith	Information
H/G/Y/O/T						
Raised square pyramid-roofed leather and wood housing, adorned with shields, tusks, or tusk shaped trees						
Kabilla	Yellow Goblin	15/220/-/-	4th	Nyx Giberi	Kamra Kahn	Desires to Move Up into Glantrian Hills
Kahn-Terir	mixed	50/50/70/10/-	5th	Mixed & Minor	Der-Hin	
Nankoweap	mixed	55/45/85/3/1	3rd	Nyx Nassam	Yoghurt Kahn	May trade with Passing Merchants
Gunjiz	Troll	5/-/-/80	5th	Foreign Horde	John Kahn	May trade with Passing Merchants
Xigaze	Hobgoblin	200/5/5/2/-	5th	Mixed & Minor	XiGamen/ Atzanteotl	Individual chased away elsewhere, due faith grouped together here
Ulgarai	Hobgoblin	185/10/25/-/-	4th	Nyx Giberi	Kamra Kahn	Desires to Move Up into Glantrian Hills
Kai'Bataar	Ogres	-/-/30/90/-	5th	Mixed & Minor	Ohmen	Ogre wood Village(see Ogremoor)
Jigme	Hobgoblin	83/40/32/-/-	4th	Nyag Svor	Jugma Kahn	Local shaman/wicca often secretly make use of the nearby Hakomon site for experiments /creation of items
Wooden tent shaped housing, often reet roofed, interior decorated like Yurts						
Pasha-Dir	Yellow Goblin	10/110/15/-/-	5th	Mixed & Minor	Kahn Pasha	
Torto	mixed	75/80/60/2/-	5th	Mixed & Minor	Jeje	
Omilla	Yellow Goblins	30/80/120/-/-	2nd	Nyx Nassam	Yoghurt Kahn	Akilla's Horde
Esthi	Yellow Goblins	30/85/100/-/-	2nd	Nyx Nassam	Yoghurt Kahn	Akilla's Horde
Varsha	Yellow Goblins		2nd	Bjorber	Stanzi Kahn	
Stone and wooden Fortress resembling Dwarven Style						
Fortress Ul-Guzud	Hobgoblin	355/10/15/-/1	1st	Nyx Taklah	Hutai Kahn	
	mixed	410/125/155/5/4	3rd	Bagwati, Bjorber	Hutai Kahn	
Olodzin	mixed	517/160/148/8/4	4th	Nyag Svor	Hutai Kahn	History of battling Ethengarians and invasive Gnolls
Hordes in Lower Hobgobland						
Lower Fortress Ul-Guzud	Hobgoblin	1450/50/20/10/-	1st	Nyx Taklah	Hutai Kahn	Fortress Town
	mixed	150/250/140/5/15	4th	Bagwati, Bjorber	Hutai Kahn	
Camp Argul	Yellow Orcs/Yellow Goblin	150/300/400/5/5	2nd	Argul	Hutai Kahn	Controls Tunnels to Hai Wall, Lava Lake. Rivals of Akkar
Camp Ozomo	mixed	100/150/150/25/10	2nd	Ozomo	Hutai Kahn	Controls western most caverns up to Northgate, raidss caravans at night, overpopulated
Small groups	Hobgoblin /mixed	150/55/10/-/85	3rd	Nyx Mordor	Hutai Kahn	At Lake Shore
Small groups	mixed	100/95/30/10/25	5th	Mixed & Minor	Hutai Kahn	At Lake Shore

In this table the letters used are; H=Hobgoblin, G=Yellow Goblin, Y=Yellow Orc, O=Ogre, T=Troll
 The Hordes are written in Gobbleton here and translated to Tharian/Thyatian they mean; **Bagwati Vidag**= Horse Raiders, **Bjorber**= Brewers, **Nyag Svor**=Shadow Blades, **Nyx Giberi**= Night Crawlers, **Nyx Mordor**=Nightslashers, **Nyx Nassam**=Night Stalkers, **Nyx Taklah**=Night Bringers. **Argul** and **Ozomo** are location names, most probably originating on the environment or an important individual, they are also used for the Horde residing there; **Argul**=Lava, **Ozomo**=The Strong.





Hobgoblins (*Goblinus Species*) Ghaal'dar

Humanoid	Hobgoblin										
Type	Humanoid										
Climate/Terrain	any non-arctic land										
Frequency	Uncommon										
Organization	Tribal										
Activity Cycle	night										
Diet	Omnivore										
AL	LE, or NE, LN, CN, CE										
NA	1d6(4d60										
Size	72+1d12 inch										
ST (PR)	3d6+1=4-18										
IN	3d6=3-16										
WI	3d6=3-16										
DX	3d8+1=3-17										
CO	3d6=3-18										
Com, Cha	3d6=3-18										
Languages	Shaman 8 Wicca 6										
Spellcaster Limits;	Shaman 8, Wokani 6										
AC	8										
AV	by armor										
Levels	NM	1	2	3	4	5	6	7	8	9	t/m 36
XP Needed	0	1200	2400	4800	9600	19,000	38,000	76,000	150,000	300,000	+240,000
HD	1	2+	3+	4+	5+	6+	7	8	8	8	8
HP	1d8	2d8+1	3d8+2	4d8+3	5d8+4	6d8+4	7d8+4	+2	+2	+2	+2
MV	90'/30'										
THAC0	19	18	17	16	15	14	13	12	11	10	9
Attacks	1 weapon										
Damage	By weapon										
Special Attacks;	0										
Special Defenses;	Infravision 60'										
	Detect New Construction, or sloping Passages 1-4 on 10										
	Detect shifting Walls 1-3 on 10										
Immune to;	0										
Primary Skills	4+IN		+1				+1				
Compulsory Skills	Alertness										
Extra Vulnerable to;	Daylight THAC0 -1										
AM	0										
Save DR	12	10	8	6							
Save MW	13	11	9	7							
Save TS	14	12	10	8							
Save DB	15	13	11	9							
Save SP	16	14	12	10							
ML	8 or 10 with leader										
XP	10	20	35	75	175	275	450	650	900	1000	1100
TT	D(Q)										
Body Weight	Size x ST / 3,5										



Hobgoblins are stocky Humanoids with hairy, dark red to dark gray hides. Hobgoblins are strongly related to Goblins, but are much taller, stronger, meaner and aggressive. Most of them come with bulldog or toad-like faces, with squinted red eyes. They are intelligent, organized, and aggressive. Their hairy hides range from dark reddish-brown to dark grey. Their faces show dark red or red-orange skin. Large males have blue or red noses (like Human drunks have swollen reddish noses). The typical Hobgoblin is 6½ feet tall, has yellow or dark



brown eyes, and sharp yellow teeth.

They favor brightly colored garments, especially outfits of blood red.

This fierce race wages a perpetual war against other Humanoid races. They exist in a military society, proud of their status, their fighting Prowess, their battle standards, and the quality of their weapons. War is their way of life, and to be a warrior is the highest calling a Hobgoblin can have. Even when different tribes of Hobgoblins meet, there will likely be verbal abuse (85%) or open warfare (15%) unless a strong leader is present. Any leather is tinted black.

They prefer polished repaired weapons, and as thus they make use of primitive weapon smiths. They prefer pole arms, morning stars, maces, sword, spear, bow and even whips.

The tribe is male dominated because females are born only one on two males. Their birth rate, however, is so large that the number of children is larger than that of adult males (many never reach adulthood).

Hobgoblins use a form of heraldry to recognize each tribe, history, battles won, etc. They make also use of artillery weapons like heavy and light catapults, ballistae, and use many creatures as guards or war-beasts. They are highly adept at mining. They feel superior to Goblins or Orcs and try to become their leaders. In these cases, the "lesser races" are used as battle fodder. They may become mercenaries for hire for powerful or rich Humanoids.



Combat:



Hobgoblins in a typical force will be equipped with pole arms (30%), morning stars (20%), swords (20%), spears (10%), swords and spears (10%), swords and morning stars (5%), or swords and whips (5%).

Hobgoblins fight equally well in bright light or virtual darkness, having infravision with a range of 60 feet.

Hobgoblins hate elves and always attack them first.

They can detect new construction, sloping passages, and shifting walls in underground complexes 40% of the time (1-4 on 1d10).

Special Disadvantages; Most other Humanoid and Human societies attack Hobgoblins on sight, Dwarves receive a +1 bonus to attack rolls against Hobgoblins due to racial hatred.

Superstitions. Weakness is feared and actively destroyed in Hobgoblin society. A weapon which breaks during combat is an extremely bad omen.

Weapon Proficiencies: Long composite bow, morning star, scimitar, spear, whip, any pole arm.

Preferred skills: Armorer, blacksmithing, bowyer/Fletcher, brewing, chanting, close-quarter fighting, direction sense, fire building, hiding, intimidation, looting, religion, weaponsmithing, wild fighting.

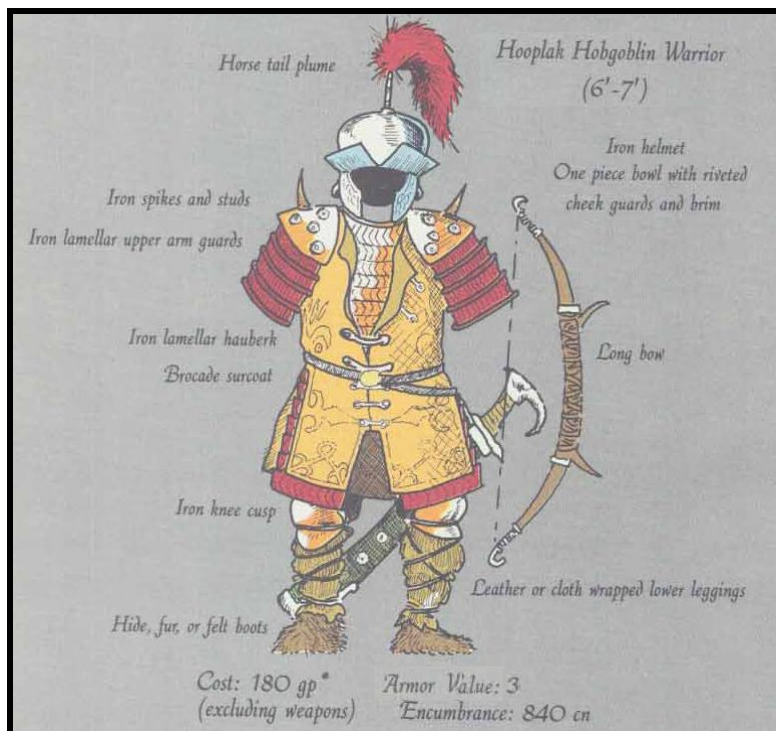
Racial Tolerance; Kobold -2, Orc -3, Gnoll -2, Bugbear -1, Ogre -1, Gnome -3, Elf -8, Fairies -6, Troll -2, Human/Dwarf -3, Giant -4.

Traits; Cautious +3, Peaceful -2, Trusting -2

Hobgoblins have infravision with a range of 60 feet.

Hobgoblins can become their racial class, and Shaman and/or Wokani (witchdoctor). For abilities resembling other classes they need to use skill slots instead using a class.

To Hobgoblins, war is almost a religious experience. They fight for the glory of battle and to cause carnage, not to expand territory or right wrongs against them. Their outlook on war is much more pure than that. Conflict and strife are their meat and drink.





Hobgoblin PCs are rare in the extreme, but those that do take up the life of adventurers usually fall into one of two patterns. The first is the Hobgoblin pacifist. These individuals detest war, though they may be extremely good at its brutal arts. Having grown tired of the constant fighting, they leave their tribes and seek to find a new life somewhere away from their people. Of course, as battle is what they do best, they often find themselves using their militaristic arts to earn a living. However, at least as an adventurer they only have to fight when absolutely necessary. These type of characters will often wait until the last minute before entering a fray— not because they are cowards, but because they grow sick and tired of shedding blood.

The second pattern of Hobgoblin PCs are those who turn away from the evil of their society. They reject the Hobgoblin gods and perhaps even discover the faith of a non-evil deity. These characters seek to make amends for their old life styles, trying to repair the damage the Hobgoblins have done and continue to do in the name of glorious war. Even the best Hobgoblin PC's find it hard to overcome all of their natural tendencies. Brutality, stoicism, courage, and cold-bloodedness are always with them, like dark cloaks they can never shed.

Habitat/Society:

Hobgoblins are nightmarish mockeries of the Humanoid races that have a military society organized in tribal bands. Each tribe is intensely jealous of its status. Chance meetings with other tribes will result in verbal abuse (85%) or open fighting (15%). Hobgoblin tribes are found in almost any climate or subterranean realm.

A typical tribe of Hobgoblins will have 2d10x10 adult male warriors. In addition, for every 20 male Hobgoblins there will be a leader (known as a sergeant) and two assistants. These have 9 hit points each but still fight as 1+1 Hit Die monsters. Groups numbering over 100 are led by a sub-chief who has 16 hit points and an Armor Class of 3. The great strength of a sub-chief gives it a +2 on its damage rolls and allows it to fight as a 3 Hit Die monster. If the Hobgoblins are encountered in their lair, they will be led by a chief with AV6, 22 hit points, and +3 points of damage per attack, who fights as a 4 Hit Die monster. The chief has 5d4 sub-chiefs acting as bodyguards. Leaders and chiefs always carry two weapons.



Each tribe has a distinctive battle standard which is carried into combat to inspire the troops. If the tribal chief is leading the battle, he will carry the standard with him, otherwise it will be held by one of his sub-chiefs.

In addition to the warriors present in a Hobgoblin tribe, there will be half again that many females and three times as many children as adult males.

Fully 80% of all known Hobgoblin lairs are subterranean complexes. The remaining 20% are surface villages which are fortified with a ditch, fence, 2 gates, and 3-6 guard towers. Villages are often built upon ruined Humanoid settlements and may incorporate defensive features already present in the ruins.

Hobgoblin villages possess artillery in the form of 2 heavy catapults, 2 light catapults, and a ballista for each 50 warriors. Underground complexes may be guarded by 2-12 carnivorous apes (60%).

They are highly adept at mining and can detect new construction, sloping passages, and shifting walls 40% of the time.

The Hobgoblins, unlike their close kin the Goblins, make little pretence of

trying to get along well with other Humanoids, even with other Hobgoblin tribes. Intertribal rivalry is intense, only marginally less so than between Orcish tribes. Hobgoblin tribal factions are strictly organized along political lines, however, as opposed to the Orcish tribes' religious divisions. Hobgoblins value status and power, and settle easily into a domineering role as Warriors, conquerors, and rulers. More so than Kobolds, Orcs, or Goblins, they resent being ruled by beings not of their own race, but they will still show a fair degree of obedience and organization in such situations. Hobgoblins perceive life as a constant testing ground, one's personal worth being measured by the amount of pain one can tolerate and mete out to other creatures.



Many Hobgoblins dwell in subterranean complexes. A few tribes build fortified surface villages (about 20%). Hobgoblins consider themselves superior to the "lesser races," lording over Goblins and Orcs whenever possible.

The lesser races have only one good purpose to the Hobgoblin mindset—they make decent battle fodder. In mixed groups, Hobgoblins often serve as officers in units of Goblins or Orcs. Hobgoblins are a fierce Humanoid race that wages a perpetual war with the other Humanoid races. They are intelligent, organized, and aggressive. Hobgoblins have an extreme hatred of elves. When their opponents consist of mixed races, they always seek to destroy elves first.

Languages; Tharian, Hobgoblin, Orc, Goblin. Roughly 20% of them can speak a local tongue of man(as Tharian comes from Thyatian there is mutual understanding possible.

Faith:

The common Hobgoblender worships Yagrai, He-Who-Always-Rises. Yagrai is the patron of all that is dead, or is close to death. His symbol is a black skull. Yagrai was a great Warrior who could come back from the dead after being killed. He was notorious for surprising foes who thought him destroyed. No one could ever tell whether he was a Hobgoblin or Yellow Orc. Shamans must first bear twelve Death Scars. Each time a follower of Yagrai has been knocked unconscious during combat and revived afterward, he must mark his chest with the sign of his favor. It consists in a scar left by a blade of red-hot metal. Ritual chanting and dancing is required. The more scars, the higher status among followers. The marking always causes 1 point of damage. Cheaters are executed by throwing them in the Lava Flow. When Shamans have twelve scars, they not only become a true Shaman, but also gain the ability to revive on a successful Wisdom check (if lower than 0 hp, not lower than -10 hp), but whatever wound it will close on a successful check, and the Shaman will revive unconsciously 1 hp/round until he is on 1 hp, then he will awake and natural healing will commence. Any follower gains a permanent +1 (to +5 maximum) to all saving throws vs. energy draining creatures/devices for each ten death scars. Followers bear religious tattoos all over their bodies, except their faces and hands.

Their immortal Yagrai is sometimes referred to as The Torturer, a master in the art of inflicting pain and an immortal who never shows the slightest expression even when wounded himself. Hobgoblin chieftains and Shamans must undergo ritual torture to determine if they are worthy of their posts; trials by torture (to determine which party can withstand the most pain, thus proving the rightness of that one's case) are quite common in the Hobgoblin judicial system. Hobgoblin culture generally encourages a lifelong rejection of emotional displays, in keeping with the proper attitude of a Warrior race. But on a personal level, the average non-leader Hobgoblin will sometimes show his or her feelings, though usually only when alone or when it is believed no one else is looking. The only socially acceptable circumstances for a show of feelings are those times when two or more rival tribes of Hobgoblins catch sight of each other and engage in jeering, insults, and catcalls in an attempt to provoke each other into a more violent confrontation. Encounters with non-Hobgoblin races are also marked at times by Hobgoblins' remarks and gestures of disgust, anger, or derision. However, Hobgoblins are careful to show no other sort of emotion in the sight of Humans and demi-Humans — except for complete disdain, and a desire to kill or enslave the enemies as soon as possible.

Ecology:

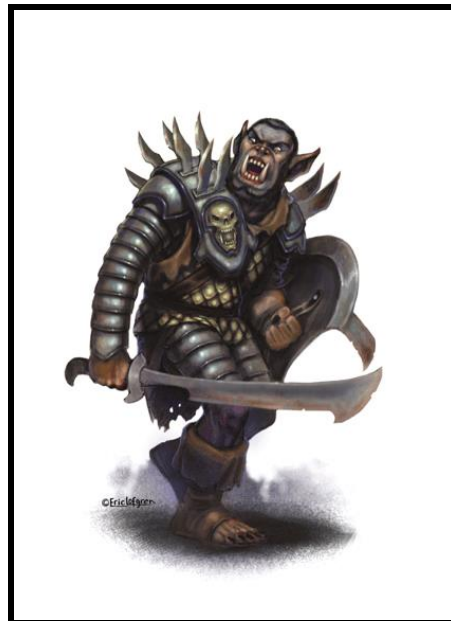
Hobgoblins feel superior to Goblins or Orcs and may act as leaders for them. In such cases, the "lesser races" are used as battle fodder. Hobgoblin mercenaries may work for powerful or rich evil Humanoids.

Shamans and witch doctors of the Hobgoblins only rarely use curative spells, preferring the harmful (reverse) versions of those incantations. Within their communities these priests serve as judicial authorities, administering torture when required by their laws, and also work as advisors to colony chieftains. They are the enforcers of public ritual and ceremony, ensuring that their tribe maintains the proper degree of lawfulness and obedience to authority, and of course they conduct all the appropriate religious ceremonies. Shamans devoted to Maglubiyet help coordinate dealings with Goblins, which Hobgoblins dislike as weaklings but grudgingly recognize as allies, and also take charge of joint Goblin-Hobgoblin ceremonies.

It seems that much of the dislike Hobgoblins have for Elves comes from the latter's "heretical" emotional displays as well as the Elves' opposed alignment. Hobgoblin Shamans emphasize the revolting, un-Warrior like aspects of Elven life as often as they can, and preach about what a shame it is that Elves should be allowed to run loose like they do. Dwarves and (to a lesser degree) Gnomes, despised as they are because of their innate goodness, manage to retain at least a glimmer of the Hobgoblins' version of respect: At least, they demonstrate the proper attitude of a Warrior (thanks to their lawful nature.

By and large Hobgoblins, like their kin, are considered evil creatures and often meet this expectation. Goblinoid society is cruel and harsh, but some individuals yet escape it to carry on lives of virtue, though fewer such individuals are Hobgoblins than true Goblins. Those few who do take this risk and succeed often meet cautious praise and acceptance from outsiders.

Those that do are, however, continuously plagued by their nature. Though Hobgoblins are not necessarily evil they are prone to violence and hot tempers and find it difficult to be truly altruistic. When provoked, which is often easy, Hobgoblins are vindictive creatures who take glee in causing pain to those that injured them. Those Hobgoblins who overcome this nature often do so because of the rewards they find in serving good, rather than evil.



Age	Hobgoblin
Youth	
0-5	Baby
6-9	Youngster
10-12	Teenager
Adulthood	
13+1d4	Young Adult
Seniority	
19-21	Adult
Veneration	
22-45	Mature
46+	Elder
95+2d12	Death



Hobgoblins are rarely found in communities where they are not in command of either Goblins or bugbears, or sometimes both, and the most civilized Goblinoid communities are ruled by the race. This is in large part because Hobgoblin society is more industrious and less savage than that of Goblins or bugbears. Though sometimes bugbears take control most such communities are ruled over by the strongest Hobgoblin, who serves as the warchief.

Hobgoblins have a long tradition of mastering and breeding the creatures of the world into slaves of various sorts. Many, for instance, like working with wolves or Dire Wolves. Similarly, many drake breeds were first bred by Hobgoblins. Some even believe Hobgoblins carried this practice on within their own race, creating the Goblins and bugbears in such a manner, but this is not reality.

Hobgoblins are immensely protective of their tribe's reputation and military status, so much so that meetings between different groups can turn violent if proper protocol is not followed. However, though Hobgoblin tribes can be sectarian in nature they will often unite for a common purpose, such as war against a greater foe.

Sand Hobgoblin (*Goblinus fortis*)

Copper skin, very muscular, bulldog-faced species. Usually slick their hair back using goat or camel butter, and tie it neatly. Torso often remains bare (even Women), wear puffy pants made of rags of leather, and scimitar. Common in deserts and warmer climates.



Common Hobgoblin (*Goblinus grandis*)

Light tan skin, very rusty-brown or black hair. Toad like faces, lips often grey or black, protruding eyes. Often wear various pieces and styles of armor, favouring dark gloomy colours. Common in the Known World and Hobgobland of the Broken Lands.

Koalinth (*Goblinus Oceanus*)

This marine species of Hobgoblin is similar to the land dwelling variety in many respects. Early Hobgoblins spread out on Skothar after the Great Rain of Fire 3000BC forced into the seas adapted into the Koalinth. They could thus have spread along the warmer waters. Koalinth dwell in shallow fresh or salt water and make their homes in caves. Bellisaria vessels going east towards Skothar, could have encountered them. They are found on the West coast of Brun, the sea south of Atruaghin, and around Ochalea are known to have these creatures. Found recently (1000AC) also along the Sindian coast, as well as they are seen on the western coast of the Davania.

Their bodies have adapted to marine environments via the evolution of gills in their nostrils. Their nasal gill enables them to breathe water as easy as they breathe air, but they prefer to sleep and eat on land, where they can use a fire to roast their food (fish). Light green skin, webbed fingers and wide webbed feet, enabling them to swim 120'/40' but walk only 90'/30'. They thus can swim, yet prefer to walk on the ocean Floor. Their bodies are sleeker (weight x 3.2 of common Hobgoblin). They dwell in shallow fresh or salt water and make their homes

in caves on or near the shore. They have light green to brown-greenish colored skin. The lost almost all hair, some may have brown or black or dark-green patches of remaining hair left. They speak an unusual dialect of the Hobgoblin tongue.

They tend to employ thrusting weapons like spears and pole arms, but have lost any smithing skills (if they even had these to begin with). Koalinth are every bit as disagreeable as Hobgoblins, preying on every thing they come across, especially aquatic Humanoid and demi-Humanoid races. They detest aquatic elves.

They hate Mallow and Aquatic Elves.





Yagrai, He-Who-Always-Rises, Yagharya, Yamag

Patron of Vengeance and all that is Dead or close to Death.

Region: Widely venerated by Humanoids seeking vengeance, Hobgobland, Broken Lands, Hollow World.

Sphere: Temporal (IM 8) of Entropy

Homeplane: Unknown, presumed a Plane of Hades.

Date Ascension: 540 AC

Sponsor: Talitha

Statistics: AC-9, HD 22, Hp 120, MV 150' / 50, AM 50%, Sv IM 8

#AT 3= Punch 3d6+6, or Spear-3d8+11, AL NE

ST 25, IN 10, WI 13, DX 20, CO 25, CH 16 Com 12 (Humans 9).

Powers: Call Other, Control Undead, Enhanced Reflexes, Extra damage.

Black Two-handed sword +5, slay Humans, Ring Protection and Regeneration+5.

Known History: Yagrai was a great warrior, even if it wasn't written if he was a Hobgoblin or a yellow Orc, known by the name of Akkila-Khan. Departing together with the Great Horde of King Loark from Urzud, that was divided very soon by the supreme leader and together with his tribe headed decisively southwards, with the intension of creating a dominion complementing his. Invading the Ethengar Steppes in 1720 BC, conquering them thanks to the tenacity and the superior weapons of his people. Following the Ethengar nomads starting to rebel against the invaders, and in 1711 BC also arriving in the steppes the Horde of Loark, to which Akkila-Khan was allied for crushing the Ethengar insurrection. In 1709 BC however, Akkila-Khan betrayed King Loark conspiring with the Ethengarians in exchange for the land to the west of Dol-Anur. The Great Horde was therefore defeated in the battle of Chongor and was scattered, colonised the neighbouring western lands (not yet broken). In 1891 BC also Baka (a very influential tribal head among the Ethengarians) betrayed Akkila-Khan for usurping his position, he fled with his Humanoids and finished by building a fortress on the northern border of the Broken Lands. From here he started to launch many raids against the people of the steppes, and became legendary for being revived from death numerous times and have always avenged his defeat (thanks to powerful magic items able to cure his wounds and regenerate him). Later, in 1688 BC there was no trace of him and he was believed dispersed. In truth, thanks to his indomitable tenacity and obstinacy (more than to his slight intelligence or mediocre combat ability) finally succeeding to become Immortal in the Sphere of Entropy. He was notorious for surprising foes who thought him destroyed. No one could ever tell whether he was a Hobgoblin or Yellow Orc. Foe after foe thought him killed, only to be toppled when he returned from the dead to confront them again. Yagrai was in the possession of powerful magical items (such as a ring of regeneration) which allowed him to accomplish such feats, but the fact isn't reflected in the legend. Yagrai, the Great perseverer, was able to find Immortality in the Sphere of Entropy, and since then has been an Immortal widely worshipped by all sorts of Humanoid races.

Personality: Yagrai is the patron of all that is dead, or is close to death. Possibly the most stubborn Immortal of them all. Yagrai's greatest trait is his stubbornness. Neither very clever nor, as the legend demonstrates, a great fighter. He has an indomitable will; once set on a path he cannot be turned from it. He now acts as patron of all the Humanoid races (embodying the unstoppable force of the Humanoid nature), even if yellow Orcs and Hobgoblins have sought to monopolise the cult. He has no personal goals for the Outer or the Hollow World (other than the eventual destruction desired by all Immortals of Entropy), but he still aides those who worship him because his vanity is tickled by their worship.

In the Hollow World, Yagrai is often the second most venerated Immortal of any Humanoid culture, each Humanoid race has at least a small following of the stubborn Immortal.

Appearance: Yagrai appears as a large Humanoid of indeterminate species (Hobgoblin or Orc), yellow-skinned, wearing a black hide armor, and a black skull-faced helmet, carrying a black two-handed sword.

Allies: Yagrai has no individual allies, mortal or Immortal.

Enemies: Yagrai's chief enemy is Halav, the enemy of all Humanoids.

Followers Alignment: Any

Followers Powers The common Hobgoblander worships Yagrai, He-Who-Always-Rises. Shamans must first bear twelve Death Scars. Each time a follower of Yagrai has been knocked unconscious during combat and revived afterward, he must mark his chest with the sign of his favor.

It consists in a scar left by a blade of red-hot metal. Ritual chanting and dancing is required. The more scars, the higher status among followers. The marking always causes 1 point of damage. Cheaters are executed by throwing them in the Lava Flow.

Any follower gains a permanent +1 (to +5 maximum) to all saving throws vs. energy draining creatures/devices for each ten death scars. Followers bear religious tattoos all over their bodies, except their faces and hands.

Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Humanoid Shaman, Clerics

Alignment: Lawful/Neutral

Powers: Shamans must first bear twelve Death Scars. Each time a follower of Yagrai has been knocked unconscious during combat and revived afterward, he must mark his chest with the sign of his favor. It consists in a scar left by a blade of red-hot metal. Ritual chanting and dancing is required. The more scars, the higher status among followers. The marking always causes 1 point of damage. Cheaters are executed by throwing them in the Lava Flow. When shamans have twelve scars, they not only become a true shaman, but also gain the ability to revive on a successful Wisdom check (if lower than 0 hp, not lower than -10 hp), but whatever wound it will close on a successful check, and the shaman will revive unconsciously 1 hp/round until he is on 1 hp, then he will awake and natural healing will commence.

Skill Effects; Knowledge of Necromancy (especially concerning Raise Dead, Raise Dead Fully, Reincarnation, Regeneration, Heal).

Accepted Weapons; Standard





Accepted Armor; Any.
Holy Symbol: His symbol is a black skull, against a white background.
 Vestments; none vestments are used, instead normal clothing is worn.
 Adventuring Gear; Any
Temples: Yagrai uses no temples or holy places, the priests are the holy central point of his faith.
Dogma: Death is no barrier that can't be conquered. Wounds and their scars are a blessing as proof to your failure of power and a guide how to improve yourselves.
Daily Activities: Training, Guidance of battle tactics, binding wounds and raising dead.
Holy Days: Yagrai has no Holy days, Priests pray before sleeping and receive their spells after 6 hours sleep (but as most sleep 8 hours, they find them then first). This way the better see the power of their god.
Piety awards: Rising from the dead without others help +10, Rising from the dead with help others+2 on 1st, 3rd, 7th, 12th and 15th time.
Piety Penalties: None additional
Habits: ▶ Reverent +3, Honest -3, Cautious -2, Dogmatic +3(stubborn)
Dead: Forgotten
Birth: No special rituals
Colours: No special colours
Incense / Oil: No incense or oils
Symbols: A Skull
Stone / Metal: No Minerals, Steel
Plants: None
Animal: Dogs, Boars, Pigeons as they—seem to—die when predators fly over, lizards who loose their tails to continue their goals.
Chant: none

Special Spells

Yagrai does not use any Ceremony spell, but any spell related with death is possible one level lower than normal. However, they can't cast Wish spells ever.

Rigid Thinking

Range: 60 yards
 Duration: 1 round/level
 Casting Time: 1 turn
 Area of Effect: One creature
 Save: Negates

Cleric 3, ExOrcist 3 spell

Rigid Thinking can be cast only upon a creature with Intelligence of 3 or greater. The creature is allowed a Save to avoid the effects. The creature affected by rigid thinking is incapable of performing any action other than the activity he is involved in when the spell takes effect. The creature's mind simply can't decide on another course of action—it becomes frozen into a single Thought and can't change even if new circumstances would suggest otherwise. Thus, a Warrior fighting a Kobold will ignore the arrival of a Beholder, and a Thief picking a lock will pay no heed to the arrival of three guards. The affected creature doesn't mechanically repeat the action; he is not an automaton. He will not continue to fire his bow at a dragon if he runs out of arrows, but will choose another means of attacking the dragon to the exclusion of all other activities. A Caster in the process of casting a spell when rigid thinking takes effect will not attempt to repeat the spell (unless the spell has been memorized more than once). The Caster will, however, devote his attention to the target of that spell until his goal is met (e.g., if the caster were attacking a creature, he would continue to direct attacks at that creature; if the caster were trying to open a door, he would continue to work on the door until it opens). The spell expires when the creature accomplishes his goal (i.e., the Kobold is killed or the lock is opened) or when the duration of the spell has ended.

Death Candle

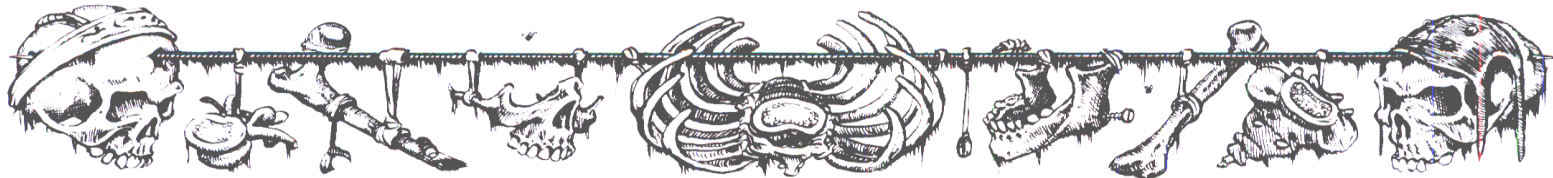
Range: Special
 Duration: Special
 Effect : 1 creature
 Save; None
 Casting Time: 1 round

Cleric 2, Humanoid Shaman 2, Druid 2, Shaman 2 spell

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, which must be holding a previously unlit unused candle. As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died. A Death Candle sheds light like a weak normal candle in a 5' radius and can be seen 100 yard afar if unblocked in darkness.



Surface Fortress UI-Guzud



Blackmoor Ruin (Doggi Goff Draal)

There is an ancient ruined town here from the Blackmoor era, its name Cadbury almost forgotten in time. The high buildings are still somehow intact, probably this has something to do that they are made of stone, steel and that the region was covered by water for a very long period. Much of it is also made of an unknown hard solid compound feeling soft and warm to the touch. (DM; Synthetics like Plastic, Carbon fibres)

Most of the area has long been plundered of anything valuable, but there is a 5% chance a Blackmoorian object can be found, of which 90% are common tools, or writings, and only 10% were magical/technical.

(DM; the chance of still active is near to nil, but as DM you have the possibility to relay a single item with some power left to the characters. Use DDA3 City of gods to find some examples which item could be found. No heavy weapons were used here, and these can't be found. Small hand weapons, translator badges, Healing boxes, energy-pack, and such may be found (often wrapped in translucent plastic—the cardboard boxes are long gone in all years underwater). It was here that Prince Jaggar von Drachenfels found his L-shaped Lightning rod. As such, it is possible that he decides to investigate this weird area somewhat more, if he finds the time doing so between his Dracomancy, his Principality, and after 1006 AC also his connection to Dolores Hillsbury and the Great Crater.

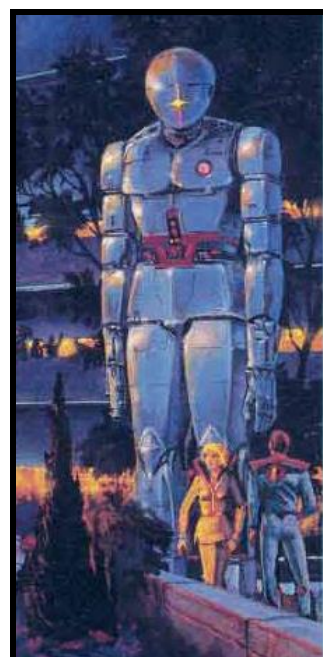


The spookiest here are the large globes hanging between the buildings that still glow, or shed lightning into the area weeks after thunderstorms. It is as if these globes somehow catch the lightning, storing it and irregularly releasing it later. These former energy batteries were used to bring light to this settlement, and were created similar to the batteries of the RCC reactor.

They store nature's energy, and relay it to where needed. However, as most cables are destroyed, the energy is stored and slowly release back into the environment. Every hour (and if touched) small lightning charges are released, functioning like a Shocking Grasp spell; it develops a powerful electrical charge that gives a jolt to the creature touched or in a 10' radius from the sphere or cable endings. The electrical effect remains in effect for one round or as long as the cables or Sphere is touched. It delivers 1d8+1 point per round damage to the victim. There is no saving throw to reduce damage, but beings immune to electricity are also immune to this effect and beings resistant to heat receive only half damage (round up).

There is also a 25% chance per day wandering within the ruins the characters encounter one of the 3 still functional Ubots (which try to repair the town, researching themselves at the globes weekly) or a 15% per day of encountering a visually malfunctioning Sbot (also daily recharging), which has no recognizing function anymore to differentiate friend or foe...thus any is foe. He is standard armed as per DA3 City of the Gods adventure. Standing perfectly still means it does not notice you. Invisibility, hide in shadows also works fine, but making noise will attune it to your general direction, making a sound scan which is powerful enough to detect breathing within 20 feet. (Hear Noise 75%/10%/10 feet distance).

DM; If you as a DM decide that a small section of the RCC reactor is still partially intact (no more than 10%). It might be occupied by a number U-bots and S-bots, in a ratio of 6 to 1. Beware though. U-bots may continuously try to repair any section of the reactor. Secondly, if it is functional, it might be tempted to explode again. If this happens, not only the PC have a very slim chance to survive, they then will suffer radiation disease (see Gaz 3 Glantri), but it will definitely collapse lower and upper Trollhattan into each other, making it into a huge lake. This will definitely be a radical change on the map (this would also fill upper Trollhattan with water in the decades thereafter). Thirdly, the RCC reactor might have other dangers as presented above.



An S-bot

Robots (*Robotum species*)

Animated	Robots	
	Sbot*	Ubot
Type	Bio-Technological Construct	
Climate/Terrain	Blackmoor locations only	
Frequency	99% Extinct 3000BC, extremely rare	
Organization	Solitary, Pair, Group	
Activity Cycle	any	
Diet	energy	
AL	L	
NA	1d2(1d4)	1d6(2d4)
Size	7'-15'tall	3'-4'tall
ST	24	20
IN	20	
WI	3	
DX	14	10
CO	20	
CH	5	
Languages	Galactian, Computer any supplied by Computer	
Spellcaster Limits;	nil	
AC	0	3
AV	6	
HD	20***	6
HP	160	48
MV	150'/50'	30'/10'
FL	150'/50' 1/5 A	
THACO	1	14
Attacks	1 weapon	1 grapple
Damage	by weapon	1d4
Special Attacks;	weaponry effects	
Special Defenses;	Doesnot Breathe, eat, drink Infravision 60' Darkvision	
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic, Fire Insanity, Febblemind, etc.	
Extra Vulnerable to;	nil	
AM	0	
Save as;	F14	F6
ML	12	6
XP	7775	275
TT	nil	
Body Weight	2500-2800 Cn	

Robots are mobile, programmable machines created by aliens, and used for routine or dangerous tasks. The only robots in Blackmoor are those from the FSS Beagle that crashed in the valley of the gods, or later recreated after the City of the Gods (the space ship) was plundered. To the normal residents they appear as dangerous monsters.

All robots are programmed by sending coded instructions via an implant or communicator. Alternatively, they can be controlled directly by the main computer. Some types of robots only accept instructions in certain language; none accepts instructions in languages from Mystara. Once a robot receives a valid program, it follows its instructions to the letter. Computers (and anyone using a terminal) can operate a robot by remote control and/or use the robot's eyes to see as if the robot were a wizard eye (by camera and monitors on the terminal).

Robots contain their own internal power plant good for up to 24 hours functioning. Once they run out of power, they must be recharged by spending an hour in a rack in one of the robot depots. There is a 5% chance that a robot encountered will be coming to the end of its power cycle when encountered and will shut down after 2 +1d4 rounds; it will then only go to its recharge unit nearby.

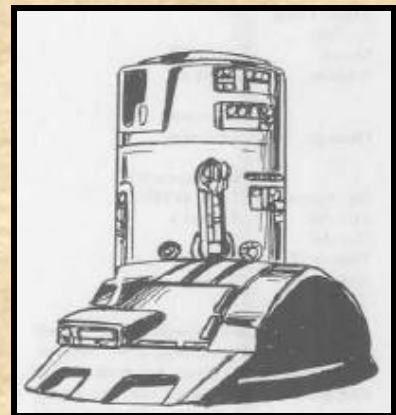
All robots have infravision to a range of 60'. And can operate underwater or in airless circumstances. They are immune to all mind affecting magic including, sleep, charm, hold, illusions, etc. They always make their saving throws versus poison/death ray and paralysis/turn to stone.

Robots have no treasure. Except for grenades, the built-in technological devices (hand blasters, needlers, etc.) that are part of each robot can't be removed and remain functionally only from that robot, even when it is destroyed.

There are many different types of robots identifiable by color.

U-bot, Utility Robot—Orange (*Robotum aurantiaco*)

The most common robot is the utility robot, of which there are over a 1000 in dozens of models designated for specialized tasks. All use the same chassis and have the same characteristics. They look like four foot tall metal drums dotted with small protrusions and flashing lights. They use a type of plenum chamber arrangement to travel a foot above the ground (like a hovercraft) and use a variety of small tools from their torso,



but they are unarmed and won't normally attack or even react to other creatures. If kept from performing a specific task, they cease all activity while attempting to contact a Human or computer to get their program clarified. If an Ubot is attacked, it extrudes small grippers and uses these to grapple with its assailant in an effort to protect itself. If it fails a morale check, it flees. Ubots heed programs only in Galactica or computer language.

When the DM allows robots of Blackmoor to exist in The Hollow World Blacklore valley in current time, than this robot is allowed, as it could have been used by the elves and in the disaster be transported and adjusted by the immortal to function only on the Blacklore peninsula.

S-bot, Security Robot—Blue (*Robotum Hyacintho*)

When it embarked on its mission, FSS Beagle had hundreds of security robots designed to keep internal order during emergencies. Most Sbots were destroyed during the mutiny, but about 80 remain. All are identical. They look like powerful, seven to 15 feet tall metal armoured men, but their blue metal surface is actually a thick sheath of Duraloy armor stretched over a sturdy Duraloy frame. Its interior is tightly packed with shock-cushioning components.

All Sbots have an arsenal of build-in weapons, including a hand blaster, a riot stick, and a needler. Unless they are attacked with weapons capable of doing them damage, Sbots do not normal try to kill. Instead, they use their riot sticks to get their opponent to obey instructions. If an opponent fails to heed the riot stick, they use their needlers. Only if their own existence is threatened or they have special programming will they use their blasters, against Humanoids.

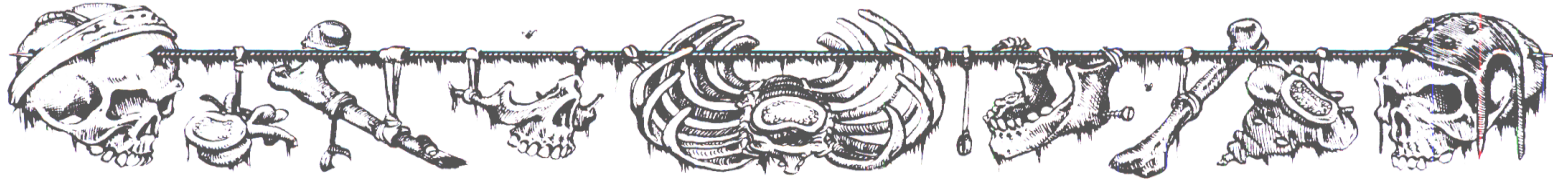
They understand any Humanoid languages or even speak them if so taught by the main computer.

Sbots are generally found only within the City of the Gods, but after the plunder of the city in 3100 BC they can be found in nearly any population centre of Blackmoor colonies. They can only be harmed by magical weapons or magic or technological weapons or weapon effects.

Sbots may be able to fly, but are slow and clumsy in their manoeuvres.

If any of these robots was in use in the Elven region of Evergrun when the Great Rain of Fire struck it was destroyed in the same after-effects, and as thus could not be found within the Blacklore valley after the disaster.

Guard patrol = identify characters as intruders, notify main computer of intruders current location, try to capture. Kill only if endangered or escape seems to be about.



Khumsta

The first you notice in this region, it is nearly devoid of all life, only a few lowlife and lichens can be seen. This is the ruined village of Khumsta in the acrid sands. This was an attempt of Gnolls to make a foothold in this region, thus making it easier to attack the Hobgoblins. They succeeded to erect large stone structures, but eventually they all perished by the acidity of the air in this region. The acrid sands are a barren area where acidic rain from the far northern volcano in the Colossus Mountains came down long ago, and is now exposed to the air in a 2 to 3 feet thick layer on the ground. Nature is slowly gaining terrain, but until then, anybody within this area that is not immune to acid suffers 1 point of damage each day. And this does not regenerate NOR heal as long the victim is in the area. PC's will first notice a redness on their skin the first day, then blisters and coughing. The day after bad sight, hairloss and skin perforation. Followed each day by a Strength+Dexterity +Constitution Loss of 1 thereafter. And Death if one of these reaches 0.

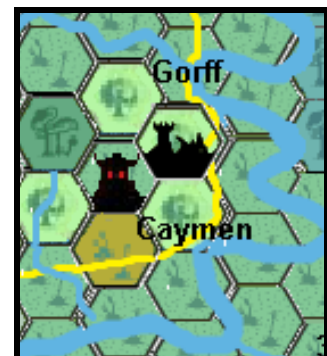


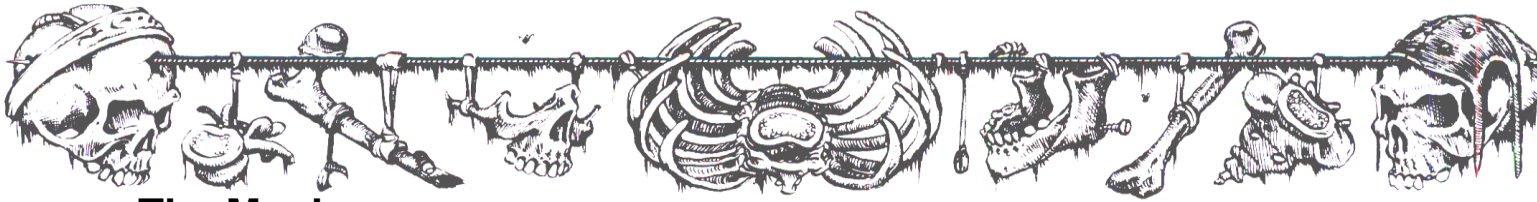
Khumsta with Akkila's Throne in the Background

Gorff



This ruin named Gorff is an Orcish fisher-village from 2300 BC on the edge of where Lake Grondheim was. It is fully abandoned, destroyed by nature, and overgrown. Only the nearby Caymen come here to plunder and forage (large areas are covered with Brambles here) and as result these Caymen may have weapons of steel. The Stone temples are still untouched and may hold lots of secrets ...and dangers within.





The Mucks (*Nekhing Aheg*)

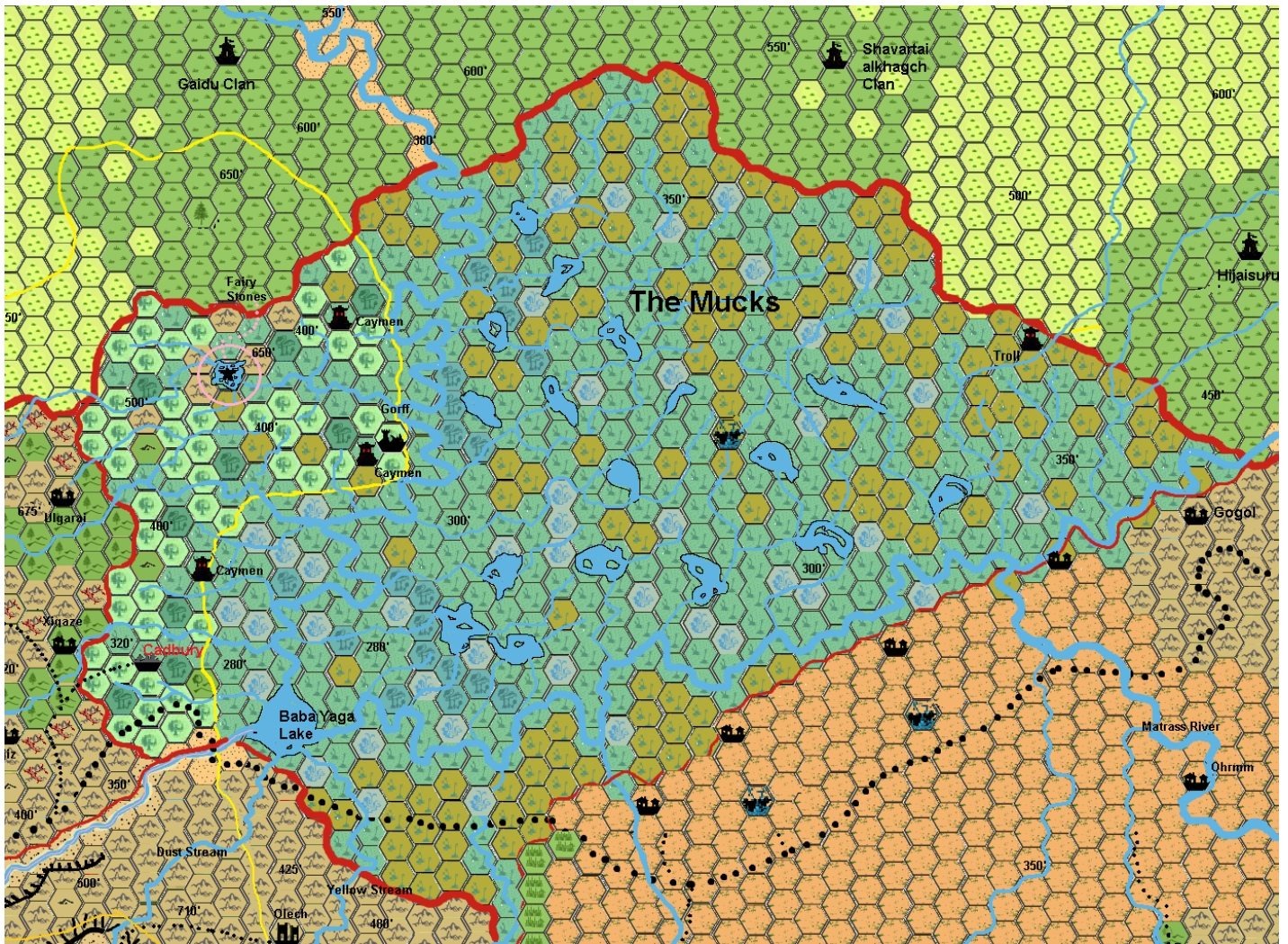
The river Dol Anur is together with the Streeel River the reason that the Mucks are still wet. Currently the emptying of the region's water is still greater than the filling of it, and as thus the Mucks will continue to dry up, becoming a vast muddy plain, and eventually grasslands like Ethengar.

Until the draining of the region is stopped this corner of Ethengar will eventually become a very dry, almost desert-like region, with a small fertile area along the rivers. The ground has clung into itself, when Lake Grondheim expanded centuries ago, compacting the ground and many regions are lower than their original altitudes.

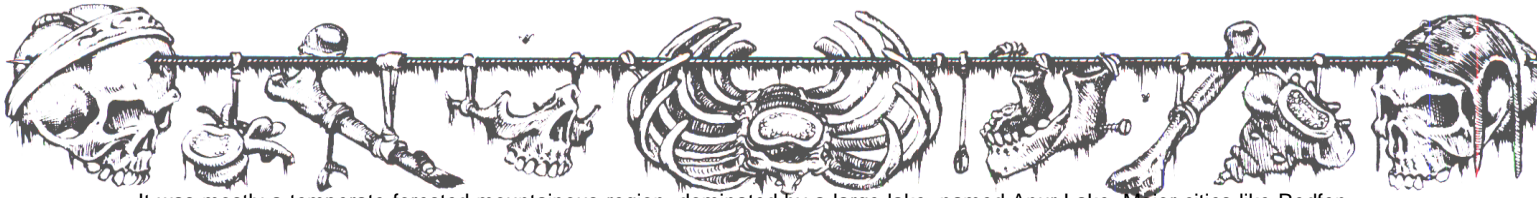
The official border between Hobgobland is set at the region between wet and dry, but most Hobgoblins go much deeper into the swampy area, and several tunnels to the lower caves are found here (created in ancient times by water going down, or created more recently by explosive geysers in their final gasp). The actual border used is the curving Dol Anur River through the Mucks. It is too wide (several hundred yards) for Hobgoblins from crossing, as they mostly don't know how to swim.



As The Mucks are not actually a region owned by any Humanoid race as theirs, many other species can be found here. Amongst these low in number, are Trolls, Lizardmen, and a single ravenous young Black Dragon named **Gjullgaraah**. Other races known to exist here are the miniature lizardmen race of Caymen, which have simple temporary clay/mud settlements as they always have, which are every season abandoned and newer ones thus rotate through the Mucks. These critters try to refrain from contact with the Humanoids, as they themselves are seen as food by them.



Before the Great Rain of Fire in 3000 BC, this large lake (Yellow line is lake border) and the coastal villages were part of a colony of Blackmoor; called New Blackmoor (most of it was located in what is now Glantri). The people were less interested in continuing in Blackmoor itself, the relentless assaults and combat with the Beastmen (the ancestors of most current Humanoids), and created a new nation on this new continent near the then Polar Icecap.



It was mostly a temperate forested mountainous region, dominated by a large lake, named Anur Lake. Major cities like Redfen (where current Glantri city is), and Sunland were amongst the many new settlements. None of these remain intact to this day. The Great Rain of Fire, the turning of the world's axis, the covering with thick layers of ice and snow, the erosion afterwards, the looting of it by other races, the explosion of the RCC reactor in 1700 BC, and above all time; 4000 years of time, weather, chemical erosion and nature covering these settlements. Some of them can still be found but most are nothing more than bare foundations. Like those found in Darokin (south of Corunglain, in the region of Ardelphia, in the region near camp/Fort Huledain, along the mountains of the Silver Sierras, and a few miles north of Fort Monteleone) A few however, have been saved by nature by covering it with water, muck or seclusion between the mountains. The city Sunland and the village in the Muck are amongst them.



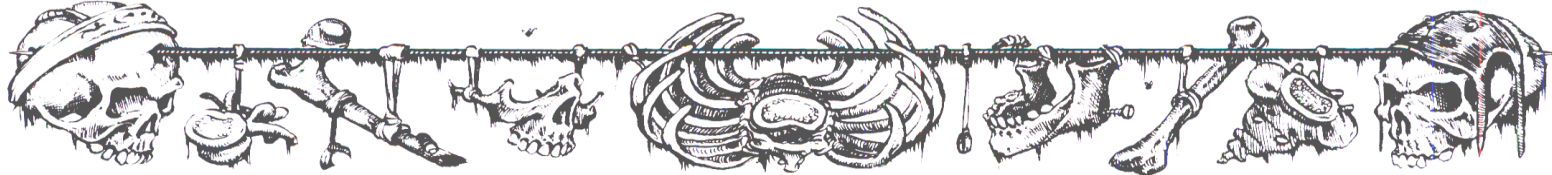
The Northern section of the Mucks clearly reveals that the water still recedes. Eventually it is guessed by several druids, shaman and sages that even the Mucks will turn in to a dead muddy plain like Yellow Orkia.

Current Fort Akkrass is said by Glantrian sages to bear the base of a Blackmoor settlement, and it maybe this which enabled the legendary Troll queen of centuries past to gain her might, and maybe eventually cause her downfall. This is however unsure. Several tunnels, foundations, must be there, but are probably greatly affected (altered, covered, plundered, looted, renovated, etc.) by the Humanoids which lived in these up to the current day. Only the stones could tell the story of the past there.

A similar story is told about Corunglain, where the underground tunnels could be remnants of this era. If this is the truth, all valuables would have long been plundered, and at best, scriptures or useless junk could be retrieved of that era. There does, however, wander a consistent rumour that a location of Blackmoorians is hidden somewhere in the Broken Lands, where Metal armours roam between Globes of Lightning.

In 2700 BC this region was a large Lake, named Lake Anur, which later became grew into a larger Lake Grondheim. Along the coast was a vast evergreen (mostly Pine) forest. The magic being more prevalent in this region, enabled Fairies to open a permanent gate to their Fairy Realm. They had some contact with the local elves of the Old Aengmor realm here, the Fairies decreased somewhat in number when the Giants took claim on the land, naming it Grondheim. They even remained in existence when the legendary Troll Queen ruled.

When however the great disaster struck in 1700 BC, the fairies fled back through the portal, and did not return until the magic from nature became balanced again recently (approximately 850 AC). Their number is low, but extremely varied, and many kinds of unknown fairies can be found here, including evil versions.



The Southern region of the Mucks is much darker, gloomier, and wetter. Even the drier sections show abundant growth of trees, ferns, and Funghi, and lots of dead ones. Dry sections do not connect with each other; the water however, mostly does, making the area into a wet maze, with dangerous inhabitants.

Climate

The weather of The Mucks is basically similar to that of Glantri, temperate, which is similar to current Germany. However, as more water is evaporated from the lake, or flows out by the Streel River than flows in, some of it contributes to the rain. Some more precipitation falls down on the higher regions nearby and flows down again. This has to do with the natural inclination of moisture rising in the air when blocked by mountains and cooling down and thus falling. It may also have to do with the overall dust from Mount Kalazyrd. Though most of it falls in the Ashen Plain of Death in High Goblinsly still a high amount falls elsewhere or swirls in the air. The mucks has thus an +20 on chances for fog than any other region in the Broken Lands. These fogs mostly break up during the day or when a wind of 3 or higher comes in. The dominant wind is coming from the North West.

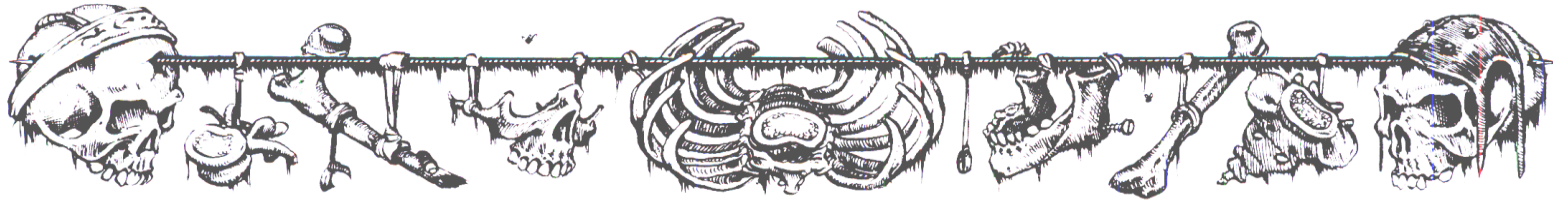
The volcanic toxicity in the air may cause irritation on the airways; especially wood elves and other creatures used to clean air are vulnerable to this. They feel the air as almost suffocating with a brine stench. **Creatures have a 15% chance to be vulnerable (wood elves 30%), and the effect is a reduced Constitution of -1 in cases where breathing rolls are applied (holding breath, running, the amount of combat rounds in a row before fatigue sets in, etc)..Humanoids, Shadow Elves, Elemental creatures and most local animals or monsters are immune, but draft animals like horses, oxen and such are not.**

The following table gives the chances of finding something within a 10.000 square yard area. This can be along the route covered 25 yards on either side of the passed route for 200 feet length, or in a roughly 100 x 100 yard area. This takes 1 Turn of time (either real time or delay time while travelling), and a successful survival skill check if available.

Chance of Finding;	Drinkable water	Medicinal / Edible / Functional plants	Fuel for Fire	Wandering Monsters, Creatures or Humanoids
Winter	60%	30%	40%	1 on 12/Hr
Spring	70%	35%	30%	1 on 6/Hr
Summer	60%	40%	30%	1 on 6/Hr
Autumn	50%	35%	40%	1 on 8/Hr
	+5% /hr rain in last 24 Hr).			x2 if making noise (smoke, ligh, tracks).

The mucks are home to about 700 Caymen, 300 Trolls, 100 Troglodytes, 50 Lizardmen, 50 Fairy and some 50 Fairykin. Only the Caymen and Fairies/Fairykin live in groups, the rest live individually or with a small family only.





Wandering Creatures

Actually not all of these are monsters, but most are Humanoids, natural creatures AND monsters, living locally or traversing the area. Unlike as per Rules Encyclopaedia (1 on 1d6), use the rolls as given in above Finding Table above. Add rates and chances per Hr by disturbance.

Thus a noisy PC in summer must check twice per Hr on 1-2 on 1d8 to attract creatures. And if he carries light at night or smoke at day three times at 1-3 on 1d8. If he makes noise and light it is even doubled.



Green and Yellow listed creatures will mostly try to run away, and the encounter be no more than a glimpse or traces of the creature moving away. Actually only predators or sentient creatures will investigate and maybe attack abandoning their main lair settling temporarily elsewhere with friendly dragons.

Carnivorous Funghus and Carnivorous Plants can best be found in my Mystara Monster Manual Compilation books <http://pandius.com/mnstrmnl.html>. Chapter Lowlife.

Likewise a **Boggart Fairy** of any **other fairy** can be found in the Chapter Fairykin.

Common Birds are swamp birds like duck, geese, and such.

Common Rodents are Beaver, beaver rat and most other Rats.

Troglodytes are belonging to a small group of about 40 individuals, working either for the trolls or the caymen

There are several small **Black Dragons**, living under the dominion of [Astimahl](#)

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The Mucks					
1d100	type Encountered	number appearing	1d100	type Encountered	number appearing
01-02	Carnivorous Funghus	1d2	53-54	Crocodile	2d4
03	Troll	1d3	55-56	Giant Frog	1d3
		4d6+ 1d4	57-58	Giant Fish	1d4
04-06	Goat or Shaggy Sheep	caymen	59-60	Snake, Viper	1d4
07-09	Ghoul	1d6	61-65	Snake, Constrictor	1d4
10-12	Carnivorous Plant	1d4	66-69	Giant Bee	1d6
		5d6+2	70-73	Robber Fly	2d6
13-18	Caymen	casters	74	Water Weird	1d2
19	Giant Leech	1d6	75-76	Common Birds	3d20
20	Swamp Water Termite	1d4	77-82	Boggart Fairy	1d10
21-24	Killer Tree	1d4	83-84	Troglodytes	1d4
25-31	Insect Swarm	1d4	85-86	Giant Wasp	1d6
31-32	Rats	2d10	87-90	Wychlamp	1d6
33-34	Common Rodents	2d12	91-92	Common rodents	2d10
35	Decapus	1	93-94	Ochre Jelly	1d2
36-38	Pixy and/or Sprite	1d10	95	Black Dragon	1d2
39	Other Fairy	1d3	96-97	Green Slime	1d6
40-42	Monkey	1d4	98	Skeleton	1d6
43	Roc, Small	1d3	99-100	Will'o Wisp	1d6
44	NPC Party	1d4		Predator -2 reaction	
45	Giant Racer snake	1d8		Defensive -1 reaction	
46-50	Stirge	2d10		Defends only, or flees	
51-52	Giant Snail	1d4		Prefers to flee	





Caymen – Caymas (*Troglodytes servilus Minor*)

Squamous	Caymen											
Type	Squamous Humanoid											
Climate/Terrain	(Sub-) Tropical Swamp, Forest											
Frequency	uncommon											
Organization	village											
Activity Cycle	any											
Diet	omnivore											
AL	CG, CN, CE, N, NE											
NA	1d6 (10d6)											
Size	10"+ 1d4" (Fitness 1d12) 12"-15"tail											
ST (PR)	3d6-1=2-17											
IN	1d4+2 (+1/lvl) = 3-14											
WI	2d8+1 = 3-17											
DX	3d6+2 = 5-18											
CO	3d6=3-18											
Com, Cha	3d6=3-18											
Languages	cay, shazak, local common											
Spellcaster Limits;	SH 6 WI 4											
AC	7											
AV	1 or by armor											
Levels	Youngster	NM	1	2	3	4	5	6	7	8	9	t/m 36
XP Needed	-1,000	0	1,000	3,000	7,000	15,000	31,000	63,000	129,000	259,000	519,000	+300,000
HD	1	2	3	4	5	6	7	8				8+
HP	1d8	2d8	3d8	4d8	5d8	6d8	7d8	8d8			+2	+2/lvl
MV	90/30'											
SW	120/40'											
THACO	19	13	12	11	10	9	8	7	6			
Attacks	1 bite											
Damage	1d4											
Attacks	2 claws											
Damage	1											
Attacks	or 1 weapon											
Damage	by weapon											
Special Attacks;	Move silently 25%+5%/lvl Surprise 1-3 on 6											
Special Defenses;	Infravision 90' Hide in Swamp 50% chance Hold Breath; 3 min. + (Con x r) DL-5											
Weakness	Normal Fires and Heat											
Immune to;	Swimming											
Natural Skills	Swimming											
Extra Vulnerable to;	0											
AM	0											
Saving Fighter	NM	1	2	3	4	5	6	7				as level
ML	8(9)											
XP	10	20	35	75	175	275	450	650	775			calculate
TT	K											
Body Weight	As human (femalesx 1.3)											



These reptilian Humanoids stand about a foot tall, with bodies sheathed in rough brown or green skin. Their black eyes boast infravision with a 90-foot range.

Caymen are intelligent and sociable, dwelling together in villages. They can speak the Common tongue, their own language and sometimes the languages of other creatures of the area.



History

The last creation of the Herathians was almost a success. Backing away from the gigantic and

deadly Gatomen, Herathians produced the small Cay-men. They were bred to become slaves and builders, smart enough to understand construction plans, agile and quick enough to do the job well and without delay, and small enough to make them weaker than their guards and easy to control.

That plan almost worked, except that the Cay-men weren't as bright as expected and were terribly pretentious in addition. Their pride would get in the way when a construction flaw needed correction, or when the Cay-men simply disagreed with the architects!

Endless bickering separated the Herathian architects from their Cay-men servants. In the long run, Cay-men deliberately allowed flaws to remain in the Herathian monuments, without alerting the architects. Exasperated by a rash of catastrophes, Herathians gave up on the Lizard kin experiments, and dumped the Cay-men north of the Bayou.

The building skills of the present-day Cay-men are rather outré. They were never bred to become architects, yet Cay-men still attempt to build things to prove they are better than the kin of Shazak and Ator.



Their lack of understanding of sound architecture and engineering has led the Cay-men to erect such dubious structures as the Great Citadel of Cay (see "The City of Tu'eth"). These constructions do get in the way of raiding Gatormen who don't know any better, but they wouldn't last long against the experienced military of Bellayne or Herath. But that's beside the point. Cay-men are still very proud of their accomplishments.

Caymen soon spread over Mystara and are found in nearly every large swamp (Including; Malpeggi in Darokin, The Mucks in Broken Lands, both swamp and Moor in Karameikos, etc.) using the same techniques.

Languages:

Their native language sounds like simple hisses and chitters to other creatures. Fortunately, Caymen also speak the local language. In addition, some may know the languages of subterranean creatures living nearby.

Many of the sounds used in Lizardkin expression are difficult to reproduce with a Human's vocal cords. In general, names are very short, one or two syllables at most. Cay-men hiss, wheeze, sneeze, whistle, hum, purr, or use a weak, lispy voice when communicating with Humans. Body language is used in conjunction with spoken words. For example, all of the Squamous ones use slight movements of their tails as punctuation or

signs of courtesy and respect. Greater movements of their tails express deeper emotions. Lizardman also use quick motions of their forked tongues when thinking or when suspicious of something.

None of these creatures have any special abilities (see "Miscellaneous"). Young Lizardkin (i.e., player characters when they are first rolled up) each start with a relatively low Intelligence score, as shown on the Intelligence table below. Don't forget to reward good role-playing of truly "primitive" characters! Each time one of these PCs gains a level, an Intelligence check should be rolled on 1d20. If the check is failed, the PC gains a point of Intelligence, up to the racial limits given in the Intelligence table. In other words, PCs gain in Intelligence as they gain levels, but the gain becomes increasingly harder to achieve.



Charisma applies only between creatures of the same race; penalize Charisma -2 when dealing with Humanoids, and -5 when dealing with DemiHumans or Humans. The natural -1 penalty to Gatorman's Charisma reflects the difficulty Gatorman have in getting along with each other.

Combat:

Caymen usually avoid conflict, except in self-defence or when protecting their villages, territory, or food sources. However, cay-men know that they are not suited to fighting: they prefer to make quick attacks and get to cover before the enemy can respond. When pressed, they use large (for them) bone daggers (which inflict 1d2 points of damage), small javelins called Boks (which inflict 1d6 points of damage), and special grenades manufactured by Cayman Wokani. Each weapon inflicts 1d6 points of damage.

In general, Caymen dislike frontal assaults. They prefer to surprise an opponent, make a few quick attacks, then flee.

All Caymen can move silently and hide in shadows with a 40% chance of success. They use these skills to evade combat, or to surprise foes with whom they must fight; those attacked by a concealed Cayman suffer a -2 penalty to surprise rolls. Caymas are incredibly tough for their size; this is a deliberate feature incorporated by their Herathian creators.

Abilities

All Caymen instinctively know how to swim. Cay-men can stay underwater without discomfort up to three minutes, and then hold their breath as long as normal Humans. All Caymen can hide in swamp vegetation (50% chance, at least 10' away from observer). Caymen all have infravision of 90'.

Preferred skills: Hunter, Swimming, Animal Training, direction sense, hiding, Fishing, Foraging.

Racial Tolerance; Orc -4, Gnoll -4, Bugbear -2, Ogre -4, Gnome -1, Elf -1, Fairies -2, Troll -5, Human/Dwarf -2, Giant -4, Kobold+1, Hoggoblin-3.

Traits; Cautious +4, Peaceful -2, Trusting -2



Habitat/Society:

Caymen build underground villages of tunnels and chambers 1 to 2 feet high. They protect these lairs with palisades of packed dirt and woven reeds. The walls have many entrances, all of them the equivalent of concealed doors. The Caymas are inordinately proud of these structures and refuse to see any flaws in the designs, no matter how blatant.

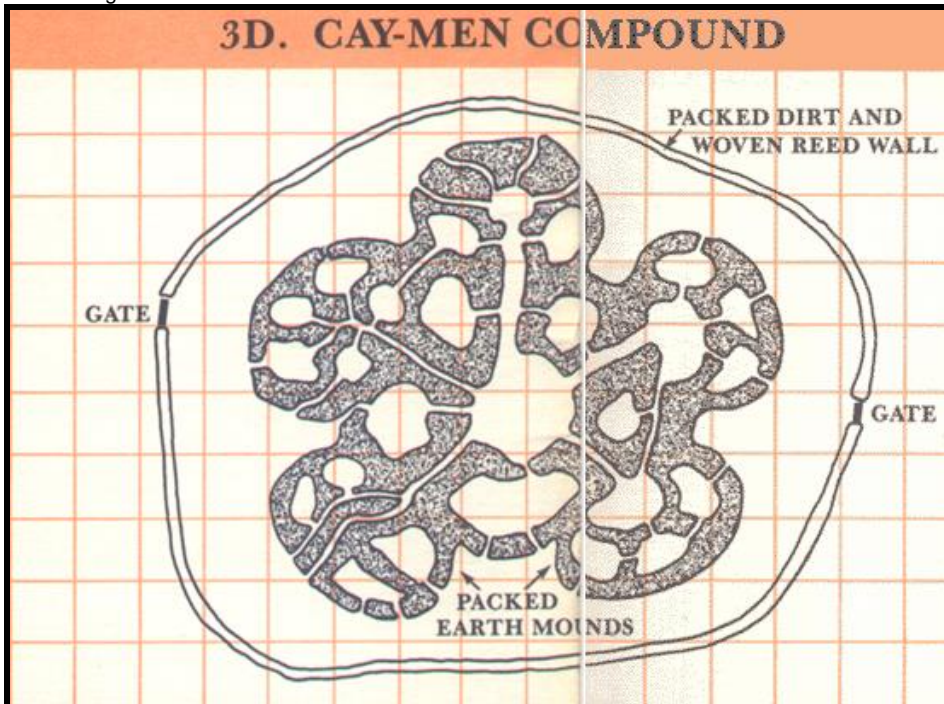
Each Cayman village includes 10d6 adults, and half that many non-combatant offspring. Immature Caymen reach adulthood in one year. Villages are led by a shaman, equivalent to a priest of 5th to 7th level. These shamans live longer than the average Cayman (60 years, as opposed to the normal 40-year life span), so their hides grow tough and improve their Armor Class to AC 6. With a shaman in a Cayman party, the creatures' morale increases by 1 point.

Not only do the better warriors use bone weapons and tools, they wear bone and feather headdresses. The more elaborate the headdress, the greater the warrior – though these Caymen avoid wearing such adornments in battle, not wishing to alert the enemy to their superior abilities.



These lizard-kin get along well with gnomes and tolerate lizard men. However, due to the Cayman's small size, evil subterranean races often take them as slaves. Caymas tolerate Shazak and are afraid of Gurrash. Caymas are not necessarily hostile but are very leery of the "big" races. Often, Caymas have been taken as slaves by larger, evil races.

The people of Cay copied the social structure of the other DemiHuman kingdoms and established their own monarchy. Queen Ssa'a presently rules the nation. She has been behind the Cay-men expansion into the open lands north of the forests around Rleeh'z and Hwool. There, the Caymen have learned a very primitive way of raising herds of wild Aurochs. For this, they domesticated small Lizardlike striders that they harness to small war chariots. Cay-men trade some of their Auroch meat with the kin of Shazak. Unbeknownst to Herathians, Cay-men also trade a little of their red steel, from a mine that is located next to Hwezzah. They are still in the process of learning how to forge metal. Cay-man metal-working is quite primitive, but their Wokani are learning.



Typical Caymen village

Kingdom of Cay (Savage Coast)

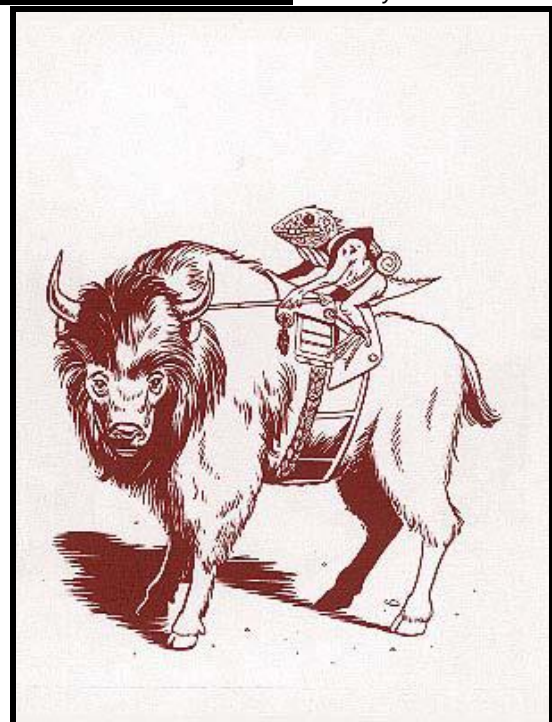
Capital: Tu'eth (pop.: 8,900 Cay-men); ruler: Queen Ssa'a IV "Silver Tail," daughter of Queen Roha'a II; Tribal domain includes forested land north of the Bayou; patrons: Kutul, Cay.

The City of Tu'eth — excerpt from the scrolls of Raman Nabonidus: "Seen from above, Tu'eth reminded me of Halfling burrows. The city was a succession of small hills with wooden doors and round windows. It was an average-sized town, with most of the paths winding inward, more or less toward a small mesa, about 50' high, in the middle. "At the centre around the mesa stood the Great Citadel of Cay. It was an

amazingly rickety assemblage of planks, tree trunks, bamboo, stones, ropes, leather, nets, and random portions of adobe walls with arrow slits, all of which contrived to form a 20' palisade. Several towers of respectable height (but debatable stability) overlooked the palisade at rather unpredictable intervals. Rope bridges, catwalks, and flimsy-looking drawbridges hung just about everywhere, running from one level to another like some sort of mad, three-dimensional maze. Surely, if an enemy ever climbed up the palisade, it would not be able to get back down the other side, for it would be hopelessly lost. "This 'monument' of Cay-men military architecture stretched for miles around the mesa, up and down the hills and crags, using large trees and boulders as anchor points. A 15' wide moat full of muck surrounded the extraordinary creation. At the centre of citadel, within the mesa, lay the queen's burrows."

Intelligent and sociable, Caymas of the Savage Coast live together in villages, herding aurochs (large, shaggy bison) and trading Auroch meat and cinnabryl with the Shazak. Aurochs are about 6 feet tall at the shoulder, so the Caymas have some interesting herding techniques. A cayma herder usually rides an Auroch, using sticks with metal hooks on the end to tug on the auroch's ears, thereby directing it. Caymas have also domesticated small lizards (2 to 3 feet in length), which they use to pull their war chariots and as beasts of burden.

In the Mucks in the Broken Lands, they live similar, but instead use goats and shaggy sheep instead Aurochs. Here they train crocodiles and alligators instead of Lizards.





Shamans & Wokani:



he acting as the patron of war, fire, and territorial gains. He also balances Cay's annoying lawfulness with his own brand of chaos.

Ecology:

Age	Caymen
Youth	
0-2	Baby
3-6	Youngster
7-10	Teenager
Adulthood	
11-15	Young Adult
Seniority	
16-30	Adult
Veneration	
31-50	Mature
51+	Elder
70+2d6	Death

Caymen enjoy eating giant-sized reptiles and amphibians but sometimes fall prey themselves to large predators. They make reliable guides in swamps.

Caymen and Kobolds, if they would ever meet, would be able to form a true alliance, which could be dangerous to other creatures around.

Caymas are just beginning to develop more complex lifestyles, and they have even begun to develop a simple monarchy.

Caymas enjoy eating giant-sized reptiles and amphibians but sometimes fall prey to large predators. They make extremely reliable guides in swamps.

If encountered in their wet environments they are partially immune to fire (lowered by 50% damage + full natural Armor Value) and heat (they are in effect blessed and have a +2 on initiative and 25% on speed, and suffer 75% less heat damage). In winter, or other Cold environment, Lizardkin become lethargic and slow (they need the sun to warm up). In effect they suffer a condition equal to both a Blight spell and a Slow spell.



Should the character decide to become a Spellcaster, he needs more experience points per level to achieve a higher character and thus casting level. The indicated XP have to be gained before actually acquiring the corresponding spellcasting level. This means that one can't start with a spell-casting character when the PC is created. For example, if a 3rd level Cay-man wanted to become a 1st level spell-caster upon reaching his next level, he would need to reach a total of 16,000 XP instead of 15,000. In order to cast spells, a Shaman must have a Wisdom of 9 or better. A Wokani needs an Intelligence of 9 or better. All spell-casters must be at least 1st level in their race to be able to cast spells.

Level	Extra XP
1	1000
2	2000
3	4000
4	8000
5	16.000
6	32.000

Patron Immortals

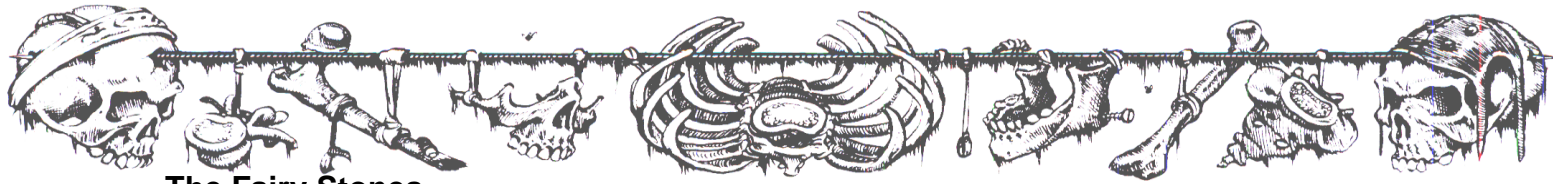
Cay— (alias Terra), Cay-men's patroness: Cay represents earth, but also life, fertility, and good luck. Cay is one of the Immortals whom the Herathian experiments on Humans and other beings angered. She felt that creating a new race was truly admirable, but debilitating already existing ones in the process was odious. She caused the Cay-men to become useless to the Herathians by making them too proud and limiting their building skills (see the Codex of the Immortals, in the Wrath of the Immortals boxed set).

Kutul— (alias Kurtulmak), Cay-men's patron: The Shining One was a late comer to the scene. He saw in the Cay-men an opportunity for increasing the number of his followers. At that time, the Cay-men were poor Warriors at best. Kutul contrived to have them create a caste of Warriors headed by Shamans devoted to him. Kutul now shares the leadership of the Cay-men with Cay, she taking care of the growth of their population, and

Important D&D DM Note;

Mystara D&D Kobolds are different in appearance and origin when compared to other game systems and D&D worlds. On Mystara Kobolds are a doglike breed of Humanoid, and NOT, I repeat, NOT lizard-like, they aren't even reptilian, and absolutely NOT Dragon-related. They breed like any mammal, are not oviparous, have NO scales (except hairy scales on their rat-like tails, and sometimes back). Kobolds are often depicted as being Lizard kin in recent newer editions of D&D art, but this is a mistake on Mystara.

The depicted lizard-like creatures in newer editions of D&D are at best basic D&D Mystara Caymen, which would also declare their draconic link which is often given for Kobolds in these newer D&D editions, as Caymen were created canonically from Chameleonmen (partially draconic creatures).

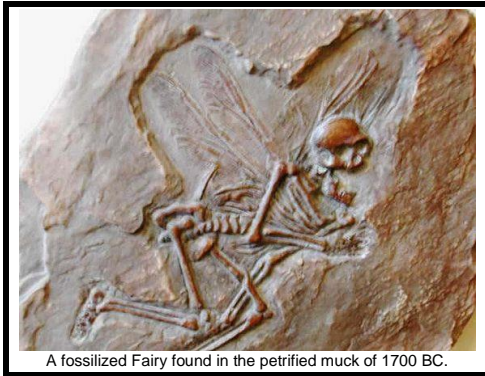


The Fairy Stones

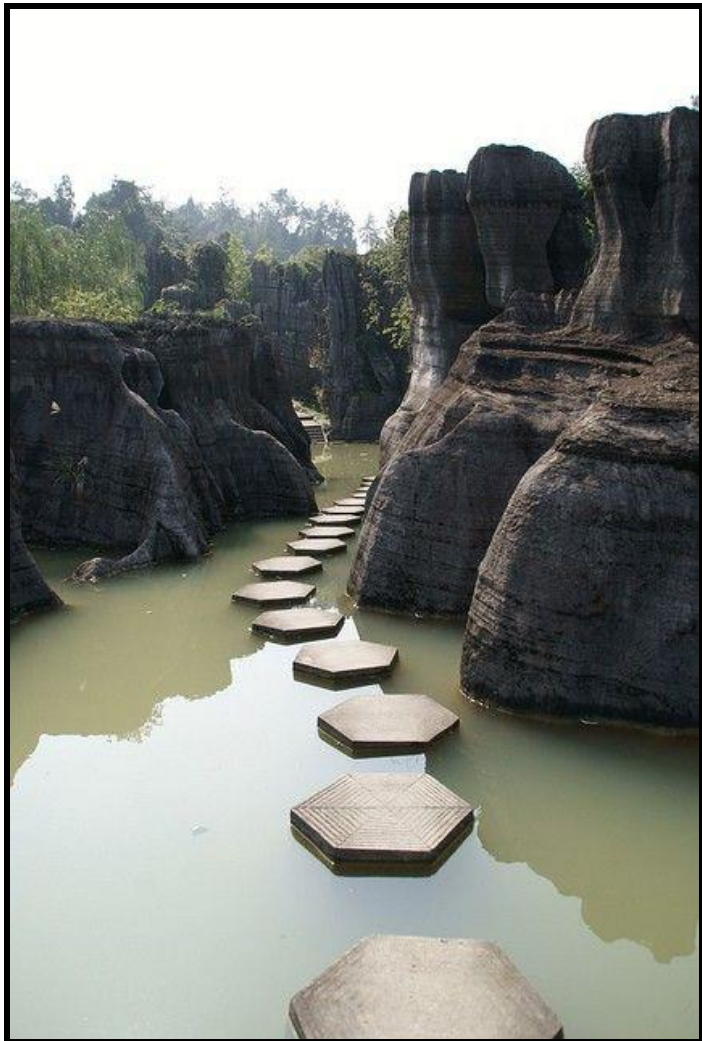
This peculiar area is rarely noticed, and those who do almost never venture forth.

The area is dominated by strange rocky piles, which are remnants of the multitude of volcanic ash layers of nearby Kalazyrd and the Volcano in the Colossus mountains, and muck from the former lakes Grondheim. Erosion washed through it, making a weird landscape of rocks and swamp.

The area is under powerful fairy magic, emanating from within the rocky swampy area. Within this region non-destructive Witch, Druidic, Elven Treekeeper, and Shaman magic are double in effect OR duration (random), all other magic is half effect AND duration or may have a weird rarely harmful side effect (DM use your Imagination, keep it fun, a bit ridiculous. Example; Magic missiles turn to paint ball projectiles; a Lightning bolt makes the caster extremely electrostatic, hard to concentrate/sleep/eat, or touches others while generating these tiny sparks).



A fossilized Fairy found in the petrified muck of 1700 BC.



Only those able to see invisible can detect the hexagonal stepping stones leading deep within the area, to the magical portal. This magical location is a portal to the Fairy Realm, and many Fairies of different kind enter or leave the region from here, by using these magical stones, mostly in invisible form. Races friendly to the fairies (like Hsiao, Treant, some individual Hin, Elf or even Human) often know this location too, but refrain from abusing its power for fairy magic seems to have its counter effects. They only use this location as a conduit to other Fairy locations (Alfheim, Isle of Dread, Hollow World, etc.).

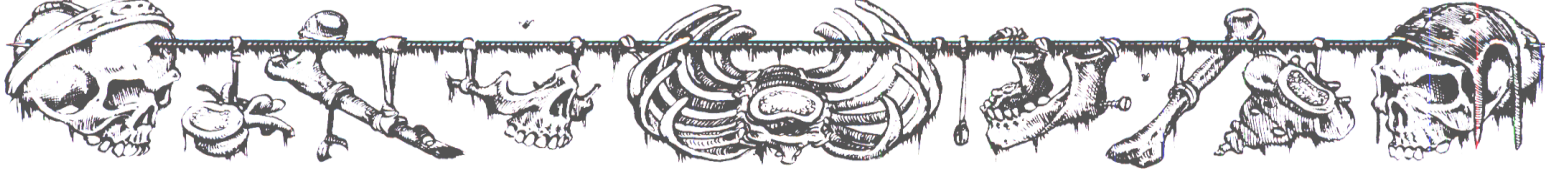
The Troll Houses



Within the Mucks are a few small (10-20 feet diameter and height.) strange metal structures. Their use and reason obscured by erosion, plunder, weather, water and time. But housing of some sort is suggested. Currently only a family of Swamp Trolls resides here. They refrain from contact with the Humanoids of the Broken Lands. And as thus it is assumed they originate from Trollheim in Vestland.

DM knowledge; These Domes constructions were actually housings for sentient water creatures from the Blackmoor era. As the connection between the Elves, so was there also a connection between many other races. However, the further Blackmoor strayed away from nature, the more these contacts were lessened or even broken off. In an attempt to restore these contacts New Blackmoor build these domed housings for the nearby water creatures, most likely Nixies from the nearby Fairy Realm, but aquatic elves or even Merrow could be possible. This knowledge is lost in time. The graffiti on the domes are from Humanoids, possibly nearby Hobgoblins.





The Giant Head



There was a time when this region was under the Rule of the Grondheim Giants. These had settled themselves in the Colossus and Dwarfgate mountains around 2300 BC.

Why they disappeared is to debate, but one of their Storm Giant warriors

waded through the Lake Grondheim, when the Troll Queen decided he was an invader. She called forth her charmed Medusa, removed her helmet, and sent her in the swamp. Indeed the two did meet, and battle and it soon became clear that even the Storm Giant was no match for the petrifying powers of the Medusa. Up to this day, his stone body stands within the muck, washed over by the flooded lake, sunk partially within the bottom. Only his large head and armoured helmet are seen above the water. Even if turned to flesh again (this will logically fail, but a Wish might work), the giant perished long ago. The only thing it now does is scaring the sentient creatures away. The Caymen like this idea, and if captured explain a giant protects them.

The Vessel of Steel



Like in the real world, there came a change in water vessels upon the discovery to create ships of steel. These, often much larger and offering much more space, vessels rapidly replaced the wooden vessels. Engines running on different kinds of fuel, powered these vessels, most popular amongst others was Radiance magic. But when Blackmoor was destroyed in the Great Rain of Fire, there was no more energy produced. All engines exploded in the blast, and the few vessels that drove on petrol fuels, stopped working as soon as their fuel ran out.

The Vessel of Steel in the Mucks is an example of a Radiance vessel. Originally it was a ferry, bringing trucks, cars and other vessels to the villages and cities around Lake Anur. Still clearly it can be seen that a large transportation wagon rests upon the vessel. Nothing of value can be found here.

However, many skeletons (about 300 of the original 600 passengers and crew) lie in the waters which around full moon (including the day before and after) become animated by Radiance remnant magic. Even the Caymen know to stay away from this region at full moon (be it day or Night). The skeletons never stray further away than half a mile from the vessel, as they become slower when reaching the limit of the Radiance emitters within. Also anybody within 500 feet of the vessel will be affected by Radiance poisoning. This is also the same reason, why no plants or animals have settled upon the ruined vessel.

Bloodtree (*Arborium essanguim*)



Game statistics as Large tree (http://pandius.com/Monster_Manual_3.pdf page 846)

It is wrongly assumed by many that this rare plant is carnivorous, or feasts upon blood of the fallen, or similar nasty things. Nothing is further from the truth. These plants are not even sentient, yet are able to move at a rate of 30'-10'. These special plants only grow here in the mucks and survive on the chemical and toxic compounds found in the ground. They thrive on the poisonous metals, acids, and other vile stuff, and turn it into personal energy/food. When drained a 10' section, they move several hundred yards away. They do so to find new feeding grounds, and to meet other Bloodtrees to pollinate their flowers. Both are easy to be found. The whole Mucks is infested with these strange Plants. These trees can submerge in water for as long as needed to reach a dry surface again. The only effect will be that the tree becomes clogged with muck, water plants and the leaves may turn brown after a day, just as flowers close. Fruits may loosen if ripe and thus spread...by floating away until it reaches any shore to root upon.

Appearance; a twisted bend adult tree of 20 to 35' tall with long slender branches, branching out to form a crown of 25' diameter, Each branch having several feathered thorned leaves of up to 3 feet long and wide. At the root of these leaves always grows a small white flower. When two flowers of different trees are brushed against each other, fertilization takes place and both flowers will grow to form dark brown grape-like fruits of half an inch diameter per grape but clogged together with 10d4 grapes for each former flower.

The Trunk of the tree is widened into a sturdy sack and within is a globe of liquids. Bioluminescence of a reddish glow are part of the process how these plants change the deadly chemicals to use. Within this protected shell, all compounds are mixed, diluted with swamp water, filtered and turned into energy. This energy is consumed.

Ecology; As thus research has discovered these plants also consume magic and are fully immune to all non-damaging magic. Damaging magic is reduced in effect depending on time. The first round the magic takes normal effect, the next only 50%, and each following round this is halved again. Each HD of reduced magic is turned into 1d8 points of healing for the plant. As thus the damage the spell initially caused, might be source to be food for the next. Assume a 20% chance any individual Bloodtree is wholly or partially immune to that form of magic (roll 1d6; 1=50%, 2=75%, 3= 88%, 4= 94%, 5=97%, 6= 100% fully immune).

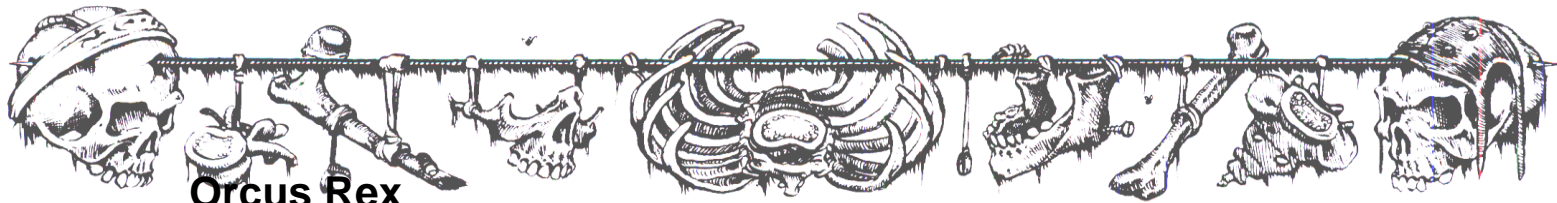
Blood trees live for about 20 years and then rot away rapidly. Antimagic kills them instantly. A Dispel Magic will cause 80% damage to it, any other Dispel will cause 20% damage.

The grapelike fruits it creates in autumn (or when low on food) can be used for creating medicines to cure magical diseases. If the patient is allowed a save vs. the disease, apply a poultice of the fruits; roll again with a +5 on the save. If No save was originally allowed, the save is now allowed with a -1 penalty only. If failed again, the disease was stronger and will take its course as normal, if however, the save is successful the victim will slowly fully recover in a week time.

The grapes themselves cause indigestion and instant regurgitation if consumed, and an apothecary /Alchemist must prepare the right concoctions to be able to imbibed without effects (Apothecary/Alchemy skill at -2 to be able).

Underneath the swollen trunk the tree has several roots, upon it treads, and how it drains the toxics from the ground. These roots are fully immune to any magic, poison, toxic, heat, cold, energy as long as the tree itself has contact with the ground. If the tree is toppled, losing root contact to the ground, it will drain and eventually die. To topple a tree a total combined strength of 200 is needed.

Remember the Trunk, branches, roots and swollen chamber are covered in sharp thorns which cause 1d4 damage upon contact, and may cause an infection like any wound in contact with the available dirt. For more on Infections; see; http://pandius.com/diseases_and_healing.pdf page 18.



Orcus Rex

Surface 1710 sq miles

Surface Population: 3700 Common Orcs (*Orcus porcus*), 1600 Kobolds (*Canis Minor species*), 900 Spotted Gnolls (*Canis erectus Hilaris*), & a 3800 total smattering of every other kind of Humanoid from across the Broken Lands

Upper Orcus Rex

The powerful tribe of Orcus Rex is located on the North-western side of the Broken Lands, on the Glantrian border. Their territory extends to the Vesubian River. This is the domain of King Thar (who is also king of the whole of the Broken Lands). The natives, the Rexians, are under King Thar's direct control. All the various regions pay tribute to the king and in return he commands a legion of mixed race troops that defend the Broken Lands from determined invasion by its neighbours.

Orcus Rex perhaps best deserves the name of the Broken Lands. The upper territory is a succession of cliffs, narrow canyons, impassable rocky crags, and dusty plateaus. The hinterland sharply rises to 6000 feet.

The Rexian fortress, Udhgar, rises at the mountainous foothills, on the top of a 450 foot high cliff. It is the main entrance to Lower Orcus Rex

Orcus Rex and Ogresmoor are separated by a huge glacier called the valley of Khyr. Upper Rexians hunt local monsters and raise mountain goats for their survival.

Skull Smashers horde at Udhgar, 7 Rexian raiders on Upper Orcus Rex (1 at the gate)



Lower Orcus rex is about 1010 square miles and populated by 1740 Orcs, 530 Kobolds, 505 Gnolls, and about 1965 various Humanoids in total,

It is located 1100' below the surface. This large, round cavern complex opens north on a 16 mile long sand beach next to the Lava Flow. Two other passages link the Rexian Homelands with Trollhattan and its lake. A thick fungal jungle grows next to the water. Thar has built a fortified gate built to prevent the Trollhattan Trolls' excessive appetite from affecting Orcus Rex. Camp Sodhor lies nearby to guard both passages. A small lake occupies the western tribeland, allowing more fungal vegetation to grow. King Thar resides in his palace of Udhgar, a great fortress located halfway between the lake and the Lava Flow. The palace has nothing in common with Human rulers' domains, but it has earned its name from the various treasures it contains and the many trophies adorning its walls.





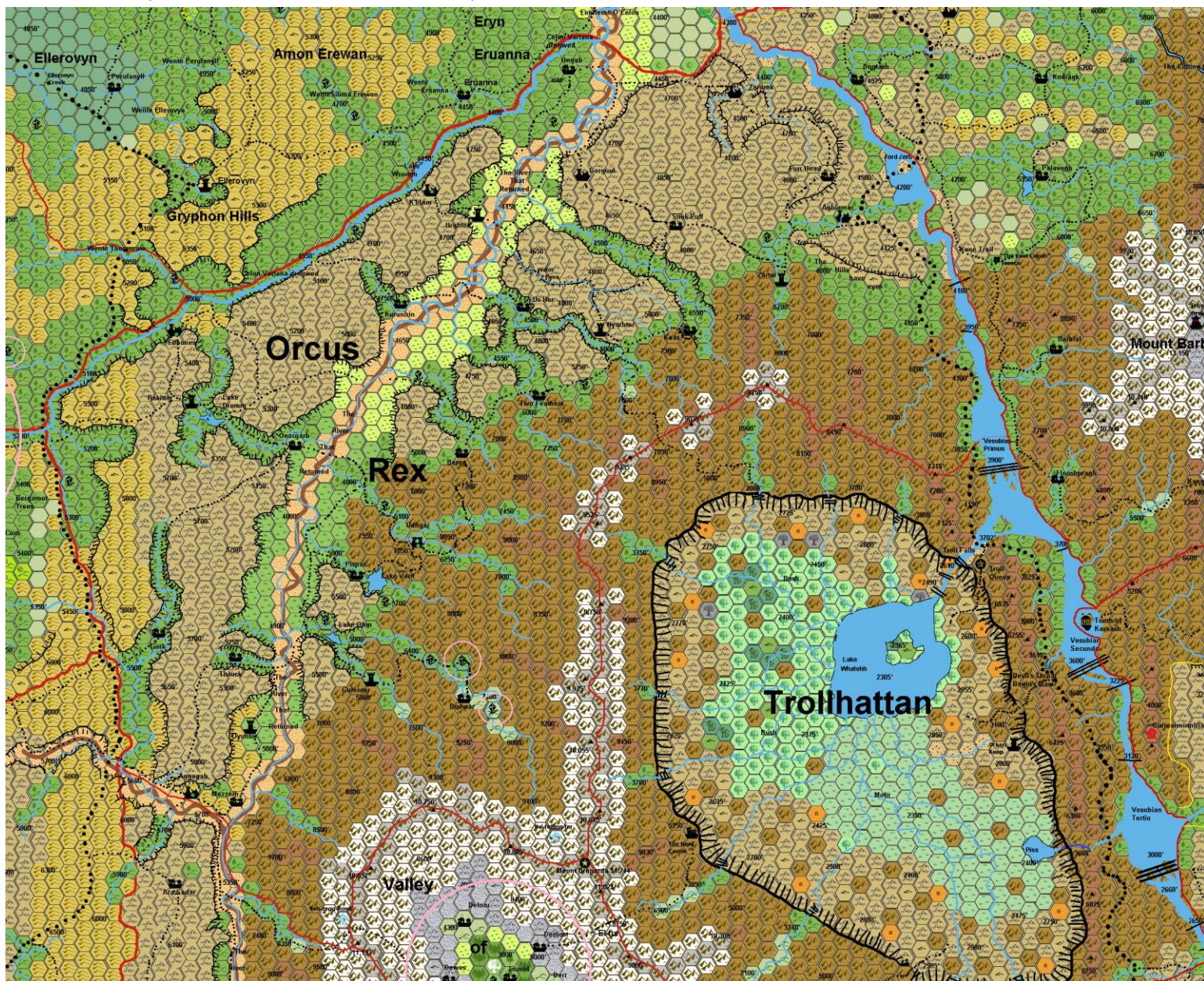
Lower Rexians train war dogs for their army and for monster hunting, their traditional food source. Some of the food also comes from the lake, and the two fungal forests. Stirges are a Rexian specialty, raised at the palace where they feed on prisoners and slaves. Baked with fungal spices, bloated Stirges make an excellent blood sausage. Troll will pay dearly for this treat, some of the volunteering for slavery in exchange for it. Trade occurs only aboard armoured rafts on Troll Lake.

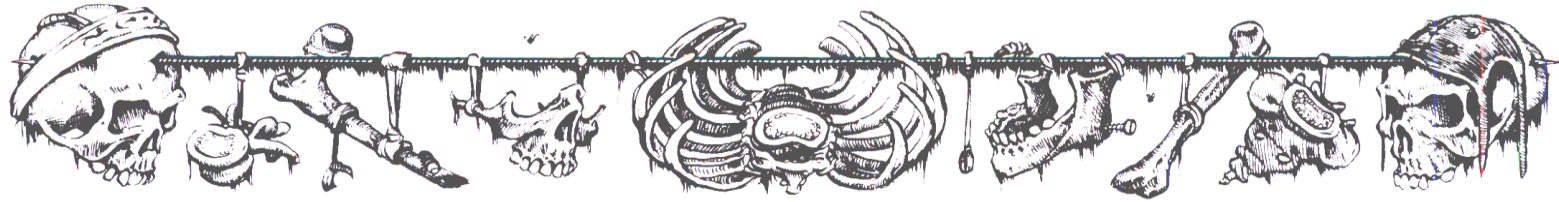
Thar maintains a fearsome legion in addition to his nine hordes. The "Legion of Thar" is recruited from other tribes, pariahs, prisoners, slaves, bandits, monsters, and other unsavory scum of the whole Known World., it is based at Camp Sodhor; a disciplinary camp designed to train and indoctrinate even the most reluctant troops according to Thar's Code of Conduct. Legion commanders are notorious Skull Crusher Warriors. Other tribes provide supplies each month, via expeditions on the Broken Lands' surface, as part of their monthly tribute to Thar. Whenever supplies run low, legionnaires leave on raiding campaigns over Glantrian or Darokinian settlements and passing caravans.

Faith

Orcs worship many Immortals,

Rexians worship Karaash, Patron of War and Destruction. Karaash used a wicked-looking sword, now his Holy Symbol, to fight his enemies. Legends say its wounds never healed. Their religion often is extremely hateful towards other species and urges violence and warfare. Orc Shamans have been noted for their ambition, and many tribes have suffered because of political infighting between Warriors and priests. All faiths are tolerated except the worship of Lawful faiths and that of Yagrai. Foreigners think; each time a follower defeats an enemy, he often mark his sword (not needed if it is a Karaash sword) with a notch; the larger the victim, the larger the notch. Once a blade has notches all over, it must be blessed by a Shaman at the temple, making it into a Karaash sword, and as a sign of power. In fact the process is different; see [Karaash Sword](#) under the chapter [Weapons of the Legion of Thar](#). Followers of Karaash automatically become Skilled in this weapon, a non-follower would wield such a weapon at -2 to hit because of the numerous dents.





Climate

The weather of OGREMOOR is similar to that of Glantri, temperate, which is similar to Real World Germany. Some more precipitation falls down on the higher hills and mountains. This has to do with the natural inclination of moisture rising in the air when blocked by mountains and cooling down and thus falling. Many snow accumulated in the ages on the mountains now provides water for the many streams, brooks, creeks and goblets and even feeds "the River that Returned" (a river which before the 1700 BC disaster flowed over the same riverbed southbound, instead northbound. This river used to be the natural course of the Vesubian, before the terrain uplifted, broken off due the Elevation of the Broken Lands, flowing north since then, fed by several new streams passing through the many earthquake cracks, creating canyons.

The dominant wind is coming from the North West.

The most prominent feature of Orcus Rex is the wide river canyon and many side canyons of 'The River that Returned', and these area has many steep sides which are not crossed easily. Most upper areas are much drier and broken than the canyons.

This table gives the chances of finding something within a 10.000 square yard area. This can be along the route covered 25 yards on either side of the passed route for 200 feet length, or in a roughly 100 x 100 yard area. This takes 1 Turn of time (either real time or delay time while travelling), and a successful survival skill check if available. Overall is; any area not including Mountains in the case of Orcus Rex, thus includes hills, broken lands, river.

Chance of Finding;	Drinkable water	Medicinal / Edible / Functional plants	Fuel for Fire	Wandering Monsters, Creatures or Humanoids
Overall Winter	25%	20%	25%	1 on 8/Hr
Overall Spring	35%	28%	20%	1 on 6/Hr
Overall Summer	15%	33%	35%	1 on 6/Hr
Overall Autumn	20%	30%	40%	1 on 8/Hr
Canyons Winter	40%	40%	15%	1 on 6/Hr
Canyons Spring	55%	56%	10%	1 on 4/Hr
Canyons Summer	20%	66%	17%	1 on 4/Hr
Canyons Autumn	45%	60%	20%	1 on 6/Hr
Mountain Winter	30%	10%	18%	1 on 12/Hr
Mountain Spring	20%	22%	15%	1 on 10/Hr
Mountain Summer	10%	5%	35%	1 on 10/Hr
Mountain Autumn	15%	17%	30%	1 on 12/Hr
	+5% /hr rain in last 24 Hr).		x2 if making noise (smoke, light, tracks).	

Wandering Creatures

Actually not all of these are monsters, but most are Humanoids, natural creatures AND monsters, living locally or traversing the area. Unlike as per Rules Encyclopaedia (1 on 1d6), use the rolls as given in above Finding able. Multiply rates and chances per Hr by disturbance. Thus a noisy PC in summer must check twice per Hr on 1-2 on 1d8 to attract creatures. And if he carries light at night or smoke at day three times at 1-3 on 1d8. If he makes noise and light it is even doubled. Green and Yellow listed creatures will mostly try to run away, and the encounter be no more than a glimpse or traces of the creature moving away. Actually only predators or sentient creatures will investigate and maybe attack abandoning their main lair settling temporarily elsewhere with friendly dragons.

Almost all other Creatures listed in the following tables (for each Humanoid nation in the Broken Lands) can be found in TSR 1071 The D&D Rules Cyclopaedia, TSR 2501 AD&D2- Mystara Monstrous Compendium, TSR 9438 -DMR2- D&D-Mystara-Creature Catalogue, TSR 9173 - D&D - AC9 - Creature Catalogue or otherwise in my Mystara Monster Manual Compilation books <http://pandius.com/mnstrmnl.html>.

Some, however, might vary a bit and are explained next to the table were they are mentioned.

Common Rodents; Mice, Hamster, Guinea pig, Mountain Mice

Common birds; Blackbird, sparrow, mousebird, etc.

Animal Herd Hills; Fallow Deer, Moose, Boar, Wild Sheep

Mountain; Capricorn, Wild Goat.

Herd of... usually accompanied by 1d2 of the ruling race of the region

Merchant & Company; These are often parts of a attacked caravan, without maps and mostly desire to leave the area they are in to reach their destination. 1d6 people on 1d4 wagons with or without sufficient draft-animals, and guards.

NPC Party

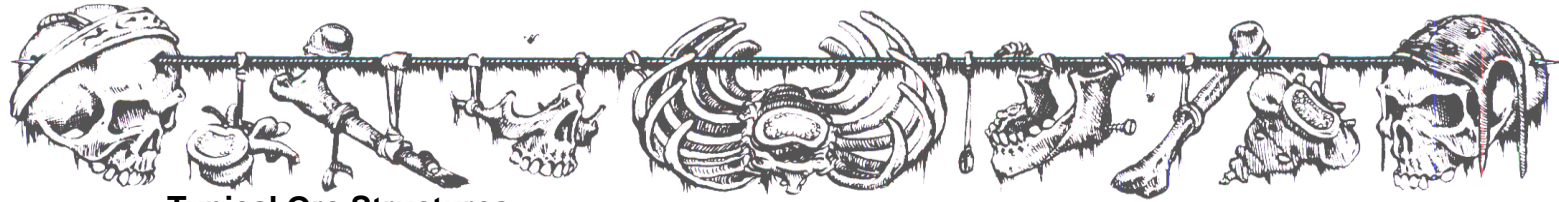
These are rolled as explained in the Rules Encyclopaedia or chosen by the DM.

Bandit (Glantrian); these hide from the official and may assume a false identity if discovered (often as farmers or merchants in need) they absolutely do not want to go to Glantri (and if forced or guided, try to return as soon as possible under whatever ruse or lie).

Dragons; As explained above.

Undead Skeletons are mostly tools of local Wicca or Shaman, and set to guard or patrol, they are of various racial build-up.

Orcus Rex Canyons, Plateaux, Hills & Broken			Orcus Rex Mountains & Valleys		
1d100	type Encountered	number appearing	1d100	type Encountered	number appearing
01	Giant Bee	1d3	01	Giant Bee	1d3
02-03	Orc	5d4+50% 1 caster	02-03	Orc	5d4+50% 1 caster
04-08	Rexian Orc Patrol	3d6+ 1 caster	04-08	Rexian Orc Patrol	3d6+ 1 caster
		2d6+ 50% 1 caster			2d6+ 50% 1 caster
09-12	Orc	1d3	09-14	Orc	1d3
13-14	Chimera	1d3	15	Chimera	1d3
15-18	Common Orc	2d10+2 casters	16-18	Common Orc	2d10+2 casters
19	Griffon	1d4	19	Griffon	1d4
20	Harpy	1d4	20	Harpy	2d4
21-24	Manticore	1d4	21-23	Manticore	1d4
25-31	Insect Swarm	1d4	24-26	Hell Hound	2d4
31-32	Rats	2d10	27-32	Common Birds	3d20
33-34	Common Rodents	2d12	33-34	Common Rodents	2d12
35	Cave Bear	1d4	35	Black Bear	1d4
36	Herd of Sheep	2d12	36-39	Herd of Goat	2d12
37-39	Herd of Goat	2d12	40-42	Eagle	1d8
40-42	Eagle	1d6	43	Roc, Small	1d8
43	Roc, Small	1d3	44	Roc, Large	1d4
44	Roc, Large	1	45	Roc, Giant	1
45	Roc, Giant	1	46-50	Cyclops	1d4
46-50	Stirge	2d10	51-52	Mountain Lion	1d4
51-52	Mountain Lion	1d4	53-54	Cockatrice	2d4
53-54	Wolf	1d4+1	55-56	Dragonne	1d3
55-56	Dire Wolf	1d3	57-58	Earth Drake	1d12
57-58	Bandit(Glantrian)	1d12	59-60	Ice Wolf	1d8
59-60	Snake, Viper	1d4	61-65	Wyvern	1d6
61-65	Giant Hunting Spider	1d12	66-69	Great Eagle	1d2
66-69	Giant Ant	4d6	70-73	Randara	1d2
70-73	Randara	1d2	74	Robberfly	2d4
74	Robberfly	2d4	75-76	Pegasus	1d12
75-76	Common Birds	3d20	77-81	Grizzly Bear	1d4
77-81	Bear (various)	1d4	82	Gold Dragon	1
82	Gold Dragon	1	83-84	Displacer Beast	1d4
83-84	Displacer Beast	1d4	85-86	Red Dragon	1
85-86	Red Dragon	1	87-90	Animal Herd(various)	2d10
87-90	Animal Herd(various)	2d10	91-92	Common rodents	2d10
91-92	Common rodents	2d10	93-94	NPC Party	1d6
93-94	Cyclops	1d2	95-100	White Dragon	1d8
95	NPC Party	1d6+1		Predator -2 reaction	
96-97	Merchant & Company	1d6		Defensive -1 reaction	
98	Skeleton	1d6		Defends only, or flees	
99-100	Wychglow	1d8		Prefers to flee	



Typical Orc Structures

Military Keeps with either caves attached or a village attached

These consist often of mortared stone in the shape of a two or three tier tower, with attached buildings.

As Orcs know how to make mortar, they can build much sturdier structures than most other Humanoids are able to (Gnolls are the major exception, as their building skill supersedes even that of many Human structures.). In effect these keeps are small fortresses.

Small Wing style Villages

These are named after the typical wing-shaped main structure. This two or three tier structure is mostly a large wooden frame, with wooden planks and boards to close it up. The structure is however largely fire-, rain- missile-proofed with a covering of slates of stone (*either cut or baked*), seldom even made of steel (*mostly flattened pieces of whatever metal they could find*). The backside of this structure, though protected, is mostly directed at a rock side, or depth, thus making assault from that position near impossible. The front has a central door and there are several archer/spy holes directed to the open front.

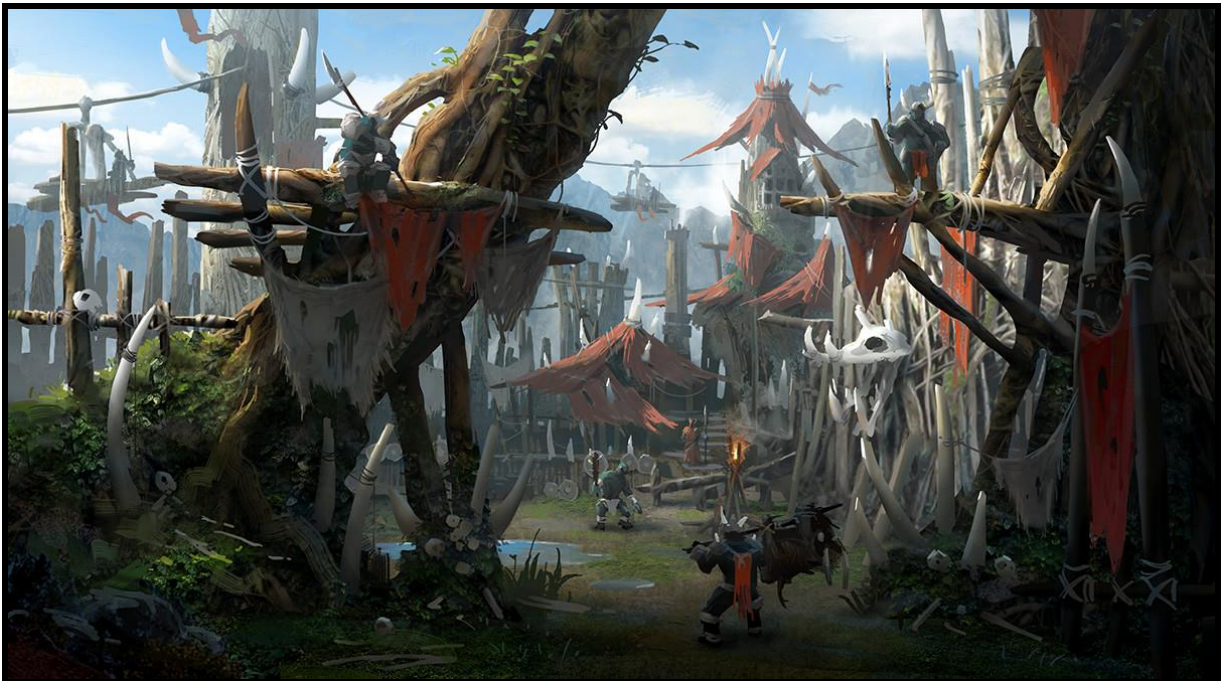
The village is also protected by a palisade and thorn bushes, often has a large single gate (*and rarely a smaller gate elsewhere*). The buildings to live in are variable and differ from leather covered tents, to wooden structures like small mostly round (*seldom octagonal*) houses, or sometimes even made of mortared stone. The have, a pointed roof, mostly made of wooden beams attached to each other where the intermediate space is covered by wood, leather, straw, caked mud etc. Always prominent is the central building with the open place in front.

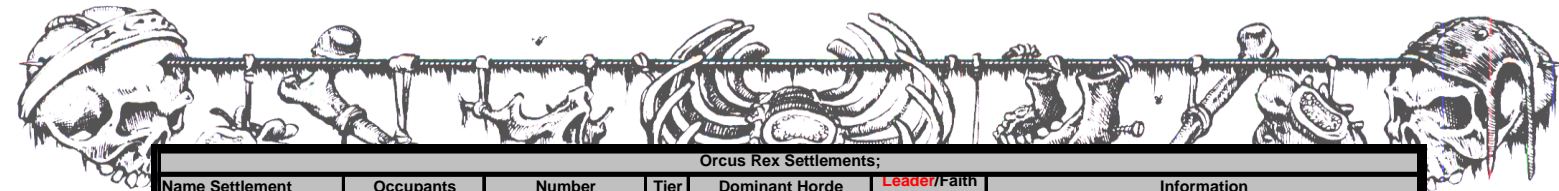




Large Chaos style Settlements

These are very common, and are actually a mumbo-jumbo of logs, trees, and other materials chaotically added to each other, with underneath or within open spaces to reside within. Roofs are often wooden or leather (*multiple layers caked together*). Decorations in all styles of villages are bones skulls, and jaws. The most decorated structure with in front an open place is near to always the head building, where the leader resides. These villages have palisades, but also many openings (*often guarded with thorns, pointed stakes and guards*). Typically they have zip-lines from the major buildings to the walls for rapid defensive or offensive effect. There are ramps, platforms, rope bridges, beams, zip lines everywhere, no corner equals another. The same with any building, wall or whatever else. But in effect, it still resembles a wing style, settlement, but larger and much more chaotic.





Orcus Rex Settlements;						
Name Settlement	Occupants	Number	Tier	Dominant Horde	Leader/Faith	Information
		Orc/Kobold/ Gnoll/Other		Blue= Rexian Raider Hordes		
Large Chaos style Settlements						
Tisluck	Orc/Kobold/ Gnoll/Other	440/300/100/350	2nd	Tata Maji	Thar	Production Village
Two Feathers		600/450/85/750	2nd	Blos Darag	Thar	Very Large village (almost Town)
Military Keeps with either caves attached or a village attached						
Nyarhtor		150/35/35/200	3rd	Thar Uru	Thar	Outlook Keep
Gulentor		150/50/50/120	2nd	Thar Uru	Thar	Keep in Small Valley to Bodwar
Rakittor	Orc/Kobold/ Gnoll/Other	150/40/45/165	3rd	Thar Uru	Thar	Outlook Keep
Zartor		150/55/12/150	2nd	Thar Uru	Thar	Trail Raiders& Invasion Guards
Urghor		150/20/20/200	3rd	Thar Uru	Thar	Outlook Keep
Oyuntor		150/50/60/140	3rd	Thar Uru	Thar	Outlook Keep
Small Wing style Villages						
Stink-Puff	Orc/Kobold/ Gnoll/Other	45/10/2/65	4th	Thar Uru	Thar	Production Village
Ongah		50/15/-/100	4th	Thar Ghis	Thar	Almost completely surrounded by wide rivers
Kaas	Orc/Kobold/ Other	25/25/-/55	3rd	Thar Ghis	Thar	Production Village
Us-Her		5/55/-/80	5th	Thar Ghis	Thar	Production Village
Furr-Head		2/2/-/115	4th	Dod Bunas	Thar	here are Bugbears stalled
Gork	Orc/Kobold/ Gnoll/Other	15/5/1/65	3rd	Tata Maji	Thar	Trail Raiders& Soth Kabree Looters
Mazzelh		25/50/5/50	3rd	Garghog	Thar	Trail Raiders& Soth Kabree Looters
Pispas		20/20/2/35	4th	Blos Darag	Thar	Production Village
Bergg	Orc/Gnoll/Other	20/-/4/55	3rd	Kez Flat	Gorguhm	Production Village
Ooorgarh	Orc/Kobold/ Gnoll/Other	20/15/1/83	4th	Thar Uru	Thar	War Beast Breeding & Training
Kurunirin		20/5/8/65	5th	Thar Uru	Thar	War Beast Breeding & Training
Ruins with tents/chambers/caves to reside in						
Ruins of K'blam	Orc/Kobold/Other	5/110/-/80	2nd	Dod Bunas	Thar	Testsite warmachines& spells&stuff fiery
Ruins of Zardrek	Orc/Other	15/-/25	3rd	Garghog	Thar	Abandoned save a smal group guards/outlook
Ruins of Aggagah	Orc/Other	10/-/15	3rd	Tata Maji	Thar	Abandoned save a smal group guards/outlook
Ruins of Aghiamar	Orc/Kobold/Other	25/10/-/25	4th	Blos Darag	Thar	Abandoned save a smal group guards/outlook
Ruins of Elfbones	Orc/Other	13/-/33	4th	Garghog	Thar	Abandoned save a smal group guards/outlook
Ruins of Gorguul	Orc/Other	10/-/20	5th	Dod Bunas	Gorguhm	Abandoned save a smal group guards/outlook
special structured settlement						
Bodwar	Orc/Kobold/ Gnoll/Other	18/13/5/34	all	Garghrun	Ahklam/None	Shaman/Wicca Compound
Stone and wooden Fortress resembling Dwarven Style						
Udhgar	Orc/Kobold Gnoll/Other	762/185/375/355	1st	Kulk Flat	Thar	Main Village/Fort
		500/50/40/220	2nd	Thar Uru	Thar	
		55/30/50/150	4th	Various		
Hordes in Lower Orcus Rex						
Udhgar	Orc/Kobold?Gnoll/ Other	1250/300/150/1050	1st	Kulk Flat	Thar	
	Gnoll/Ogre	150/50/250/300	3rd	Garghog	Thar	
Camp Sodhor	Mixed	150/100/75/355	3rd	Thar Legio	Thar	Includes 55 Minotaurs and Bargdha(Infected Minotaur)
Combined Groups/Families	Mixed	75/25/25/80	4th	Grott Tegror	Thar	Also includes 15 Human Lycanthropes
Small families/groups	Mixed	115/55/5/180	5th	Various	Gorguhm	Also includes 151 Human adventurers

Dod Dunas (Broken Bones), Bloss Darag (Bloody Head), Riip Ghis (Claw Strike), Tata Maji (Dripping Mace), Kez Flat (Dwarf Smashers), Garghog (Evil Eye), Thar Ghis (Tharian Claws), Thar Uru (Tharian Fists), all belong to the Rexian Glada (Rexian Raiders). The **Grott Tegror (Cave Marauders)**, **Kulk Flat (Skull Smashers)**, **Thar Legio (Thar's Legion)**, are the dominant hordes. The Garghrun (Vile Runes) are widespread over the Broken Lands and hold the most spellcasters.

Travelling Orcs use simple but good shelters. They always erect these on top of higher locations, due two reasons, lookout, and rain flooding.

The first tent is shaped like a large cube, made from firm rectangular frames set in a square pattern, often one or more sides are placed against a solid surface. The sides are always slanted. Over these large sheets of fur, leather or tarp are placed, weighted down by 5-6 feet long 3" diameter stone stalagmites or stalactites, or thicker beams of wood, and large rocks found locally (or a think layer of earth or dirt). One side, in front of it is a small campfire is mostly open, yet directed from the wind at set-up, but may be closed with a large flap if need be (Weather). Opposite of these are several (2-6) smaller tents. These are very sturdy and are made by two rectangular wooden triangular frames set against each other. Also covered by weighted leather, but both triangular sides are always open, one side is always directed to the open away from the camp so one can look down and far, and the fire is within reach on the other side. Sometimes these are camouflaged with leafed branches, dirt, or snow. Water (or snow) will triple the weight of these shelters, and they can't be brought down and folded in freezing conditions. The mostly triangular frames are worn on the back, together with the leather strips to bind them together or set them up.

Sort Shelter	size	for;	Set up Volume	setup time	hp	vs. Moisture	vs. Wind	cost	Enc.
Orc Shelter,	Small	1 man	3' height x 4' x 6'	1d3 + 1T	12	heavy	6	75	sp 90
Orc Shelter,	Medium	2 man	3' height x 5' x 8'	1d3 + 2T	12	heavy	5	120	sp 120
Orc Shelter,	Medium	3 man	3' height x 6' x 10'	1d4 + 3T	12	heavy	4	180	sp 150
Orc Group	Large	8 man	6' height x 10' x 9'	1d4+4T	30	heavy	6	50	sp 1000





Normal Orcs (*Orcus species*) Darak or Ork

Humanoid	Orc										
Type	Humanoid										
Climate/Terrain	Any land										
Frequency	common										
Organization	Tribal										
Activity Cycle	night										
Diet	Omnivore										
AL	LE, CE, CN, LN, rarely N										
NA	3d10x10										
Size	72+1d6 inch (females-6) (fitness 1d12-2)										
ST (PR)	3d6+1=4-18										
IN	3d6=3-16										
WI	3d6=3-16										
DX	2d8+1=3-17										
CO	3d6=3-18										
Com, Cha	3d6=3-18										
Languages	Orcish(varies)										
Spellcaster Limits;	Shaman 8, Wokani 6										
AC	8										
AV	by armor										
Levels	NM	1	2	3	4	5	6	7	8	9	t/m 36
XP Needed	0	1000	2000	4000	8000	16,000	32,000	64,000	130,000	260,000	+200,000
HD	1	2	3	4	5	6	7	7+			
HP	1d8	2d8	3d8	4d8	5d8	6d8	7d8	+2	+2		
MV	120/40'										
THACO	19	18	17	16	15	14	13	12	11	10	9
Attacks	1 weapon										
Damage	By weapon										
Special Attacks;	0										
Special Defenses;	Infravision 60' and DL +5 Detect New/unusual constructions 1-2 on 6 Detect sloping passages 1 on 6 -1 THACO/ Morale vs. Daylight										
Weakness	0										
Immune to;	0										
Primary Skills	4+IN		+1				+1			+1/800,000	
Compulsory Skills	Endurance										
Extra Vulnerable to;	0										
AM	0										
Save DR	12		10				8			6	
Save MW	13		11				9			7	
Save TS	14		12				10			8	
Save DB	15		13				11			9	
Save SP	16		14				12			10	
ML	7										
XP	10	20	35	75	175	275	450	650	900	1000	calculate
TT	U personal, E tribal Lair										
Body Weight	Size x ST / 4,4										

Orcs are a species of aggressive mammalian carnivores that band together in tribes and survive by hunting and raiding. Orcs believe that in order to survive they must expand their territory, and so they are constantly involved in wars against many enemies: Humans, elves, dwarves, Goblins, and other Orc tribes.

Orcs vary widely in appearance, and has the largest number of Subraces, of which the Common brownish/greenish skinned Orc, the Red skinned Orc, the Yellow skinned Orc and the Bright Green skinned Orc (Karakara) are the best known. Other Orc races include the beige -brown skinned Krugel Orc from the Hollow World. The Half-Orc is a crossbreed between Human and the Orcus Imperator Rex race.

In history they have even bred with Baboons when their chaotic genetic Beastmen trait was still functioning, which resulted in the Losel ([Mystara AD&D2-Savage Coast](#)).

Although today Orcs breed with many Humanoids, the offspring thereof is always unable to breed any further (like Horse and Mule offspring; a Donkey). Actually any intermixing with other races rarely results in a viable fertile crossbreed.

Orcs can breed with any Orc species, which will result in an Orc-crossbreed with features of either side. This is also the reason that this highly adaptable species has so many races, and probably more will come.

When Orc-crossbreeds move together in an area they feel content with, adapt themselves slowly to the environment, and without too many contact from other Orcs, another viable Orc race can thus be born. The latest example to this is the Karakara or

Green Orc; a species probably born from a common Orc and Yellow Orc species together with some Orcus Imperator Rex and Human blood.

In general, they resemble primitive Humans with grey-green skin covered with coarse hair, they're usually slightly larger than a normal Human, their faces bearing some obvious beastly traits. Orcs have a slightly stooped posture, a low jutting forehead, and a snout instead of a nose (except the Orcus Imperator Rex and half-Orc races). Comparisons between this facial feature and those of pigs are exaggerated and perhaps unfair. They have well developed canine teeth for eating meat, which is their primary diet, even when they also eat Funghi, roots, potatoes, fruits and similar. Pointed ears resembling a wolf are placed to their facial sides, but they have normal hearing capabilities as a Human. Orcish snouts and ears have a slightly pink tinge. Their eyes are like Humans with a reddish tint that sometimes make them appear to glow red when reflecting light sources in the dark. This is actually part of their optical system, a pigment which gives them infravision. Male Orcs are about 5½ to 6 feet tall. Females average 6 inches shorter than males.

Orcs prefer to wear colours that most Humans think unpleasant, often clashing colours: blood red, rust red, mustard yellow, yellow green, moss green, greenish purple and blackish brown. Their armor is unattractive besides—dirty and often a bit rusty.





Hygiene is something unknown of, nor understood, and is the main reason of the high infancy death toll. Many diseases and infections also weaken the Orcs, which could otherwise be as viable as the Human race, but they refuse to accept and understand the importance of hygiene. Yes, it is only the use of hygiene which differentiates the amount of these two races. If Orcs would use hygiene they would be as prolific as Humans. However, Orcs dislike water in all its forms, and even drinking it, preferring alcoholical beverages. And they hate soap (one of the reasons they do not understand Ogres) as these do use soap and water.

The most common of all Humanoids, the Orcs come in many Subraces. They can be found in most regions of the Known World, be it Outer World and Hollow World.

Orcs can become their racial class, and Shaman and/or Wokani (witchdoctor). For abilities resembling other classes they need to use skill slots instead using a class.

Most Orcs believe that in order to survive they must expand their territory, and so they are in constant war with nearby other races. Many enemies are the results of this conflict, including Humans, DemiHumans, other Humanoids, and even other Orc tribes.

Special Advantages; Orcs (only) are skilled miners. They can spot new and unusual constructions 35% of the time, and sloping passages 25% of the time. Orcs and half Orcs have 60-foot infravision.

Orcs have an excellent taste palette, and can become great cooks. Most Half-Orcs do so. Though often required to eat spoiled food, they know how to make it taste great (and that it stays inside...mostly).

Special Disadvantages; Orcs fight with a -1 penalty to their attack rolls and morale when in direct sunlight. Half-Orcs do not have this disadvantage.

Superstitions; Fear of sickness, the weak, the lame, cowards, sunlight.

Preferred Weapons: Battle axe, crossbow, flail, hand axe, spear, any bow, any pole arm, any sword.

Skills: Alertness, armorer, blacksmithing, bowyer/Fletcher, carpentry, chanting, close-quarter fighting, hunting, intimidation, looting, religion, set snares, Spellcraft, tracking, weaponsmithing,

Languages

Orcs speak Tarsh, a language derived from older Human and Elvish mixed languages. There is no real common standard of Orcish, so the language has many dialects which vary from tribe to tribe, and many dialects arise with each breed and each new location. Therefore we do prefer to speak of the—to the character—local Orcish dialect (in the Broken Lands this is Tharian). Orcs have also learned to speak local common tongues, but are not comfortable with them. Some Orcs have a limited vocabulary in Goblin, Hobgoblin, and Ogre dialects.

Keep in mind by having fangs Orcs will pronounce words different. As 33% of spoken words are formed by lips, this will certainly make communication different. For a DM and/Or Player, using fake teeth, vampire kids teeth of plastic already work fine, (don't forget to clean afterwards) or even pencils clenched between lips and teeth enables to mimic this speech.



Combat:

Orcs are constantly in battle, even amongst themselves to determine rank. Pole arms are typically either halberds, pikes (set to receive charge), or glaives. Orcs prefer simple, yet effective weapons, in melee or missile combat, but make great warmachines—Impressive and awesome to behold—in case of war (most tribes have at least one warmachine—the Broken Lands hold several hundred warmachines divided between the races and tribes and even Clans. Leaders typically possess two weapons. If a sub chief is present, there is a 40% chance the Orcs will be fighting around a standard. The presence of this standard increases attack rolls and morale by +1 for all Orcs within 60 yards. Orcs typically wear studded leather armor (AV3) or a set of partial armor (average AV3, and a small or medium shield (AC-1 or -2).

Orcs hate direct sunlight and fight at -1 penalty to their attack rolls in sunlight. Their morale decreases by 1 under these circumstances as well.

Orcs employ sniping and ambush tactics in the wild. They do not obey the “rules of war” unless such is in their best interests; for example, they will shoot at those who attempt to parlay with them under a white flag (a white flag will depict good targets to them) unless the Orc leader feels it is advantageous to hear what the enemy has to say. They abuse Human rules of engagement and chivalry to their best advantage.

It is often believed that Orcs are bloodthirsty and cruel, that they're ineffective tacticians and that they would rather be vicious than victorious. Like most stereotypes, this is highly misleading. Many Orcs have waged wars for decades and have developed a frightening efficiency with battle tactics.

They have a historic enmity against Elves and Dwarves; many tribes will kill these demiHumans on sight. They also have had many battles with Giants of different breeds and mostly only tolerate Cyclops, Cyclopskin, Hill Giants, and other chaotic versions.

Reaction modifiers; Kobold -1, Goblin -2, Hobgoblin -3, Gnoll -1, Bugbear -2, Ogre -2, Troll -1, Human -3, Dwarf -4, Elf -5, Giant -2.

Weapon	% chance
Sw ord and Tharian Weapon	1-5
Sw ord and Spear	6-15
Axe and Spear	16-25
Axe and Tharian Weapon	26-35
Axe and Crossbow	36-45
Axe and Bow	46-55
Sw ord and Bow	56-60
Sw ord and Battleaxe	61-65
Spear	66-70
Axe	71-80
Tharian Weapon	81-100

[Tharian Weapons can be found here.](#)





Habitat/Society:

Orcs are aggressive. They believe other species inferior to them and that bullying and slavery is part of that natural order. They will cooperate with other species, but are rarely reliable. As slaves they'll always rebel against their masters, as allies they are quick to take offence and break agreements. They believe battle is the ideal challenge, but some leaders are pragmatic enough to recognize the value of peace, which they exact at a high price. If patience and care are used, Orc tribes can be effective trading partners and military allies.

Orcs value territory above all else; battle experience, wealth, and number of offspring are other sources of pride. Orcs are patriarchal, women are fit only to bear children and nurse them. Orcs have a reputation for cruelty that is deserved, but Humans are just as capable of evil as Orcs. Orcs have marriage customs, but male Orcs aren't known for their faithfulness.

For every thirty Orcs encountered, there will be a leader and three assistants. These Orcs will have 8 hit points each, being the meanest and strongest in the group. If 150 Orcs or more are encountered there will be the following additional figures with the band: a subchief and 3d6 guards, each with sufficient Armor, of 2 Hit Dice (THAC0 19), and +1 damage due to Strength on all attacks.

For every 100 Orcs encountered, there will be either a shaman or a witch doctor.

If the Orcs are not in their lair, there is a 20% chance they will be escorting a train of 1d6 carts and 1d6x10 slave bearers bringing supplies, loot, or ransom and tribute to their Orc chief or a stronger Orc tribe. The total value of the goods carried by all of the carts will vary between 10 and 1000 silver pieces, and each slave bearer will bear goods valued between 5 and 30 silver pieces. If the Orcs are escorting a treasure train, double the number of leaders and assistants and add 10 Orcs for each cart in the train; one subchief with 5d6 guards will always be in charge.

Orc lairs are underground 75% of the time, in a wilderness village 25% of the time. Orc communities range from small forts with 100-400 Orcs to mining communities with 500-2000 Orcs to huge cities (partially underground and partially above ground) with 2000 to 20.000 Orcs. There will always be additional Orcs when the encounter is in a creature's lair: a chief and 5d6 3HD bodyguards, and inflict an extra +2 damage on all attacks due to Strength. If the lair is underground, there is a 50% chance that 1d4+1 Ogres per 200 Orcs will be living with them. Most lairs above ground are rude villages of wooden huts protected by a ditch, log rampart and log palisade, or more advanced constructions built by other races. The village will have 1d4 watch towers and a single gate. There will be one ballista and one catapult for every 100 adult male Orcs.



Ecology:

Rarely Orcs reach their Elder age, this due diseases, infections, infighting, war, or predatory. Orcs have thus an average lifespan of 40 years. They have a gestation period of 10 months and produce 2 to 3 offspring each birth. Infant mortality is high. Orcs are loath to abandon whelps, and often adopt other races as if their own. Orcs are carnivores, but prefer game meats or livestock to demiHumans and Humanoids.

It is said that Orcs have no natural enemies, but they work hard to make up for this lack. Orc tribes have fearsome names such as Vile Rune, Bloody Head, Broken Bone, Evil Eye, and Dripping Blade.

Orcs are skilled miners who can spot new and unusual constructions 35% of the time and sloping passages 25% of the time. They are also excellent weapon smiths.

Age	Orc
Youth	
0-5	Baby
6-10	Youngster
11-13	Teenager
Adulthood	
14+1d6	Young Adult
Seniority	
20-23	Adult
Veneration	
24-44	Mature
45+	Elder
85+2d12	Death

As to Orcs and Lying

The concept of lying cannot be understood by any Orc and most half-Orcs, so they are often very direct and misunderstood. Orcs do never lie, they may be chaotic, violent, brute and even evil, but they are incapable of lying, or even understanding the principle. If they do not want another to know something they simply do not tell. This is a handicap to them against Especially Humans, and Gnolls, but also Dwarves, Halflings, Goblins, Kobolds, and many other species which often lie, they simply do not understand this behaviour, and when caught being lied at, will be angry (reaction -2) pure out of frustration. Orc blood/brain components are thus used in spells, potions and items of truth Speaking. It is not uncommon for an Orc to bash in a head which has just lied; "Ish or not Ish, You said Ish, so can't be not Ish. BASH!" (They hate Gnolls for their regular lying).

Gombar the Orc translator in Corunglain said the following:

Humans are stupid, they bbuild larggge towns and cities, we Orc know better than them, where many live many will die, where few live few die. We may bwe simple and direct, yet we Orcs do never lie. We are redh, gggreen, yelloow, whhite and we call us by that. The same we do with Humans. Yelloow Humans in the northeast in Et'enggggar, red skinned Flaem Humans arrived long ago in Ggglantri. Elves of AAlfheim -pthah--are pale gwreen, or brownish, we call them pale elf, or brown elf, in ggground there live white Elf and spotted Elf. Dwarves are Dwarves, and gggnome are small Dwarf, and Hin are childmen, so that is what they are.

Yu call us violent, brute, murderers, and other badd, we are, yet Humans are too...those so-called hherooes called adventueries slay thousands of our kind, while living in woods, hills, lands Humans do not live in...no wonder we strike back. We did so thousands of years and hate eachother still.

Yes yur sages say God Hell created us as Beastmen out souls bad persons, we thankful, yet we f**(censored)**d and made many more of us, and we gggrew into Orc, Goblin, Ogre, Troll, yet some say these spirits were already there and not made by God Hell, so we miggght be first, then who intruder, who bwad, who killer.

As said, we Orc no lie, Humans do...yes we bash heads,,when we see you earn bash, Humans do not see so, they kill for coins, coins we have mostly no need for, other than trade with Humans...so Humans should think before act, like we, clearly not-so-stupid Orc do.





Common Orc (*Orcus porcus*)



Definitely the most common, with obvious porcine features. Pink, brown, black or grey-greenish skin, sometimes with spots. Any color and length of hair arranged in any style imaginable. Tribal members are identifiable by their scent, where each tribe has its own scent. They wear anything shabby and filthy.

Polar or Cold Orc (*Orcus hyboreanus*)

Northern Reaches breed with sickly white or light grey/pinkish skin. They wear various furs and pelts. They can be found on the northern hemisphere of Mystara at the pole and near or in some glaciers in high mountains. Their features are reasonably Human-like, as they have short fangs. Male pattern baldness appears at mature age.



Copper Orc (*Orcus Imperator Rex*)

Their porcine features are less obvious allowing them to pass for really ugly Humans. They prefer black or dark-hooded cloaks. Their copper skin and smaller snout reveal their true race. They're psychotic and megalomaniacs believing other Orcs to be inferiors. And maybe they're right, as this species, is the only natural Humanoid species, thus similar to—and able to breed (without magic help)—with, normal Humans, thus creating the Half-Orc subspecies (see next). Although Half-Ogre are rumoured to exist, they're still in need of some magic to create any offspring, while the Orcus Imperator Rex needs no magic to create a viable offspring.



King Thar of the Broken Lands, Chief of Orcus Rex, and Supreme Commander of the Legion.

He is an Orcus Imperator Rex level 29 and Shaman of Karaash level 12 and 9 HD Nosferatu. Born 959 AC, apparent age 40. He has very sharp-looking tusks, copper-skinned, black hair, brown mesmerizing eyes and speech. He has 85 hp (7d8+42), AC 0 with St 17, In 13, Wi11, Dx 14, Co 16, Ch 18, Com 14 (Humans 7) AI Chaotic Neutral, 6'3" height. THACO 4. Saves as Fighter 7, standard morale 11. He can bite for 1d4+2 and Nosferati-Vampirism infection.

He speaks Rexian and Tharian and Glantrian. He has knowledge of the Broken Lands (In), Artillery (In), Military Tactics (In), War Machine Engineering (In+2), Martial Arts (Dx), Master of the Bastard Sword, and Bawling (Ch).

Thar owns a number of magical items, courtesy of his mysterious ally, Uruk Vaath. Among his firepower is a chaotic, Tharian speaking, intelligent Karaash sword +1, flames on command, with a pathological hatred of Dwarves (willpower 24, extra damage, detect gems, secret doors and traps). Thar is barely capable of controlling this fabulous weapon. Any wound to Thar, no matter how minor, causes the weapon to prevail and take over the king and his whole empire. Among other magical items the sword tolerates near Thar are such things as a potion of Storm Giant Strength, a ring of regeneration, Bracers of AC0, two sets of drums of panic, and three horns of blasting. The drums and horns are currently in the Legion's inventory. It also accepts a non-magical sword of Karaash, as this is the Holy Symbol of Karaash, enabling Thar to cast spells, but it doesn't accept its use as a weapon.

King Thar is also related to a certain Angus McClintock. Thar was the Orcish Chieftain who captured Lady McDuff decades ago and had a son with her. The son was later captured in Glantri-city at a very young age, and was never heard of again in Orcus Rex. He is the best known Half-Orc existing.

Thar is the current over king of the Broken Lands. He is the Chief who conquered or forced the other tribes to ally to him, and pay tribute to his Legion. Except perhaps for the High Priest of Oenkmar, King Thar is the single most powerful Humanoid in this region of the Known World. This highly Charismatic individual, by Orcish standards, rounded up many followers in his career. After a turbulent beginning during which he forced his Clan to secede from the horde, he took over the weaker hordes and rose to power from there. He gained most of his experience leading endless wars against south-western Glantrian armies.

During a recent raid, Thar intercepted a convoy and captured a valuable spellbook belonging to the Wizard-Prince of Boldavia (Glantri), a very powerful Glantrian Nosferatu. Nosferatu are similar to vampires, except that they can walk in sunlight, and that they retain their former skills and character abilities.

The Undead's anger was such that the creature reached Thar and caught him off guard and alone. Thar was defeated and shortly after became a Nosferatu himself. Thar does not feed upon his kin. He satisfies his thirst for blood only on slaves and prisoners brought back from the surface. He never kills in this manner because he seeks to avoid spreading vampirism, which he considers a threat to his authority. Thar is an insane megalomaniac. He plans on mounting a huge army to enslave Rockhome.

His intentions are not unknown to a mysterious individual who names himself Uruk Vaath, and conceals his identity behind a mask. This character often wears Impeccable white uniforms (unknown to any local tribe) and seems to be able to appear and disappear at will. Uruk Vaath sometimes visits Thar and provides the Orcish king with potent magic and sensitive information on the Dwarves Kingdom.

Thar and his guards have attempted a few times to capture this Uruk Vaath and unveil his identity. But in all cases, this led to utter catastrophes, massive death, and destruction in the horde. Uruk Vaath claims to be Karaash's Herald, and definitely displays the awesome power of quasi-divine creatures. His message to Thar is to keep up with his efforts against the Dwarves, rather than the caravans crossing the Broken Lands and the Glantrian Borders. Thar is quite suspicious of this herald, since he never found signs of him in all his Shamanistic rituals. Until he can find a better solution, Thar reluctantly obeys Uruk Vaath's orders, and is now on the brink of invading Rockhome. Unbeknownst to him Uruk Vaath is none other than the Glantrian Prince Jaggar von Drachenfels, who both hates Humanoids and Dwarves.

Thar maintains a permanent contact with the other Humanoid tribes outside the boundaries of the Broken Lands, especially the numerous hordes thriving in the mountains west of Glantrian the Hills north of Alfheim. He intends to annex them into his empire before attacking the Dwarves. King Thar would then be able to field a 20.000 monster strong army against the Dwarves.



Thar, following Thyatian dignitaries, ordered a imprisoned artist to make a painting showing him in its grandeur and power over the Broken Lands. The enslaved artist was promised to be released when the art was finished. What Thar, as well as the artist did not know, the artist had somehow acquired Second Sight in its left eye. When he began to draw he noticed with one eye a dark shadow behind Thar, while the other revealed none. Disturbed, he asked Thar to be allowed to make special prepared paints with its magic. Thar agreed, if it was under supervision of a Wokan. The slave began the next morning to enchant Invisibility to the paints he needed. The wokan supervisor, recognized the spell, yet failed to understand the needs to make paint invisible. The slave responded that everybody sees things which are not visible to others, so he would paint Thar's Might so it would be visible by all. The Wokan, accepted this, as the painting itself was yet to be made. It took several weeks, yet the artist succeeded to make the picture as it was. When given to Thar, none saw the dark shadow, as it was painted with paints becoming invisible. To those with See Invisible or Second Sight, however, would see the image. Thar was Happy, as he proved his Might to be shown to those foreign rulers. The artist was released and returned to Corunglain. Some sages shown the picture detected magic in it, and used diverse scrying magic and detected the dark shadow. Unknown what it is, they kept to the prophecy something dark was looking over Thar, and might affect him sooner or later. They decided not to intervene and let the future proof itself over time. After Thar was dethroned, they deduced this was the darkness awaiting him....or was it? Until today nobody is aware this was Uruk Vaath. Art by [Senarch](#)



Half-Orc (Orcus "Sexualis" Homus) Sal-Ork

A "new" race that can become either true-breeding or can disappear again. The share body shapes and statistic with either race, so pretty Human they will not resemble. The mixed breed tends to favor their Orcish parent, though a small number can pass for ugly Humans. They are distrusted by both Human and Orc cultures because they remind each of the other's racial stock. They advance in Orc culture by flaunting their superior ability and in Human culture by associating with people who don't care for appearances. Most tend towards a Neutral alignment, with slight lawful or chaotic tendencies. They're neither evil nor good. When they breed with either race, be it Human or Orc, their offspring will be of that race, but when they breed with their own kind, their offspring will be as them. This genetic weakness will not disappear with the generations, as it also resembles the fight which race is the genetic stronger. When Orcs would die out, the Half-Orc would merge with the Human race, maybe revealing some Orcish traits in later generations. These have the ability to surpass their Orcish heritage, rising beyond the limits a normal Orc can reach. However, they have difficulty finding a place in either society, as neither culture trusts them.

Half-Orcs may be treated as Orcs or as barbarians (see Human). They may also become normal fighters or scouts, with a penalty of 25% of normal experience. They can only become shaman or Wicca spellcasters, or normal magic-users or clerics at 50% experience. Half-Orcs have an easier time of it as adventurers, for they are usually free of tribal ties. Both heritages reject them, so they must carve their own destiny out of what life throws their way. They often flaunt their superior ability in the presence of full Orcs, and tend to associate with those Humans who do not care about appearances.

Half-Orcs tend to be serious and brooding. They seek acceptance and friendship, even though most will have little to do with them. While most of the half-breeds walk the path of neutrality, a few do become lawful good. Half Orcs have 30-foot infravision, and not hindered by sunlight.

Superstitions, Fear of sickness, the weak, the lame, cowards, sunlight.

Preferred weapons: Battle axe, crossbow, flail, hand axe, spear, any bow, any pole arm, any sword.

Skills: Alertness, armorer, blacksmithing, bowyer/Fletcher, carpentry, chanting, close-quarter fighting, hunting, intimidation, looting, religion, set snares, spell craft, tracking, Cooking and weaponsmithing

Orcs have an excellent taste palette, and can become great cooks. Most Half-Orcs do so. Though often required to eat spoiled food, they know how to make it taste great (and that it stays inside...mostly).



Angus McClintock, is Professor Emeritus at the Great School of Glantri, alias Angus McDuff. He is a Half-Rexian Orc Magic user level 21st with St 9, In 18, Wi 12, Dx 14, Co 11, Ch 6, Com 12 (Humans 9) AI Lawful neutral, he has no faith whatsoever.

He looks like a hunchbacked Orc wearing a black, hooded cloak. Without a hood, and in bright light, his true race is obvious. His hump is phoney, worn strapped under his cloak. He uses it to conceal his spellbook and other wizard's tools, or to smuggle wares out of Oenkmarr libraries and sanctuaries. To perfect his looks, Angus has developed a talent for limping that would fool the wisest Orc. Angus is truly ugly, with white, greasy hair, pOrcine nose, and decayed teeth sticking out of his mouth. He has learned Acting (In), Knowledge of Oenkmarr History and Streets, Humanoid Culture, and Aengmor Elves (In), Orientation (In), Underground Survival (In), Healing, as he must do it himself to stay hidden (Wi), Teaching (Wi), Sound Imitation (Dx), and he speaks Oenkmarrian, Glantrian, Thyatian (with a strong Scottish-like accent)

King Thar is also related to Angus McClintock. Thar was the Orcish Chieftain who captured Lady McDuff decades ago and had a son with her. The son was later captured in Glantricity at a very young age, and was never heard of again in Orcus Rex. The child was saved by teacher of the [Great School of Magic in Glantri](#). Lady McDuff was a Baroness in Glantri. Angus believes he was an orphan, due his appearance, probably) he was raised by one of the teachers at the school, and knows nothing of his mother, and is a bliss of his father (or even its race). He himself became a teaching professor at the Great School of Magic. Although a great Spellcaster, his lack of Charisma never allowed him to raise high in the school. His ugly face often earned him the "Orc-Face" nickname among haughty wizard-princes.

Incapable of finding the proper incantations to change his looks, he decided to leave the wizards. And away he went, into the Broken Lands, ending up at the forgotten city of Oenkmarr. Amazed by its architectural beauty, wealth of history, and magical secrets, Angus decided to stay and learn more. From his hide-out, Ol' Angus spends his time studying this Orcish society. The dim light of the city, a hooded cloak, his ugly looks, and his knowledge of Oenkmarrian allow him to go unnoticed among the Orcs. He brought several lost and unknown spells and magical items and their way of construction back into the world through the Great School of Magic. This earned him great respect, as all of them thought he invented all this himself or rediscovered it in book research. In Oenkmarr he can be found at his hide-out half the time. He otherwise wanders through the maze like city, observing the Orcs' customs and finding ways into sanctuaries and libraries, in search of secrets and knowledge.

Angus is a good man. He understands the Humanoid ways, and has grown fond of the Orcs. He would never do nor allow to be done anything that would harm them. He knows he would certainly die quickly discovered, but feels what he learns is worth the risk. Angus may help adventurers in trouble in Oenkmarr, as long as they respect his feelings for the Orcs. One day, he plans to return to the Great School of Magic in person, and unveil all his fantastic discoveries. However, Angus is torn between his wish to contribute to knowledge, and the risk of exposing his Orcs to greedy wizards and other adventurers.

1012 AC, Ambyrmonth 16; Just as they felt no compassion against driving the Elves of Alfheim from Canolbarth, the Shadow Elves felt no remorse at driving the Humanoids from Oenkmarr. The fact that they have no way to escape is no concern of theirs. One inhabitant of Oenkmarr does have a means of escape however—Angus McClintock. The half-Orc son of Thar. Realizing there's nothing he can do to stop the destruction of his beloved city, the mage destroyed the contents of the libraries and sanctuaries—to prevent discoveries and misuse by the Shadow Elves and others—if not already destroyed in the wars, flees Oenkmarr and returns to Glantri City.





Karaash, Ilneval, Hong-Tzu, Ksharyah

Patron of Orcs, Battle and Conquest

Region: Tribes of Humanoids all over the world, especially Broken Lands, Darokin, Ethengar, Norwold, Denagoth, Hule, Yazak Steppes, Dark Jungle and Krugel Horde in the Hollow World.

Sphere: Initiate (IM 5) of Thought

Home Plane: Unknown, but a Hard and Dry world according to accidentally travellers

Date Ascension: 7th century BC

Sponsor: Diulanna

Statistics: AC-2/-9, HD 19, Hp 95, MV 150'/50', ST 25, IN 16, WI 12, DX 16, CO 24, CH 10, Com 11 (Humans 10)

#AT 2 = Punch-2d6+6, Heavy Crossbow-4d8+8, 2H-Sword-3d6+13, AM 50%, Sv IM 5, AL N

Powers: Control Undead, Height Increase, Summon Weapons, Weapon Mastery (Heavy Crossbow, Mace, 2H-Sword). 2H-Karaash Sword+1, Heavy Crossbow +4. Spiky Plate Mal AV6/ AC-7

Known History: In life, Karaash was an Orc-king, a very successful Orcish war leader who led a great tribe to harass and raid many different nations between 8th and 7th century BC, which ravaged cities and kingdoms. He was a great hero to the Orcish people, and a very intelligent and strong-willed Orc. Karaash was a great tactician powered by fierce courage.

These qualities led him to the unusual choice of the Sphere of Thought when he began to quest for Immortality along the Path of the Epic Hero under Diulanna's sponsorship, who appreciated his willpower and determination in battle. Though this might be considered unusual for an Orc, it is ample proof that Orcs are not slow thinkers, as the race is usually portrayed. He represents the warrior ideal to which exceptional Orcs aspire.

Karaash ruled for years as a Great War leader in the Hulean region before deciding to quest for the fable Blue Knife, as the great Wogar had done five centuries before. The fact that prompted him to go on such a quest was the meeting with a clan of Gnolls coming from the east. One of these Gnolls tried to earn his trust and come under his protection, and sensing the thirst for power and glory of Ilneval (such was Karaash's name at that time), he told him that his ancestors warred for decades in the eastern lands to retrieve the Artifact, but found nothing and were later subjugated by the Humans.

However, before his clan chose to flee, they met with strange creatures coming from the west, a race called Elves, who stated they knew the place where Ungar Red Fist had hidden the Blue Knife. These Elves had themselves abandoned their homeland to avoid being conquered by a great sOrcerer wielding tremendous artifacts, among which the Blue Knife. Karaash believed the Gnoll and quickly rallied his troops marching westward, determined to become a legend like Wogar.

During his stay in the Robrenn region, Karaash raided many villages and was impressed by the bravery and the indomitable spirit of a priestess of Arduinna, who defended the stone sacred to his deity with the last drop of her blood while the other villagers had already surrendered. Ilneval was so struck by this show of faith that in the end he showed mercy and took the woman under his protection, questioning her on her beliefs and her deity's precepts.

After the initial distrust, the priestess introduced Ilneval to the cult of Arduinna, and he was later visited in his dreams by Diulanna herself, who promised him victories and glory if he would follow the path she showed him. Ilneval was so awestruck that he later converted to the cult of Arduinna and chose to be renamed Karaash, leading his troops out of Robrenn.

Thus he began to follow the Path of the Epic Hero, and after bringing havoc among the Goblinoids of the Yazak steppes and laying waste to the last of the Dravi settlements, he came to the western coast of Brun. There he met a powerful horde of Minotaurs led by Minoides who had fled Nimmur some years before. In the battle that followed, Karaash was victorious and soundly defeated the King of Minotaurs.

He then convinced many of them to join his army and thanks to their superior knowledge, they built many ships they used to cross the ocean and find the land where Arduinna had promised Karaash would have found riches and glory. When they landed on the coasts of the newly formed Tangor Peninsula, Karaash knew he had reached his destination.

With his army's great strength, he conquered what was left of the Tangor civilization and enslaved the Tangor people. At the end of the 7th century BC he finally completed his task and left the world becoming an Immortal, and after some decades his legend spread among the Humanoids living in Mystara, making him one of the most renowned and worshipped Humanoid Immortals.

Appearance: An Orcish king in his best shape, with a glistening yellow skin tone, perfect sharp tusks jutting from the lower jaw, piercing eyes with an intelligent spark, and a well-muscled body covered by thick black hairs. He constantly dons a plate mail with jutting spikes and hooks, wielding his huge wicked-looking Karaash great sword with pride.

Personality: Even if he was an Orc in his mortal life, Karaash doesn't make preferences among his followers. He wants to be recognized as the supreme deity of all Humanoids who consider the way of the warrior as the true proper lifestyle. Karaash embodies the perfect warrior and shrewd leader. He is utterly stern with all his followers and encourages them not to give into fits of rage, to dominate their emotions in order to fight more efficiently. He is a great strategist and keen tactician, and he loves in particular those leaders who are able to build a strong nation based on military conquest after a well planned campaign. Karaash however doesn't care about moral codes or rules: the important is to win over one's enemy no matter how.

He is not given to rages or expressions of emotion of any sort. He is very fond of proving his personal strength in individual combat, a holdover trait from his mortal life. He is a strategic planner and greatly enjoys watching his followers build mighty empires base upon military conquest. He has an indomitable will. Though he was an Orc in life, he's not specifically a Patron of Orcs. However, many Orc tribes, such as the Krugel Orc Horde in the Hollow World admire him greatly, and he has many Shamans and would-be imitators among them.





He is the fierce enemy of Atzanteotl and Ranivorus, who are constantly trying to corrupt his followers to swallow them into a downward spiral of chaos and useless death. On the other hand, despite being a sworn enemy of his worshippers, Karaash greatly respects Halav for his recognized skills of master tactician and fearless fighter.

Karaash is often considered a minor Immortal by Orc Tribes living outside the Broken Lands. A great warrior also known as Ilneval, he ravaged empires simply for the pleasure of winning and proving his strength. He is the prime example of a war leader.

He also defends the traditional values of the Orcs of the Orc Head Peninsula and backs their struggle against not only Herath and Nimmur, but also against Pyre. The anti-draconic sentiment remains well hidden, but shamans of Karaash might secretly back a serious attempt at destroying Pyre if they were convinced of its success. Karaashite shamans know of the Order of the Ebon Eye and its purpose. They don't believe these knights have a chance against Pyre, but they will not interfere with the knights' efforts. Karaash is honoured to various degrees in most tribes of the Dark Jungle. His following is strongest among Silent Deaths. If there could be such a thing as "Orc-paladins," devout followers of Karaash are it. They constantly seek to demonstrate the greatness of Karaash's precepts and the value of Orcish supremacy.

Karaash was until recently very interested in the rule of the Orc King of the Broken Lands, King Thar, the inventor of the War-machines, military order, a single Humanoid language (Tharian). But after the Wrath of the Immortals affair, the meteor impact, the Kobold King Kol 's treachery, the manipulating effects of Synn the Night Dragon, the opposing Dwarven army, the Shadow Elf intrusions and occupation and banishment, Thar lost his kingdom, and had to resettle somewhere in the Northern Reaches. Karaash awaits the actions of Thar there, if he again succeeds to ascend to Kingdom like the Broken Lands, Thar would become an interesting Immortal candidate. Thar meanwhile rethinks his options planning to reconquer his part of the Broken Lands, slaying the Shadow Elven opposition and making a true kingdom in the Broken Lands. He even already invented its name: Tharian. But first Thar must defeat Uruk Vaath, who according to Karaash is a lying blasphemous thorn in Thar's side, yet Thar does not understand the lying part, like common Orcs can't understand it.

Allies:

Karaash is an independent Immortal and has no specific allies among the Immortals, even among the other patrons of Humanoid races. Karaash and Halav Red-Hair have a deep-rooted military respect for one another. They are neither enemies nor allies, but if they found a common goal, they would collaborate and probably create a plan of tactical brilliance to achieve their objective.

Enemies:

Karaash's chief enemy is Atzanteotl, who has offended him by interfering in the lives of Humanoid races. He has a second enemy in Ranivorus, the Gnoll Patron, who keeps trying to steal away Karaash's Krugel Horde followers.

Followers Alignment: Any

Follower Powers;

Gain the ability to use a Karaash Sword. A toothed blade the size of a normal sword, or Bastard sword causing 1d8 or more damage. The sword is wielded at skilled level of weapon mastery. Its wounds can only be healed with magic, at the rate of the magical bonus of the spell per spell. (Thus a Cure Serious only heals 2 points.). Karaashite zealots gain a +1 to hit and damage when fighting unbelievers (i.e. those of opposing faith).

Taxes;

Followers are taxed 50% of their annual income by the Church, but much of it flows back in the form of food, weaponry and spells.

Clerics;

Shaman, Clerics

Alignment:

Chaotic or Neutral

Shamans Powers:

Gain an automatic +1 to Authority checks with followers of his faith. His Gri-Gri is a Karaash sword causing terrible wounds which can only be healed with magic, at the rate of the magical bonus of the spell per spell.

Cleric Powers;

A +1 bonus to hit and damage rolls vs. infidels (anybody not worshipping Karaash)

Skill effects;

Leadership and Scare extra to chosen skills, or a +2 to these skills if already chosen

Accepted Weapons;

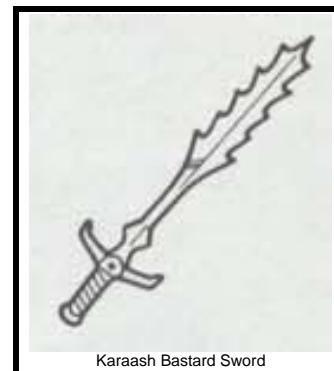
Standard, Sword, 2-H Sword, Karaash Sword, Heavy Crossbow

Accepted Armor;

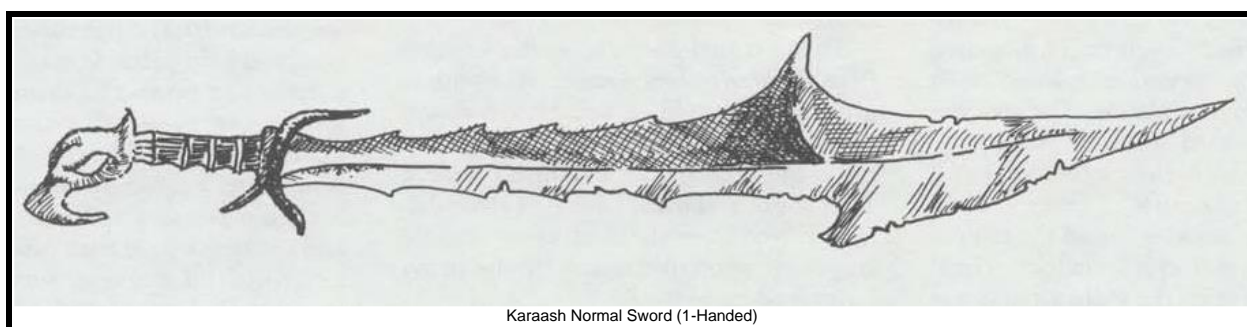
Any.

Holy Symbol:

A huge great sword with wicked looking edges on its upper part, a Karaash Sword, also used as Gri-Gri.



Karaash Bastard Sword



Karaash Normal Sword (1-Handed)

Vestment;

A black or red leather Harness to which the Holy Symbol (the Karaash sword) can be held—often at the back with the handle pointing down. A short push up would release it, thus the sword can be drawn in only 4 initiative segments instead of 6 as normally.

Adventuring Gear;

as vestments

Dogma:

Humanoids, battle, tactics, conquest, rule of the strongest

Daily Activities:

Furthering the Dogma, Train others followers the use of a Karaash sword as early as possible.



Temples and Such: Karaash uses dome shaped temples, or caves, but these are not natural, but chiselled out, or bricked up to establish the dome shape. Shrines are domes also, but so small that no more than a meagre sacrifice would fit in. Actually, shrines are not used for sacrificial duties, only to enable a local praying centre to work, instead having to construct a whole temple. Burning red candles are important in services in either temple, shrine or even in personal praying.

Holy Days: this faith has no official Holy days. Karaash priests pray before sleeping, and while they dream they receive their spells. Thus if awakened earlier they will have at least several spells. It takes 1 hour per spell level to gain the spells. Thus a caster able to memorize 4 1st, 3 2nd, 2 3rd and 1 4th level spell would find that he knows all spells after 4 hours of sleep, if awakened earlier. This is reduced by 1 hour if exhausted; food and / or water deprived (all work cumulative). When wounded over 50% another hour is added, if over 75% two hours and if over 90% even three hours. This means that a cleric must be healthy, well fed and nourished, rested to easily receive spells. This is also the reason that Humanoid Clerics get higher choice ranking in food or treasure dividing.

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Cautious -2, Peaceful -2, Forgiving -2, Energetic +2, Loyal+2 Honest +6

Dead: Bury in the ground or burn on pyres together.

Birth: Baptize in Holy water or blood, (whichever available—if blood it always is of slain opponents, thought to bring some of its strength into the Humanoid).

Colours: Red, Orange, Yellow, Green, Blue, Indigo, Violet,

Incense / Oil: Oil, Sweat,

Symbols: Beheaded head on a stick, war-machines, Karaash swords

Stone / Metal: Ruby, Amber, yellow Crystal, Emerald, Blue Diamond, Amethyst, White Gold.

Plants: Kelp rose

Animal: Catfish

Chant: Warlord, I need your wisdom, I beseech Thee, Give me an Idea how to conquer this enemy, To show him your strength, To show him their weakness, Bless my weapons, So I shall show them your strength, So I shall show you their wounds.

Extra Spells

Berserk

Range: Touch
 Duration: 10 rounds
 Effect : one follower of (allied) Immortal
 Save; None
 Casting Time: 2

Cleric 2 spell by special Immortals only. (Odin, Thor, Loki, Heimdal, Karaash, etc.)

Affects character touched or self, but only when the subject is a loyal (Pip 10+) of the Immortal or an allied Immortal. The subject gains one extra attack per round for the duration of 10 rounds. When the spell ends, the subject is exhausted for three full Turns, with the following penalties: all attackers gain +2 bonus to hit: the subjects AC is calculated as without a Shields (subject is to weary to use it): and the subjects movement rate is reduced by 50%. Two or more spells an affect the character in sequence. Penalties for a Berserk-exhausted subject are temporarily deferred by use of another Berserk spell, but each use means 3 full Turns of penalties as noted.

Heroism

Range: Touch
 Duration: 1 round per level of the caster
 Effect : person touched
 Save; None
 Casting Time: 6
 Cleric 4 spell

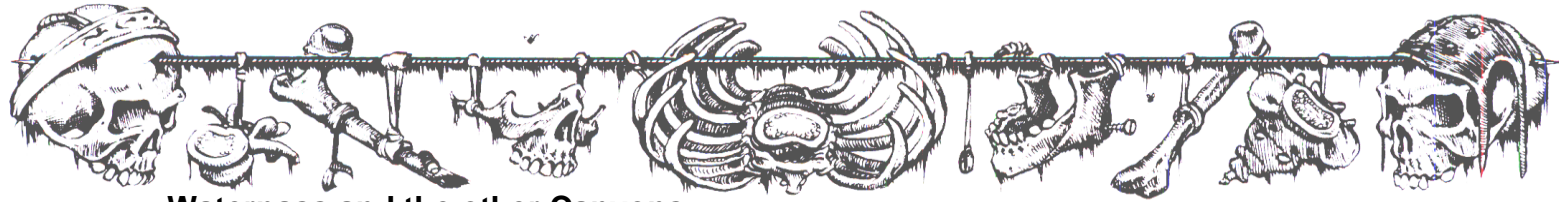
Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

This spell affects only Humanoids, DemiHumans and Humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

Death Candle

Range: Special
 Duration: Special
 Effect : 1 creature
 Save; None
 Casting Time: 1 round
 Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell.

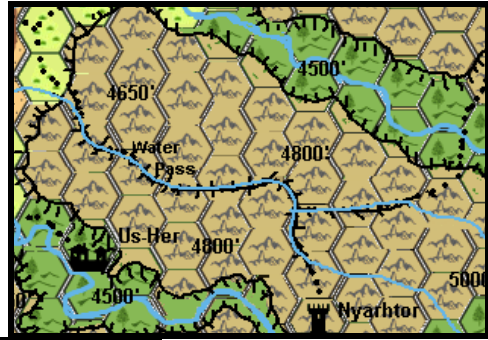
This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle. As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died. A Death Candle sheds light like a weak normal candle in a 5' radius and can be seen 100 yard afar if unblocked in darkness.



Waterpass and the other Canyons

The region of Orcus Rex is the one region you could truly call THE Broken Lands. The Sandstone and Limestone underground, pushed up by the geological forces from below, broken up, and torn apart by the shifting powers. Connecting layers were broken, twisted, and altered in height to the area beside it. Then erosion and vegetation, continued to alter the region. Rain and snow accumulated in the mountains collected together in small rivulets of water, combining into brooks, creeks, streams and finally into the River that returned(which on itself is the Old Vesubian River, changing direction of flow due the changing altitudes).

All this water functioned like a sharp knife. Slowly steadily cutting into the cracks between all the areas of broken land, crawling forward, then freezing in winter, expanding the crack a wee bit more with each frost, and with each thaw, crawling a bit further. Slowly the sand- and lime-stone gave way.

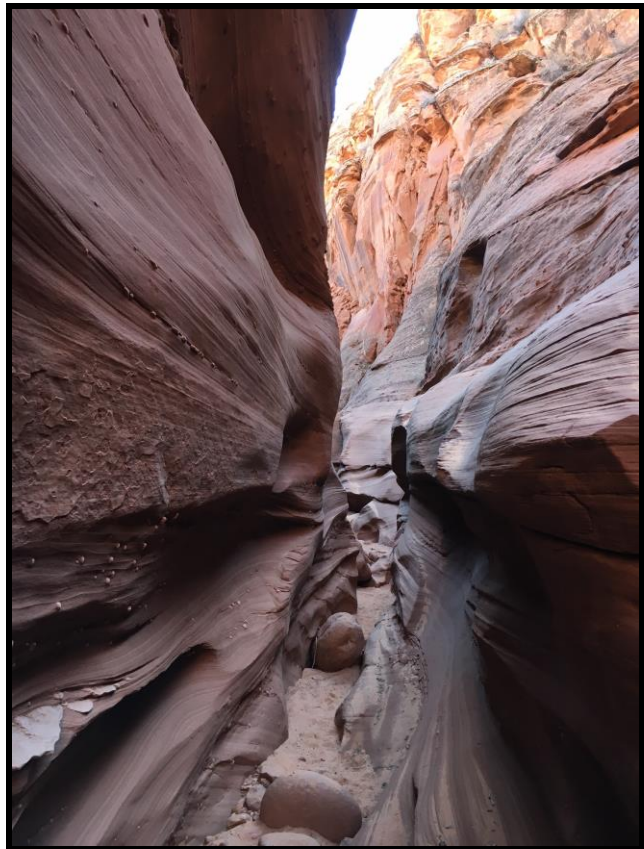


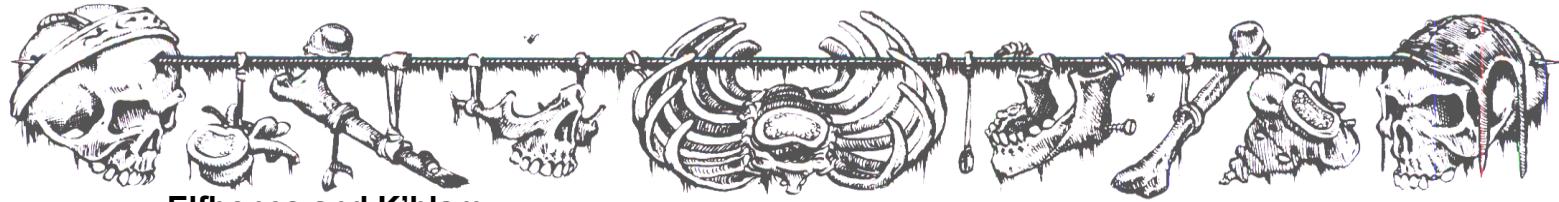
Crevices became cracks, very deep cracks, and these cracks became gulleys, and with the continued erosion these gulleys became canyons or small ravines. Several hundreds of feet in altitude difference between the surface and the bottom of the canyon, affected the direction of travel in this region. The area is so difficult to traverse; no straight line can be made, and the amount of distance to cover going from A to B is mostly twice as much as a bird does. At the same time, the Orcs (and other Humanoids too) take advantage of the area. As the top of the areas are rarely accessed by foreigners (the

mostly follow the easier river paths), attacking from above with missile weapons, or rapidly retreating after each attack. The Orcs know this area thus well, they can traverse it as normal Broken Lands (instead double the time for equal distance than foreigners would do). No area for a foreigner to be found in.

The **Waterpass** is a deep gully (canyon to become) dug into the ground by two creeks north of Nyarhtor. It has a width of 2 to 4 feet at most and twists and turns every 10 yards or so. At the same time a steady flow of water covers the floor making it very muddy and slippery. Very difficult to find on the surface (as there are more cracks), this one opens up on the River that Returns, but this goes so unnoticed, as the tall grass hides the incoming water and the rough rock hides the crevice. Only when water is abundant (after a Thunderstorm or heavy rain, mostly spring or autumn) the water comes in violently and quickly. Every Orc Knows that it is deadly to remain in a crack when the rain starts to fall and more rain comes from the mountains. The water can come thus quickly, it comes in a wave (10 Turns –intensity roll rain) after the rain started. This wave will cause 1d8 impact, then pull any non-attached object or person in the wave, giving it 1d8-AV impact damage each round, and the victim must make drowning checks as if exerting, if he fails he dies, and is often located dead somewhere else in the gully or in front of it, up to 1 mile further downstream for each hour the rain lasted.

The same damages are in the canyons, but the wave is less powerful due the width of the canyon. It only floods and thus damages those in the creek or stream or its direct vicinity, which triples in depth and width. (Normal creeks and streams are 1d4 x 10 feet wide and 1d6 x 3 feet deep). As being unhindered by rock sides, flown bodies or objects will be flushed 4 miles for each hour the rain lasted, downstream. Floating objects double these numbers, and thus mostly become lost, until an Orc finds it and decides in using/owning it.





Elfbones and K'blam



K'Blam



Elfbones

Both these ruined settlements are ancient and predate the Broken Lands. Both were settlements of the former Elven Nation Aengmor, like with Trammelant and Bargazhi in Bugburbia. Like there, the names were corrupted, simplified. Current Orcish **K'blam** was originally elvish **Kabla-ám**; **Ka**= Cause, **Bla**=A lie, **Am**=going Up, Translation; **"Because a Lie goes up"**, meaning; *A lie will be revealed*. Why this peculiar name is unknown, but the Orcs discovered many Detect Lie scrolls and items, they could not understand and sold to greedy merchants. Likewise the source of the settlement can't be discerned anymore; It is unknown if it was a temple (what is suggested by explorers), a cloister-like village, or a normal settlement. The Orcs who discovered this location earned a great amount of money, weapons and food by selling what they found here. Much of it seems to be now in the hands of the Great School of Magic in Glantri and



various mages all over the Known World. It is rumoured that many underground locations are still intact and could hide Elven valuables, knowledge or magic.

Elfbones, originally elvish named **Saimartha**; **Sain**=New, **Marta**=Chance, Translation; **"New Chance"**. This strange location was even at first sight, clearly an Elven village, the plant-like design can be found everywhere, tree branch patterned roadways, decorative pillars, stairs, ledges and what not. Everything is made of the nearby mountains in those days, and not like the K'blam, Bargazhi, and Trammelant, created from cut stones in the region itself. Hence it has a darker and sturdier feel. Traces of paint reveal however, that everything was coated in a silvery-white color, with green and gold plant-like patterns, all long gone after centuries of decay and erosion. It were however NOT the Humanoids who discovered this place, it was a small group of Erewan Elves, and they decided to settle here in 770 AC. Soon other Elves set up simple wooden settlements between the ruins of their ancestors. They discovered its ancient name Saimartha, and named their new village as thus, stating to investigate, clean and restore the old stone structures.

Near Lake Dromm Orcs had already settled, and they greatly dislike the presence of Elves on this side of the River. Karrwux, a powerful

and rare literate Orc Shaman, investigated several scrolls, book and other scriptures, plundered from Glantrian mages. He discovered knowledge he saw as a direct mean to get rid of these pointy-eared pests. He started the rituals he saw needed, and soon the power of the incantations did indeed summon something. It was a tall, very tall, absolutely dark black giant; A Nightwalker. It is unknown what happened next and in which order, but both the Orcs and the elves were destroyed, many flattened corpses were lying around. The Orcs, who succeeded to flee, soon returned and created the keep Rakittor, upon the casting circle, burned all the books and discarded all the flattened corpses in Lake Dromm (which greatly increased the population of Coldwater piranhas). Within a few hundred years all was forgotten, until an Orc patrol discovered the Elven ruins. They saw Elven bones everywhere, and where eventually chased away by Elven ghosts or Banshees (they don't know the difference). Since then the area is kept under control and named Elven Bones. No Humanoid dares to enter the ruins at night, but during the day, they recovered all that is and was usable to them. No traces of the Erewan settlers were visible, except their flat broken bones, lying in the midst of the ancient ruins.

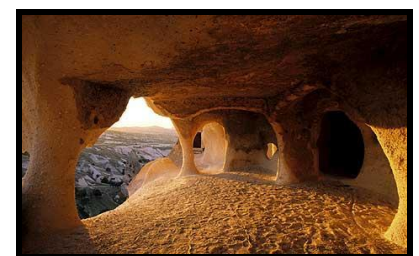


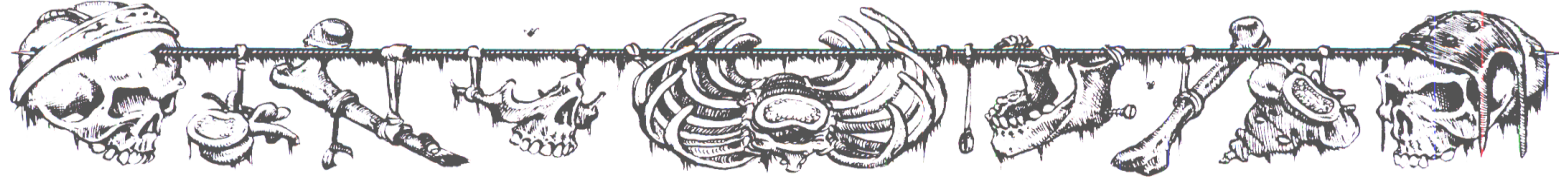
The Hills have Eyes

Upon this 350 or so high ridge are several caves. From far away visible, but not what lurks within. This sandstone layer is a remnant of the past, when the ancient Vesubian River, or Spring Thawing Ice sheets further north, caused floods millennia ago, far, far before the era of Blackmoor. When the area was slowly raised by the 1700 BC disaster water coming from the new and higher mountains seeped in the rock and eroded passages, together these passages became pillared caves. Now that the area is thus high, not much water will pass anymore, but it gives those within a very nice vantage point on the lower areas, which includes the Trintan-Coronglain Pass through the Broken Lands, up to several miles before they need to cross the Vesubian River. Mirror signals will be sent to lower troops and an attack on the passing caravan will be imminent. The Orcs are not clever enough that when they see the signals,



someone else could too, often the caravans are warned when seeing flashes of light coming from the "Hills have eyes".

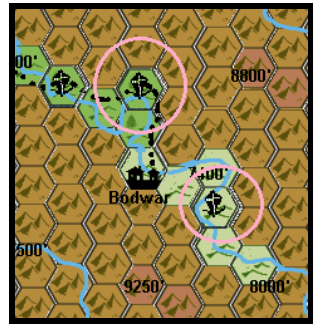




Bodwar



This strange valley not only has two crystal areas which decrease the temperature to 40 degrees lower than normal, the cold did caused Wokani to delve deep into this magical source. The Orcish (and other) Wokani grouped together under the *Vile Rune* horde of Ahklam. They studied hard, and learned 1st level Frost magic (nature magic=unaffected by Day of Dread) spells; **Coldskin** (Shield), **Cold Slumber** (sleep by cold), **Endure Cold** (Resist Cold), **Freeze Portal** (Hold Portal), **Protection by Cold** (Protection from Evil due extreme cold aura), **Resist Climate** (Darokin merchant Spell), **Slip** (AD&D2 but with ice effects instead), **Ice Knife**, **Snow Blindness** (blindness), and;...



Freezing Hands (Frost Fingers)

1st level Evocation spell

Range: caster
 Duration: Instantaneous
 Area of Effect: The Caster
 Saving Throw: Halves Damage

Casters cast Freezing Hands on their outstretched fingertips to make them shoot forth 5-foot-long frosts blasts in a 120-degree arc in front of them. Any creatures caught in the blast suffer damage: 1d3+1 hp per level of the caster. Successful saving throws mean the spell inflicted only half damage. Liquids will be mostly destroyed, frozen objects are more fragile (saving throws at -1). Beings resistant against cold take only ½ damage (always round fractions up) and save for none. For normal beings can the damage be reduced to zero if the successful save was accompanied by a protection from cold (or alike) spell.

Icicle

1st level Evocation spell

Range: 150'/or special
 Duration: 1 round/level
 Effect: Creates 1+ thin ice shards floating in mid air
 Saving Throw: None Partially prevented by Protection from evil/good/cold spell

An Icicle a thin foot long sharp shard of ice created and shot by Magic, which inflicts 1d6+1 points of damage to any creature it strikes. After the spell is cast the Icicles will appear next to the Spellcaster and hovers there until the Magic-User causes it to shoot. When shot it will automatically hit any visible target. The missile will has a solid form when shot or thrown and therefore can be touched, but this person will contract all damage without being able to lessen this damage by armor value, in effect any armoured glove will be pierced by the ice even if solid material (iron, steel, stone, etc.). An Icicle never misses its target and the target only gets a save if protected by an active Protection Spell. It will move with the Spellcaster until shot or the duration ends. For every 5 levels of the caster, 2 more Icicles are created by the same spell Thus a 6th level Magic user may create 3 icicles. The Icicles may be shot at different Targets. See table. The damaged will be lowered with ½ the Armor Value under normal circumstances (minimum damage per missile 1). Each icicle will leave 10 oz. of water when melted; this water is 100% pure and therefore can't be used to drink without the same risk of being poisoned as drinking salt water. The effect will be: more thirst and severe dehydration, no natural, nor Magical healing will be possible until this poisoning will be removed or healed. A bit of sand or even minute amounts of salt can make this water drinkable.

Levels of Experience	1	6	11	16	21	26	31	36
Missiles Charged	1	3	5	7	9	11	13	15

Ice Light

1st level Evocation spell

Range: 120'
 Duration: Depending on local temperature: use table
 Area of Effect: light to 30' diameter , underwater: range x ½
 Saving Throw: prevents Blindness

This spell creates a pillar or block of ice radiating a cold blueish light 30' in diameter. If the spell can't be cast on an object such as a coin, Ice Light will cancel a Darkness Spell if cast within range of it (But will itself be cancelled by a Darkness Spell). This spell can't be used offensively, but when created in Darkness suddenly it can cause blindness when the saving throw fails, until cancelled, or until the duration ends. A blinded creature attacks with a penalty of -6 on attack rolls, a -4 on all saving throws and a +4 penalty to his Armor Class for the duration of the blindness. His movement will be reduced to one third normal if unguided, if guided to two third normal. This Ice pillar is 1 inch per level of the caster in diameter and has a height of 9 feet always. The ice block is measured 1 inch on each side per level of the caster. The ice has a weight of 6 +1 cn per level of the caster and can easily be carried away; this ice acts as normal ice in all circumstances. When the spell is ended, or negated the ice will be evaporated. No residue will remain. The ice is solid and can also be used as step, also will this ice float as any normal ice on water and could be used as a life raft for the shipwrecked. In fact this spell is changed a little bit when encased in a scroll or item enchantment. This way it will create a ring, instead of a Pillar, of 9 feet circumference. The light can be seen in the dark from up to 1 mile distance. The ice will be destroyed rapidly if coming in direct contact with fire or heat (as Lava, Fire spells etc.), without causing steam.

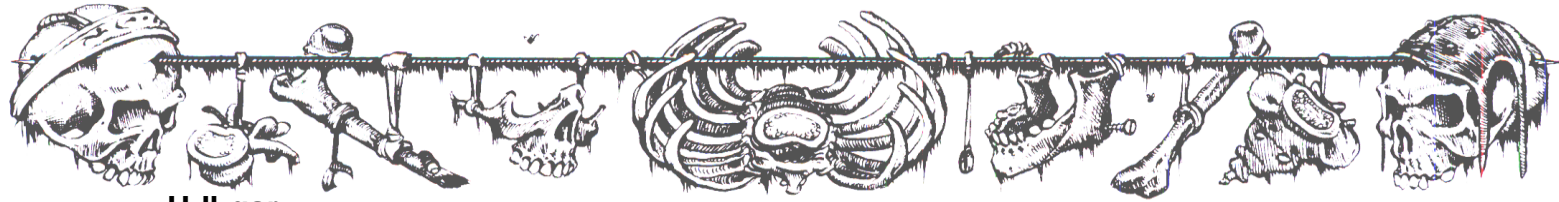
Temp. Fahrenheit	Duration
Below Freezing	Ice permanent, light 24+1 hr/lvl
30° to 35°	6+1 Turn / level
35° to 40°	5+1 Turn / level
40° to 50°	4+1 Turn / 2 levels (round up)
50° to 60°	1 Turn / 2 levels (round up)
60° to 70°	1 round / level
70° or higher	1 round / 2 levels (round up)

Ice Knife

2nd level Conjuraction spell

Range: 1 feet
 Duration: Permanent until dispelled or thawed
 Effect: creates a dagger made of ice
 Saving Throw: None
 Components: A piece ice or snow

This spell creates out of coldness a small slender dagger made of ice with the Strength of steel. The handle will be covered with fur from some unknown cold based creature (possible a White Fang) so that the caster can hold the weapon without sustaining any cold damage. The dagger will be as a normal dagger in all respects, except that it will bring an extra cold damage to the creatures with liquids inside them(like blood), except when they are immune against cold. The dagger will slowly cease to exists if exposed to temperatures over 40 degrees Fahrenheit, and any fire (including a Fireball spell) will instantly destroy it. This spell will give no extra damage to any Undead or Frost based creatures.



Udhgar

The Great Orcish Fortress Udhgar, located at a strange rock outcropping was originally an Elven city of the Elves later to become the Shadow elves, which name has not been recovered, which was originally settled a 10 miles away from the Old Vesubian river. When the mountains rose, they also uplifted this section of the city, destroying the rest around it. Centuries of erosion and plunder removed almost all Elven traces.



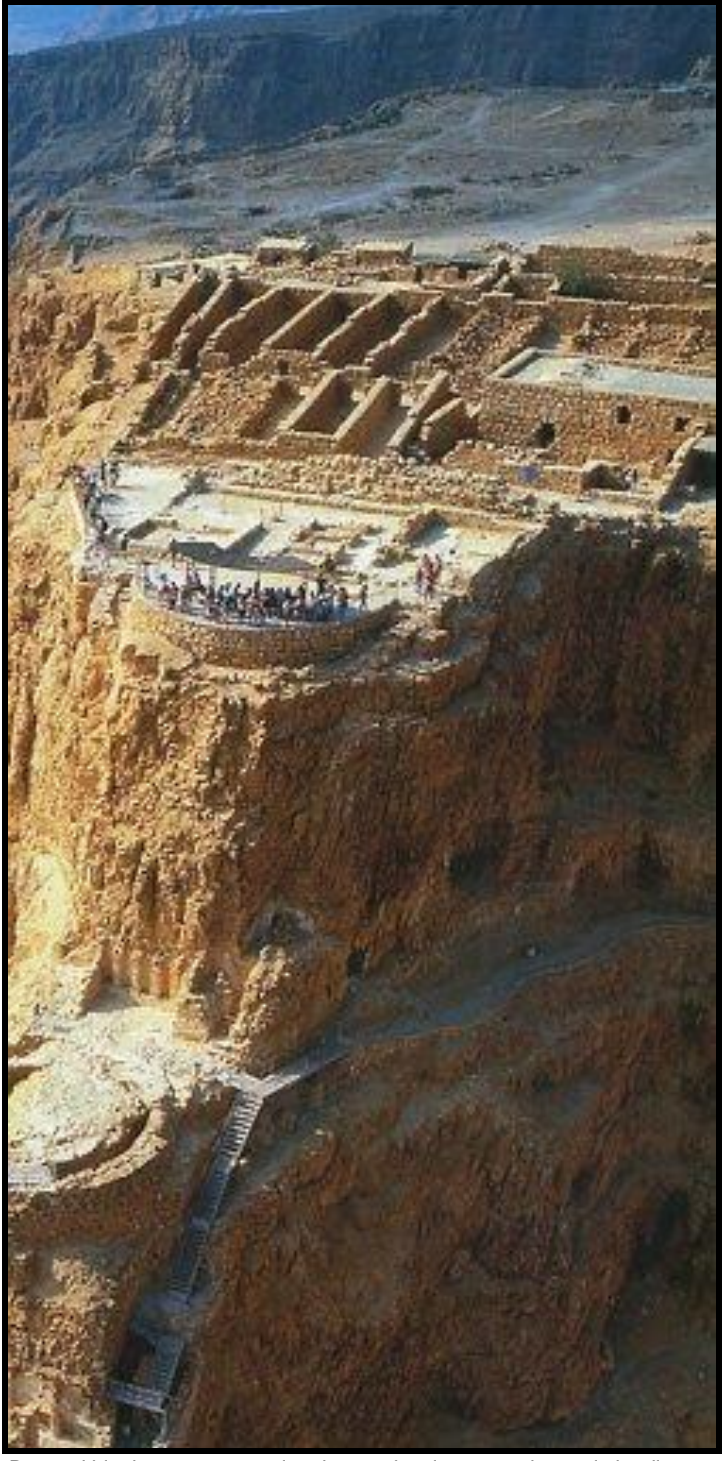
This fortress has basically 4 levels; **"The Roof"**; training settlements and battlements on top, here Orcs train daily in rapid assaults on settlement. Thar, as being extremely intelligent for an Orc, learned this technique in his slave time in Thyatis. Discovering the old Aengmor Elven ruins he found a great use for it. Not only are the remains sturdy battlements, but also a great area of exercise. Almost any Orcish attack form can be practised here. There are archery ranges, assault areas, multi-level arena grounds, trap testing areas, etc.

"The Middle"; a roughly 500 to 800 feet lower level with carved and cut rock caves accessible by a small walkway and a stairway from below. It is called Deep inside are stairways leading up and down. This seemingly luxury area, has doors and windows, but no corner is straight and no opening the same, one is an arch the other a house, and this level is actually roughly four subdivided into four levels of 5-10 feet in height.



"The Entry"; the Third level is at 5925' (ground level). Here goes the single outside stairway up to the Middle. Large side caves with huge dwarven styled (or stolen??) doors hold the great warmachines of Thar. Deep within there are several arches and stairways and tunnels leading up and down. The area itself are six roughly 200' diameter half dome caves (the floor has been very long ago been flooded with debris, and now rock hard, giving a perfect floor). The caves are workplace too, and the sometimes visiting (or hired) Dragon resides here. There are wooden walkways all along the ceilings, connecting the various caves by tunnels and walkway. It is name

The fourth and lowest level is **"The Base"** where most soldiers live if not working or training elsewhere in the compound, it gives easy access to Lower Orcus Rex, and there are some stairways leading up. This area is actually three long tunnels with caves dug out on all sides. Walkways, ropes, bridges connect either side or the floor. The area is alive and vivid, and any kind of Humanoid can be found here.





Red Orcland (*Saya Lya-orkia*)

Surface 1600 sq miles,

Surface Population; 5110 Red Orcs (*Orcus rubeus Vulgaris*) but about a third are Scarlet Orcs (*Orcus facies Ratis*), together with 1800 Grey Goblins (*Goblinus occidentis*), 50 Spotted Gnolls (*Canis erectus Hilaris*), and a handful of others (about 40; including Atruaghin and Darokin Humans).

The Red Orcs occupy the land between two mountain ranges, the Vesubian and StreeL Rivers, south of High Gobliny and Bugburbia. Orclanders are similar to Atruaghin Clans, wearing feathers on their heads and fighting with arrow and hatchets (hand axe).

The rivers at the eastern and western boundaries flow southward within a narrow band of broken terrain. Bushes and clusters of forests grow sporadically, providing ideal ambush conditions along the merchant trails.

The deserted badlands (not a plateau as assumed in text Gaz10) are remains of the old lake that was here. When the Vesubian slowly broke through the mountains, it first connected this lake, further increasing its yield. The amount of water pressure eventually became was thus high it broke through the western mountains gushing down towards current Corunglain. Red Orcland is notorious for being the Red Orcs sacred burial grounds, as well as a strange place where large rocky pillars rise straight up from the ground, supporting huge flat stones. Hordes often set camp atop these columns, and some have villages. The Supreme Hool's fortress, the Sacred Cavern, opens up in the Mountain range. It is the main entrance to lower Orcland. These badlands also hold Natoka's Grave, a vast mud pit where this Orc hero died. Many non-natives think the Red Orcs call the badlands as thus, but to them that does not carry a name other than Red Orcland. They speak more of locations that are smaller to identify; i.e. Near Torkon, or north of Natoka's Grave, and it is as thus Humans have learned from captured Red Orcs the area is named Natoka's Grave, although the Red Orc only meant the nearest known location on the Barren Lands.

Huge rocky pillars or flat topped rocks rise from ground. These pillars where rocky islands in the former lake, where the high acidity caused by the volcanoes, greatly eroded the sand and chalk-stone rocks away. The remnants of the islands are now huge packages of packed earth and stones on top of these eroded rocky spires. The lower parts are slanted collections of the eroded stone. The hordes often camp atop these columns and some are sacred burial grounds. The Orcs have named them all; **Komenko, Wapushi, Torkon, Tenwaok, Mortok, Arctor, Epra, Comma, Magical Dartka**, and even the **Menesh Wall, Orken Wall, Talkwat Wall, and Lamer's Peak**, of which the latter three were actual coastlines of the former lake.

11 hordes (Drippin blades at Sacred Cavern fortress, 4 Corunglain scouts at the path to Corunglain and caravan routes

Lower Red Orcland

Underground Population; 3100 Red Orcs (*Orcus rubeus Vulgaris*), 650 Scarlet Orcs (*Orcus facies Ratis*), 350 Grey Goblins (*Goblinus occidentis*), 50 Spotted Gnolls (*Canis erectus Hilaris*), and 900 mixed Red Orcs, Goblins, foreigners (including 75 Atruaghin, 125 Darokin Humans).

This 1740 square miles large cavern complex opens north on the Lava Flow, 100' above the magma. Two passages on the west side lead to Kol, both are blocked by Kobold Strongholds, Kol-Gate and Kol-Edge. Lake Gum, into which flows the Orcditch River, separates western Orcland from OGREMOOR. The Supreme Hool keeps three camps to guard the passages to the other tribelands.

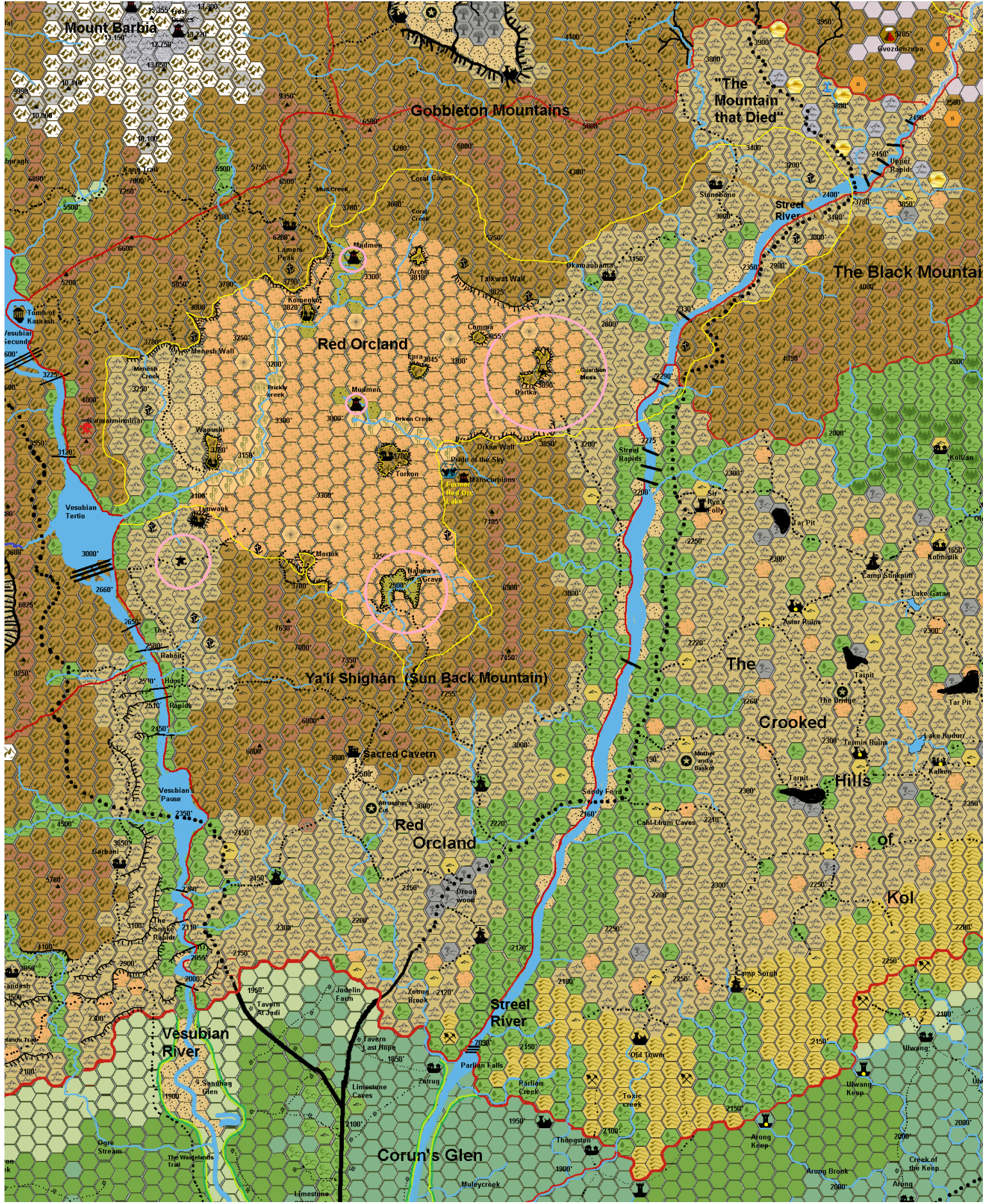
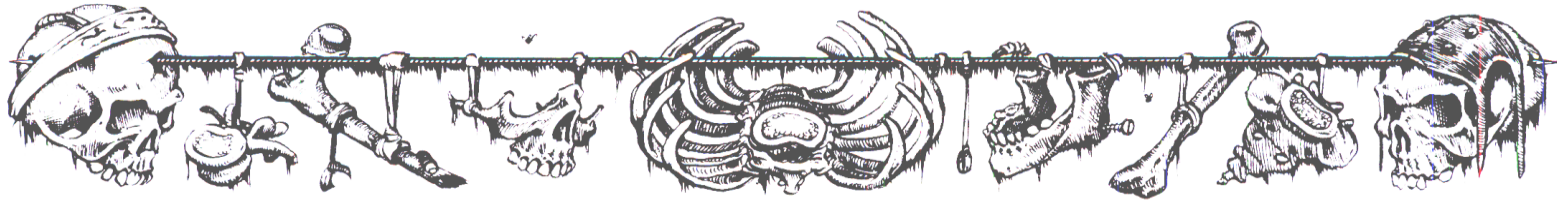
Mud flats surround Lake Gum while a thick, humid fungous forest thrives upon the banks of the Orcditch, providing much of the Lower Orclanders' food. The hordes hunt a breed of large cave birds, similar to Pterodactyls, which they call Skinwings (The Shadow Elves will later—1014 AC—use them as riding animal or as food, as they did in their own caves).

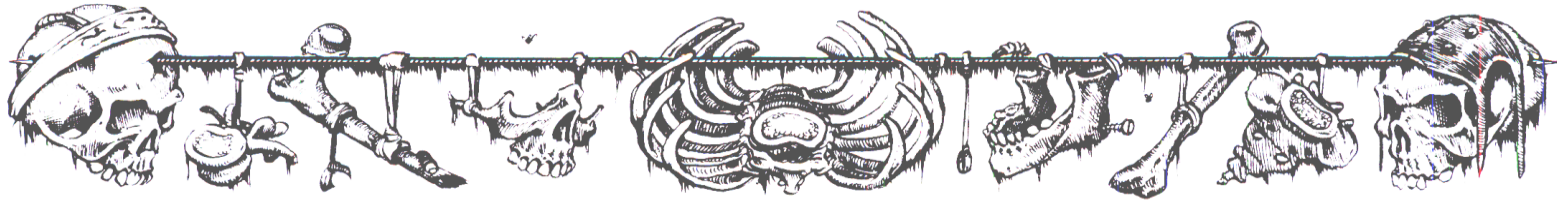


Red Orcland seen from Ya'if Shighán (Sun Back Mountain) looking North



Red Orcland seen from Lamer's Point looking West





Orclanders feed on their big eggs, preventing the animals from overpopulating the cavern complex, and they ride the largest of their species. The Sacred Cavern opens 150' above ground, halfway up a cliff. There, a platform allows flying Orclanders to take off and land. A wide (150'+) vertical shaft leads all the way up the Broken Lands surface, 1250' higher, which the flying mounts can ascend with a light encumbered rider. Unbreakable but heavy stuff is just thrown down, as it is easier to pick something up, than to pick someone up (who was too heavy loaded).

Situation 1000AC-1010AC

After Sitting Drool's assassination, 527 AC, all the tribe fought for control over the Broken Lands. Their first goal was to defeat Red Orcland pretenders first, which led to several invasions and a long occupation period by High Goblinian (called Gobbleton in those days). It was only after King Thar gained power that Red Orcland was freed, essentially to break up High Gobliny's power. Orclanders are respectful to Thar and accept his authority, as well as the Goblin culture and experience. They hate Trolls and Ogres for their frightening Shamanistic customs. Kobolds are treated with contempt, but are not disliked. Red Orcs enjoy tying honey-dipped Kobolds over Red Anthills, a tribal pasture they gladly extend to all prisoners.



Their **Ruorch** (ant stew, an ant Recipy) is renowned for its sweet taste and nutritious benefits, some renegade Red Orcs use the Recipy in rare taverns where they sell it for those daring to eat it. (1 meal is valued at 3 sp, and contains welled grains, fruits, mashed/meat particles and a lot of roasted ants and honey, and some fresh cut herbs. Versions with Stirge honey are 8sp and the same volume is now 2 meals nutritious value). This is a fresh meal only, prepared in an hour, when the components required are found nearby. The meal, cold, can be eaten up to 2 days, yet loses much of its taste, even if reheated (then it becomes dry and crunchy, and thereafter it becomes mouldy and causes nausea if consumed. Dry RuOrch is as tasteless as a rice waffle without a drink and a faint remaining sweet aftertaste.

Climate

The weather of Red Orcland is different to that of Glantri and most of the northern Broken Lands, it is very Hot, 25 degrees warmer than Glantri, which is similar to Real World Mohave Desert USA. A high dose of the increased temperature comes from below.

Most of the Red Orc Lands have been a large Lake between 1700BC and 500BC, leaving behind a vast desert of dried, hardened broken muck. (See page 34)

Some more precipitation falls down on the higher hills and mountains. This has to do with the natural inclination of moisture rising in the air when blocked by mountains and cooling down and thus falling. Snow accumulated in the Northern mountains now provides water for the few streams feeding the mud pools.

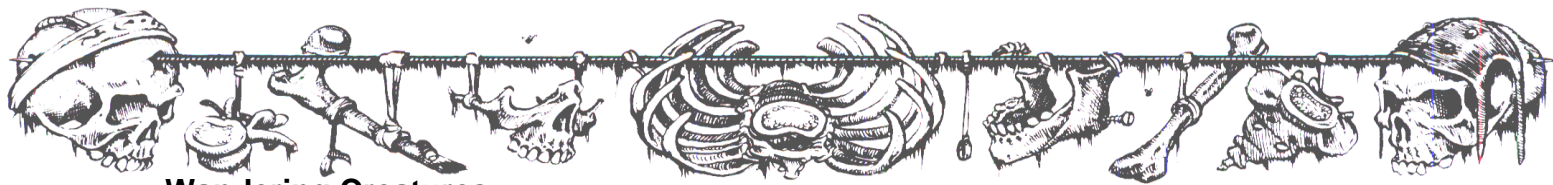
The dominant dry wind is coming from the West. When the wind comes from the east, volcanic toxicity effects will apply (see [Climate High Gobliny](#))

The following table gives the chances of finding something useful within a 10.000 square yard area. This can be along the route covered 25 yards on either side of the passed route for 200 feet length, or in a roughly 100 x 100 yard area. This takes 1 Turn of time (either real time or delay time while travelling), and a successful survival skill check if available. Overall is; any area not including Mountains, or Wastelands in the case of Red Orc Land, thus includes hills, broken lands, river.

As you can see evaporation of fallen water is included in this system. Always count 24 hours back. If within this time there has been 3 hours of rain, add that bonus percentage, if one hour later it is 2 then add that percentage bonus. If it takes another 3 hours to enable that single hour to pass, you will keep the 2hour % bonus for that whole time until that hour has passed.

The Red Orcs, Atruaghin followers and any person with a successful survival skill may add the (+%) bonus to the roll.

Chance of Finding;	Drinkable water	Medicinal / Edible / Functional plants	Fuel for Fire	Wandering Monsters, Creatures or Humanoids
Overall Winter	18% (+5%)	35%	20%	1 on 10Hr
Overall Spring	18% (+10%)	40%	30%	1 on 8/Hr
Overall Summer	10% (+5%)	45%	40%	1 on 8/Hr
Overall Autumn	20% (+7%)	40%	40%	1 on 10/Hr
Mountain Winter	20% (+10%)	15%	40%	1 on 10/Hr
Mountain Spring	15% (+10%)	18%	70%	1 on 8/Hr
Mountain Summer	15% (+5%)	23%	70%	1 on 8/Hr
Mountain Autumn	20% (+5%)	18%	60%	1 on 8/Hr
Wastelands Winter	20% (+3%)	10%	20%	1 on 8/Hr
Wastelands Spring	15% (+8%)	5%	20%	1 on 6/Hr
Wastelands Summer	15% (+5%)	5%	20%	1 on 6/Hr
Wastelands Autumn	20% (+6%)	5%	20%	1 on 4/Hr
	+5% /hr rain in last 24 Hr).		x2 if making noise (smoke, light, tracks).	



Wandering Creatures

Actually not all of these are monsters, but most are Humanoids, natural creatures AND monsters, living locally or traversing the area. Unlike as per Rules Encyclopaedia (1 on 1d6), use the rolls as given in above Finding table. Multiply rates and chances per Hr by disturbance. Thus a noisy PC in summer must check twice per Hr on 1-2 on 1d8 to attract creatures. And if he carries light at night or smoke at day three times at 1-3 on 1d8. If he makes noise and light it is even doubled. Green and Yellow listed creatures will mostly try to run away, and the encounter be no more than a glimpse or traces of the creature moving away. Actually only predators or sentient creatures will investigate and maybe attack abandoning their main lair settling temporarily elsewhere with friendly dragons. Almost all other Creatures listed in the following tables (for each Humanoid nation in the Broken Lands) can be found in TSR 1071 The D&D Rules Cyclopaedia, TSR 2501 AD&D- Mystara Monstrous Compendium, TSR 9438 -DMR2- D&D-

Red Orcland Hills & Broken Lands			Red Orcland Mountains & Valleys			Red Orcland Wasteland		
1d100	type Encounter	number appearing	1d100	type Encounter	number appearing	1d100	type Encounter	number appearing
01	Giant Bee	1d3	01	Giant Bee	1d3	01-02	Giant Ant	4d6
02-03	Red Orc	5d4+50% 1 caster	02-03	Red Orc	5d4+50% 1 caster	03-07	Red Orc	5d4+50% 1 caster
04-08	Scarlet Orc	3d6+ 1 caster	04-08	Scarlet Orc	3d6+ 1 caster	08	Scarlet Orc	3d6+ 1 caster
09-12	Grey Goblin	2d6+ 50% 1 caster	09-14	Grey Goblin	2d6+ 50% 1 caster	09	Grey Goblin	2d6+ 50% 1 caster
13-14	Chimera	1d3	15	Chimera	1d3	10-12	Scorpion	1d3
15-18	Gnoll	2d10+2 casters	16-18	Gnoll	2d10+2 casters	13	Gnoll	2d10+2 casters
19	Griffon	1d4	19	Griffon	1d4	14	Lizard Gecko	1d4
20	Harpy	1d4	20	Harpy	2d4	15	Lizard Tuatara	2d4
21-24	Manticore	1d4	21-23	Manticore	1d4	16-21	Mudmen	1d4
25-31	Insect Swarm	1d4	24-26	Hell Hound	2d4	22-27	Insect Swarm	2d4
31-32	Rats	2d10	27-32	Common Birds	3d20	28-30	Common Birds	3d20
33-34	Common Rodents	2d12	33-34	Common Rodents	2d12	31-32	Common Rodents	2d12
35	Cave Bear	1d4	35	Black Bear	1d4	33-36	Mudmen	1d4
36-38	Herd of Sheep	2d12	36-39	Herd of Goat	2d12	37-38	Herd of Goat	2d12
39	Herd of Goat	2d12	40-42	Eagle	1d8	39-40	Eagle	1d8
40-42	Eagle	1d6	43	Roc, Small	1d8	41	Roc, Small	1d8
43	Roc, Small	1d3	44	Roc, Large	1d4	42	Roc, Large	1d4
44	Roc, Large	1	45	Roc, Giant	1	43	Roc, Giant	1
45	Roc, Giant	1	46-50	Stirge	2d12	44-45	Stirge	2d12
46-50	Stirge	2d10	51-52	Mountain Lion	1d4	47-48	Mountain Lion	1d4
51-52	Mountain Lion	1d4	53-54	Cockatrice	2d4	48	Cockatrice	2d4
53-54	Wolf	1d4+1	55-56	Dragonne	1d3	50	Dragonne	1d3
55-56	Dire Wolf	1d3	57-58	Earth Drake	1d6	51-52	Humanoid Mummy	1d12
57-58	Humanoid Mummy	1d4	59-60	Ice Wolf	1d8	53-54	Snake Viper	1d8
59-60	Snake, Viper	1d4	61-65	Wyvern	1d6	55-56	Snake Rattler	1d6
61-65	Giant Hunting Spider	1d12	66-69	Other Humanoid (DM)	1d2	57-60	Other Humanoid (DM)	1d6
66-69	Giant Ant	4d6	70-73	Great Eagle	1d2	61	Lesser Phoenix	1d2
70-73	Black Bear	1d2	74	Robberfly	2d4	62-63	Robberfly	2d4
74	Robberfly	2d4	75-76	Merchant & company	1d12	64	Merchant & company	1d12
75-76	Common Birds	3d20	77-81	Grizzly Bear	1d4	65-66	Giant Sandspider	1d4
77-81	Manscorpion	1d4	82	Gold Dragon	1	67	Gold Dragon	1
82	Gold Dragon	1	83-84	Ghoul	1d4	68-69	Giant Scorpion	1d4
83-84	Brown Bear	1d4	85-86	Red Dragon	1	70	Red Dragon	1
85-86	Red Dragon	1	87-90	Animal Herd(various)	2d10	71-78	Animal Herd(various)	2d10
87-90	Animal Herd(various)	2d10	91-92	Common rodents	2d10	79-86	Common rodents	2d10
91-92	Common rodents	2d10	93-94	NPC Party	1d6	87-88	NPC Party	1d6
93-94	Displacer Beast	1d2	95-100	Frostdrake	1d8	89-90	Mage & Company	1d8
95	NPC Party	1d6+1		Predator -2 reaction		91-93	Giant Rattlersnake	1
96-97	Merchant & Company	1d6		Defensive -1 reaction		94	Thoul	1d3
98	Skeleton	1d6		Defends only, or flees		95	Displacer Beast	1d3
99-100	Wychgiow	1d8		Preters to flee		96-97	Skeletons	1d6

Mystara-Creature Catalogue, TSR 9173 - D&D - AC9 - Creature Catalogue or otherwise in my Mystara Monster Manual Compilation books <http://pandius.com/mnstrml.html>. Some, however, might vary a bit and are explained next to the table were they are mentioned.

Common Rodents Mice, Hamster, Guinea pig, Mountain Mice

Common birds; Blackbird, sparrow, mousebird, etc.

Animal Herd Hills; Fallow Deer, Moose, Boar, Wild Sheep...Mountain; Capricorn, Wild Goat.

Herd of... usually accompanied by 1d2 of the ruling race of the region

Merchant & Company; These are often parts of a attacked caravan, without maps and mostly desire to leave the area they are in to reach their destination. 1d6 people on 1d4 wagons with or without sufficient draft-animals, and guards.

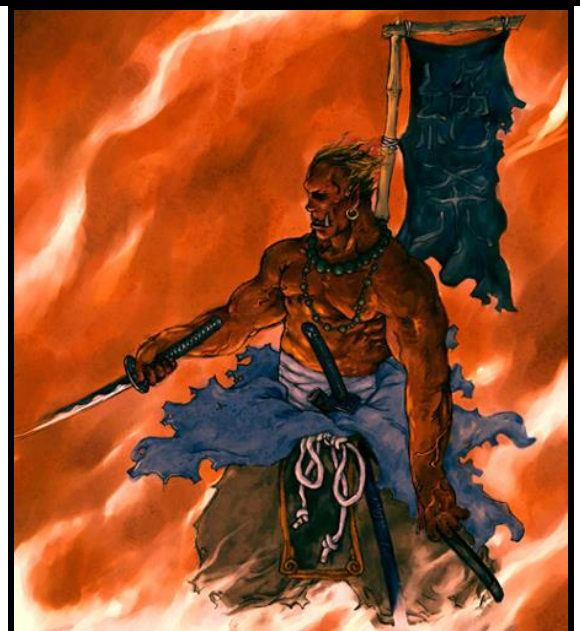
NPC Party These are rolled as explained in the Rules Encyclopaedia or chosen by the DM.

Frostdrakes have some settlements on Mount Barbia, and do not want to draw attention, so they may do anything to withdraw from contact.

Dragons; As explained above.

Undead Skeletons are mostly tools of local Wicca or Shaman, and set to guard or patrol, they are of various racial build-up.

Manscorpions are either scouts or you are close to the tow location they prefer; Unus malusmater locus in the west close to the Vesubian River and North of Natoka's Grave-West of Torkon. If rolled elsewhere reroll if you decide no scouts should be present.





Red Orc Settlements (*Saya Lya-ork Wokheya*)

Whatever style Red Orc settlements use only one style of structures within, do not use palisades (often these are erected upon Mesas and thus palisades are not needed, and the wood is very rare to enable this). The houses are chaotically placed nearby a water hole/stream/creek and about 20-30 feet apart from each other. Each house is owned by a family (what ever race lives within, and is build by this family. There is pride in each house build.

Domed Mud Huts (*Saka Hlihliha Wokheya*)

This simple houses, which exist only in hot environments like the Red Orc wastelands, are made with a mixture of wet mud, and grasses/straw. In a large circular pattern layer is added upon layer, While the hot sun bakes the mud into a brick strong density and resilience. A chimney opening of about a foot in the top of the dome, and a door frame is used as entry. These are mostly made of cut wood, and often covered with a cloth (weighted or not) Inside the structure is dug out in a smaller circle too feet deeper, and three feet from the walls. In the middle yet another pit of 3'x3', which becomes the Fire pit? Residents sleep on the ground level opposite of the door, and eat/prepare food on the lower one.. Smaller versions of these are mostly nearby, have a 6'diameter and a single 2'x2' step on the inside before opening in a pit of 5'deep, and used as a latrine. When full, the structure is closed for a year to create fertilizer, to be used on the very few tiny vegetable acres Red Orcs possess in the waste lands.

Yes, Red Orcians are the only Humanoids using plantations (actually needing it), mostly growing beets, grains, cabbage in 10x10 feet acres one for each family member. Mostly the women, young and old tend these but young men mostly sway early to the path of the males; war, plunder, pride, and hunting.

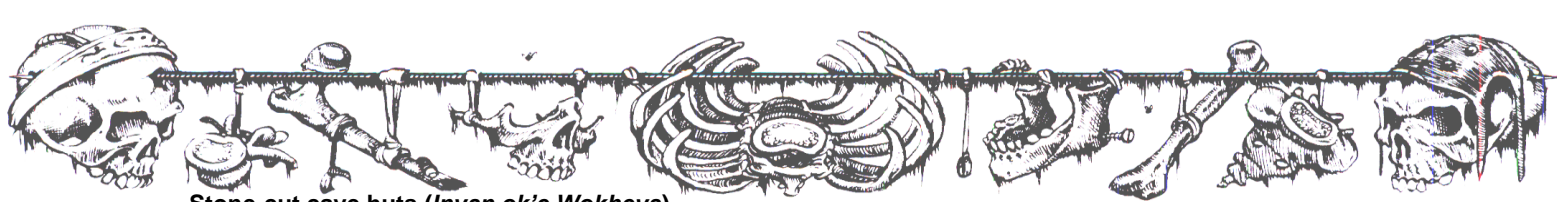


Straw - Mud Huts (*Psa Hlihliha Wokheya*)

Two general versions of these exist. The first is influenced by the common Orcs knowledge to make mortar. Similar to the Domed Mud Houses, a rough circular pattern is created, A wall is created of cut or baked bricks, with equal deep foundation (yes the Orcs learned how easy structures may collapse without a foundation). Doors and windows are created within the structure by use of wooden (cut) frames. Upon this stone circle a platform is build with a single trapdoor opposite of the entry door, thus creating a second floor. Upon this long branches and cut trees are placed in such a way to create a pointed roof. Upon this a layer of leafed branches, straw, mud, hair, powdered nearby rock, mortar and faecal matter mixture is placed. This is baked in the mud, and thus becomes a functional roof (which often looks like it is a pointy rock. The trapdoor is rarely shut, and leads to the one opening in the roof directly above it of no more than 1foot diameter, used as chimney. The second floor is used for storage and sleep. The first floor is used for anything else (making food, debates, research. House crafts, etc. A latrine is mostly dug 20 feet away from the building, and when there are more houses, a large latrine is made. When full, the is covered in earth for a year to create fertilizer, to be used on the very few tiny vegetable acres Red Orcs possess in the waste lands. Red Orcs are the few rare Humanoids making use of tiny personal gardens, on which they take some honour. The do not steal from other gardens, not even if the invade/plunder the civilized world. It is something of their culture. Other Humanoids quickly learn that plundering these can lead to undesired aggression of any Red Orc Horde. Only Trolls are too stupid to refrain from this plunder. Other races in Red Orcland sometimes even copy this behaviour, and take the ample fruits of their own labour. However, most Humanoids see gardening still as a weakness. These gardens mostly hold fruit-bearing bushes, and vegetables. Grains are not used in these gardens, just like trees, the products from these sources are just collected by foraging.

The second version is made of wood with a straw roof, and is more rectangular. The entrance is often adorned with bones or trees shaped to resemble bones. They are in effect thus similar to many Humanoid houses. These straw roofed houses may have a fire pit inside, but mostly outside fire is used, as the straw often fell victim to sparks and flames. If weather is bad or threat is imminent, a small fire can be used inside, but it is rarely larger than a tOrch, and thus only provides minimal use of light and heat. A central hole in the thatched roof, is used as a smoke hole. Wet mosses are often placed just outside to prevent sparks igniting.

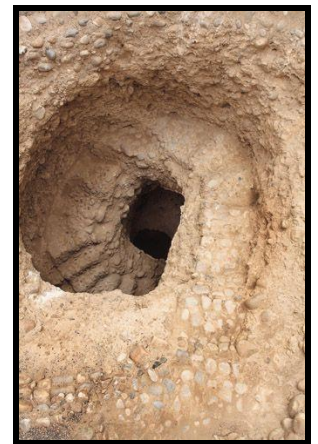




Stone-cut cave huts (Inyan ok'e Wokheya)

These structures are also typically Red Orc style and like the Domed Houses can be found anywhere with this race on Mystara if the circumstances are met. Stone cut houses are only possible in sandstone or limestone. The tools the Red Orcs are incapable of cutting effectively in any harder stone.

In a section of rock a large 20'x20'x20' or 30'x20'x30' hole is cut in a section of rock, this arduous work is done mostly by the females and slaves and can take up to a year.. One side of the structure thus contains a door entry and often other larger holes. When this part of the construction is finished, the males take over, and make a ring of 1 foot deep holes at a height of 10 feet in the open space. They make mortar of the crushed stone and brick the structure up together with door and window frames (on both levels). In the interior the holes are used to place long trees laid over each other like a weave work. Smaller branches and then straw is placed on both top and underside, and treated with the self-made mortar. Thus it not only closes of any openings, but lets the interior seem to be made out of singular cut work. The remaining mortar is often used to make a 3 to 5 feet wall nearby the structure as a sort of defence wall and animal pen. Doors and windows are closed with wooden panels (which do rarely have right angles. However, most windows have an opening to look through or have a roster like grate. (Often covered with cloth to prevent mosquitoes and such vermin coming in). On the top a small hole is drilled that reached to the back end of the ground level. Here it is enlarged to enable a fire to be made and smoke passes out without hinder. The second level is used for sleep and storage, the ground level or anything else. These are typically the only Humanoid houses which often use a padlock to prevent access if the inhabitants are not here.



Hidden Stairway tunnels (Ainab Oali Wasun)

These tunnels mostly lead to Lower Red Orcland and are all hand carved. Sometimes from dried out sinkholes, ground breaks, but also very often just by hand. Simple steps are created and the circular shaft just slowly grows deep down. The step section is rarely thinner than 2 feet, but the height between the steps and the "ceiling" is between 4' and 6'. Every 10' depth takes a week to cut and dig debris away. As Red Orcs (or any Humanoid for that matter) do not have access to exact calculation where to begin and end. Many of these hole are dead ends (and thus often become a harbor for scorpions, spiders, Stirges and similar vermin), or lead to the ceiling of a lower cave and thus cannot be used as anything else than ventilation. About 30% of these shafts are thus flawed; the other 65% are in use and lead to horizontal tunnels or the sides of lower caves. These Stairway shafts are all hidden on the outside and only an individual with tracking has a chance to located it (Check at -2), a Treusight spell will reveal them too.. A lid of weaved branches and mortar and removed debris is used to cover the shaft. All inhabitants know the location of any shafts within a 5 mile distance from their "Home settlement".

In the following List Niuo-Wah is listed as the Leader of several Tribes. As Niou-Wah, Son of Supreme Hool and Mother Nasrebath, is born 17 Yarthmont 1001AC, he well be this given leader here after 1017AC. Before this date Supreme Hool himself leads these tribes. Niuo-Wah will be detailed with a background and important factors in [Fan Almanac 1020AC](#). Hordes (4) in Blue are [Corungla Tunweya](#) (Corunglain Scouts), Hordes (6) in Green are [Iguga Ohloka Chantesuta](#) (Cavern Braves) (see Gaz 10 for the horde statistics). **Vile Runes** are no horde here, yet are recognized as **Wahteka Waphethokeca**.

Red Orcland Settlements;						
Name Settlement	Occupants	Number	Tier	Dominant Horde	Leader/Faith	Notes
Domed Mud huts						
Komenko	Red Orcs	650	2nd	Natoka's	Niuo-Wah/Atruaghin	Mesa Village
Torkon	Red Orcs	525	2nd	Natoka's		Mesa Village
Wapushi	Red Orcs	585	2nd	Natoka's		Mesa Village
Tenwaok	Scarlet Orcs	420	2nd	Natoka's		Mesa Village
Not Aligned to Village	Scarlet Orcs/mixed	380/400	4th	Natoka's		Wide Spread in groups of 30-50
Straw/Wood/Mud huts						
Okamaohama	Scarlet Orcs-Goblin	480	4th	Pheta Wahuheza	Supreme Hool / Karaash+Wogar	
Stonebone	Scarlet Orcs-Goblin	420	4th	Inyan Wamnayan	Supreme Hool / Karaash+Wogar+Atruaghin	
Stonecut cave huts						
Mortok	Red Orcs	500	3rd	Sapa Nazunspe	Supreme Hool / Karaash+Wogar+Atruaghin	Mesa Village
Lamer's Peak	Red Orcs	450	3rd	Sapa Nazunspe	Supreme Hool / Karaash+Wogar+Atruaghin	Oldest Red Orc Village
Huge Cavern Fortress						
Sacred Cavern	Red Orcs	2400	1st	Ohiyu Ophe	Supreme Hool / Karaash+Wogar	
	mixed	1400	4th	Sapa Siokazunte	Supreme Hool / Karaash+Wogar	
Hordes in Lower Hobgobland						
Sacred Cavern	Red Orcs	2500	1st	Ohiyu Ophe	Supreme Hool/ Wogar	
	mixed	600		Cik'ala Okiya	Supreme Hool / Karaash+Wogar	
North; Orcsditch-Kolgate	Scarlet Orcs	650	2nd	Blaska Phasu	Niuo-Wah /Atruaghin	
Caverns between Lake	Grey Goblin	350	2nd	Tho Thezi	Supreme Hool / Karaash+Wogar+Atruaghin	
Gum/Orcditch	Red Orc/Goblin	450/200	3rd	Sapa Siokazunte	Supreme Hool /Wogar	
NE portion near Kol Dahk	Red Orc	150	3rd	Ohloka Kunza	Supreme Hool / Karaash+Wogar+Atruaghin	
	Mixed	300	4th	Wasun Slohan	Supreme Hool / Karaash+Wogar+Atruaghin	
	Gnolls	50	4th	Immistan Chezi	Supreme Hool / Ranivorus	
	mixed	100	5th	Ci'kala Okiya	Supreme Hool /Karaash+Wogar	

Individual Horde names; Ohiyu Ophe=Drippin' Blades, Pheta Wakuweza=Fire Spears, Inyan Wamnayan=Stone Pickers, Sapa Nazunspe=Black Axes, Cik'ala Okiya= Small Help, Blaska Phasu=Flat Noses, Tho Thezi=Blue Bellies, Sapa Siokazunte=Black Toes, Ohloka Kunza =Cave Scourges, Wasun Siohan=Tunnel Creepers, Immistan Chezi=Drool Tongues



Red Orc (*Orcus species*) Saya Lya-ork

Humanoid	Red Orc											
Type	Humanoid											
Climate/Terrain	Any land											
Frequency	common											
Organization	Tribal											
Activity Cycle	Any, preferably Night											
Diet	Omnivore											
AL	LE, CE, CN, LN, rarely N											
NA	3d10x10											
Size	66+1d12 inch (females-6) (fitness 1d12)											
ST (PR)	3d6+1=4-18											
IN	3d6=3-16											
WI	3d6=3-16											
DX	2d8-1=3-17											
CO	3d6=3-18											
Com, Cha	3d6=3-18											
Languages	Orcish(varies)											
Spellcaster Limits;	Shaman 8, Wokani 6											
AC	8											
AV	by armor											
Levels	NM	1	2	3	4	5	6	7	8	9	t/m 36	
XP Needed	0	1000	2000	4000	8000	16,000	32,000	64,000	130,000	260,000	+200,000	
HD	1	2	3	4	5	6	7	7+				
HP	1d8	2d8	3d8	4d8	5d8	6d8	7d8	+2	+2			
MV	120'/40'											
THACO	19	18	17	16	15	14	13	12	11	10	9	
Attacks	1 weapon											
Damage	By weapon											
Special Attacks;	0											
Special Defenses;	Infravision 60' and DL +5 Detect New/unusual constructions 1-2 on 6 Detect sloping passages 1 on 6 -1 THACO/ Morale vs. Daylight											
Weakness	0											
Immune to;	0											
Primary Skills	4+IN		+1				+1				+1/800,000	
Compulsory Skills	outdoor stealth.endurance											
Extra Vulnerable to;	0											
AM	0											
Save DR	12		10				8				6	
Save MW	13		11				9				7	
Save TS	14		12				10				8	
Save DB	15		13				11				9	
Save SP	16		14				12				10	
ML	7											
XP	10	20	35	75	175	275	450	650	900	1000	calculate	
TT	U personal, E tribal Lair											
Body Weight	Size x ST / 4,3											

This is a common sub-race of the Orcs, recognizable by their red to brick-red hides and simian features. They're about the size of a tall Human, with small rounded ears. Red Orcs can become their racial class, and Shaman and/or Wokani (witchdoctor). For abilities resembling other classes they need to use skill slots instead using a class. Orcs can breed with any Orc species, which will result in an Orc-crossbreed Orc with features of either side. This is also the reason that this highly adaptable species has so many races, and probably more will come.

When Orc-crossbreeds move together in an area they feel content with, they adapt themselves slowly to the environment, without too much contact with other Orcs, and another viable Orc race can be born. The latest example to this is the purple Orcs of west Brun.

Most Orcs have a slightly stooped posture, a low jutting forehead, and a snout instead a nose (except the Orcus Imperator Rex and half-Orc races). They have well developed canine teeth for eating meat, which is their primary diet. Pointed ears resembling a wolf are placed to their facial sides, but they have normal hearing capabilities as a Human. Their eyes are like Humans with a reddish tint that sometimes make them appear to glow red when reflecting light sources in the dark. This is actually part of their optical system, a pigment which gives them

infravision. Female Red Orcs are 6 inches smaller than males.

They wear colours most Humans find unpleasant to wear, often clashing colours. Hygiene is something unknown and is the main reason of the high infancy death toll. Many diseases and infections also weaken the Orcs, which could otherwise be as viable as the Human race, but they refuse to accept and understand the Importance of hygiene.

The Orcish tongue is derived originally from older Human and Elven languages, but many dialects arise with each breed and each new location. Therefore we do not speak of the Orcish tongue, yet instead of the—to the character—local Orcish dialect (in the Broken Lands this is Tharian. Red Orclanders (especially the Natoka's) prefer to speak their dialect of Atruaghin out of cultural honor, and Gobbleton, even if able to speak Tharian.

Orcs prefer simple, yet effective weapons, in melee or missile combat, but make great warmachines—Impressive and awesome to behold—in case of war (most tribes have at least one warmachine—the Broken Lands hold several hundred warmachines divided between the races and tribes and even Clans. Orcs fight better in the presence of their leader (or its standard). Within 60' their morale is +1, as is their THACO. They hate sunlight and are even hindered by it. They do not follow the "rules of war", a white flag will depict good targets to them.

Orcs have an excellent taste palette, and can become great cooks. Most Half-Orcs do so. Though often required to eat spoiled food, they know how to make it taste great (and that it stays inside...mostly).





It is often believed that Red Orcs are primitive, bloodthirsty and cruel, that they're ineffective tacticians and that they would rather be vicious than victorious. Like most stereotypes, this is highly misleading. Many Orcs have waged wars for decades and have developed a frightening efficiency with battle tactics.



Red Orcs are very aggressive, though. They believe other species inferior to them and that bullying and slavery is part of that natural order. They will cooperate with other species, but are rarely reliable, and prefer their own company. As slaves they'll always rebel against their masters, as allies they are quick to take offence and break agreements. They believe battle is the ideal challenge, but some leaders are pragmatic enough to recognize the value of peace, which they exact at a high price. If patience and care are used, Red Orc tribes can be effective trading partners and military allies. Red Orcs value territory above all else; battle experience, wealth, and number of offspring are other sources of pride. Red Orcs are patriarchal, women are fit only to bear children and nurse them, yet if a female Red Orc succeeds to make enough kills, weapon experience, is good in scouting and/or trapping, she get almost the same respect as male Red Orcs. Red Orcs have a reputation for cruelty that is deserved, but Humans are just as capable of evil as any Orcs. Red Orcs have marriage customs, but male Orcs aren't known for their faithfulness.

Red Orc	Age
Baby	0-5
Youngster	6-10
Teenager	11-17
Young Adult	18-24
Adult	24-27
Mature	28-44
Elder	45+
Death	85+2d12

Red Orcs worship many Immortals, mounted in a group, and their religion often is extremely hateful towards other species and urges violence and warfare. Red Orc Shamans have been noted for their ambition, and many tribes have suffered because of political infighting between Warriors and priests. Rarely Orcs reach their Elder age, this due diseases, infections, infighting, war, or predatory. They have a gestation period of 10 months and produce 2 to 3 offspring each birth. Infant mortality is high.

Racial reactions; Kobold -1, Goblin, -2, Hobgoblin -3, Gnoll -1, Bugbear -2, Ogre -8, Troll -8, Human -3, Dwarf / Gnome -4, Elf, -2, Any Giant -4, Minotaur -2.

Faith:

Any faith can be practiced in this tribe, except the cults of Jammudaru and Troll rituals. The old Atruaghin faith of the Orclanders has mainly been supplanted by the other races' religions of the Broken Lands after being invaded several times and occupied after the fall of Sitting Drool. The worship of Wogar is most common now, but they don't use wolf-like skills, -empathy or similar. Many don't even know the wolf, except from the holy symbol of Wogar and the stories.

However, there are still several Atruaghin Red Orcs and even Shaman, they are low in number outside the Natoka's, but they do exist, and after the Red Orcs leaving Red Orland their number grows (Their alignment is typical Neutral instead Chaotic). When Niuo-Wah eventually returns to the Red Orclands of his father, Atruaghin will be the prime Immortal, together with Wogar, and a new as of yet unknown immortal later (this is Hool Red Mane if he succeeds in his quest for Immortality, otherwise it will be Thor under an alias.

Common Red Orc (*Orcus rubeus Vulgaris*) Saya Lya-ork

They have very short hair if any, brick-red to reddish brown. Simian features emulating many of the various monkey faces found in nature. Usually wear mismatched armor pieces, preferring chain mail and great helms. They are natives to Southern Red Orland of the Broken Lands. Some of them shortly went to the Great Crater when the Shadow Elves tried to expel all Humanoids, but most returned to Upper Red Orland as soon they could.



Scarlet Orcs (*Orcus rubeus Coccinium*) Luta Lya-ork

These are a sub species of the common Red Orc, and are a bit darker red, they dislike the sun, yet are unhindered by it, except when using missile weapons or distant targeting, which penalizes them as any other Orc. They greatly dislike Mudmen and mud in general.



Hairy Red Orc (*Orcus simius Terriblis*) Hinsma Saya Lya-ork

These have long, shaggy hair, bright range to dull red. Much more muscular and aggressive than the common Red Orc (St +1, Cha -1, Alignment never Lawful or good) they favor black studded leather armor and hoods. They are natives to Southern Red Orland of the Broken Lands. They strayed the furthest away from Atruaghin's path, and many have forgotten that part of their heritage, and are unaware of their history. It is mostly these Red Orcs which went to the Great crater in 1008+.

It is typical that Hool Red Mane is of this species, and had to suffer lots of rejection in his path



Hool Red Mane, also known as; Hool, is the supreme of Red Orc Land. *Hool Saya Apheyohan*

Red Orc 17/Shaman 5, Str16, Int13, Wis14, Dex10, Con12, Cha15, Com 15 (Human6) AL CN, *Orcus simius Terriblis*, Faith; Wogar, Knowledge of Homeland Terrain (In), Signalling (In), Snares (In), Tracking (In), Outdoor Stealth (Dx+2), Move Silently (Dx), Sound imitation (Dx), Languages; Orclandish, Tharian. Weapon Mastery; Master in the Tomahawk (hand axe)

Hool, is a direct descendant from Sitting Drool, the late Big Chief. He studied Shamanism in his early age, and then got involved in the affairs of his clan. His knowledge helped him gain influence over the common Warriors of the clan and eventually became their chieftain, and later the chief of the tribe.

Hool is rather young for a tribal chief. Now that he has gained control over his horde, his goal is to acquire even more knowledge of Shamanistic rituals. His desire to learn, insatiable for an Orc, often leads him to study a foe before attacking. Very often, he would rather capture an enemy simply to study him. Once Hool is certain there's no secret knowledge to be gained, the captive is then thrown to his braves who delight in torturing him to death.

Sometimes Hool accepts guests who requested an audience or something else within anywhere of his domain. They are not to be attacked, unless attacking themselves. It is this treatment together with their Orcish inability to make a lie which earned the Red Orcs as keeping any promise they make.

Hool has long shaggy very dark red hair, which he has braided with feathers on the back and held on

top of his head by a magical headband +2, stolen from an Atruaghin brave, which improves his AC, AV, and saves, as well keeping his long hair from his snout. His nose is rather large, and his fangs are small and within his mouth, making his appearance more Humanlike. Hool is in war easy to recognize with his facial paints (his face is painted black from the eyes up). When needed, Hool will use an ornately carved tomahawk+3 to fight, along with a medium (AC2) leather shield +2 made from the sturdy skin and bones of a Red Dragon.

What Hool does not know is that, Atruaghin has great respect and honour for this proud Red Orc. And if he continues on this path, he maybe willing to reveal the path to Immortality to him...but at one cost...; The Red Orcs must move and set up their own tribes elsewhere on Brun beyond the Adri Varma waste, living more like the Atruaghin do, but not forgetting their own roots and honour. His Immortality Quests should reflex this goal. Hool's progression is strong, and in 1010AC, he is a Red Orc 21/Shaman 6, 1018AC Red Orc 27/Shaman 6, 1020AC Red Orc 30/Shaman 6, when he begins his quest going west for Immortality guided by Atruaghin.

Hool had a Scarlet Orc Nasrebath (St15, In9, W15, Dx15, Co12, Ch14, Com14 (Human 7), AL CG as a mate, both siring 3 children; a twin son Niuo-Wah, and daughter She-Wah on 17 Yarthmont 1001AC and another daughter Tade-Uo who came 15 Fyrmont 1004AC. Nasrebath and the daughters died in the Heldannic knights attacks in the Broken lands since Wotl, making Niuo-wah hate these dudes, and desiring revenge, as well as reclaiming the ancestral Lands. Niuo-Wah thus does not follow the path of his father, is more vengeful and ancestral proud. **Niuo-Wah will be detailed with a background and important factors in [Fan Almanac 1020AC](#).**

Both Hool and later Niuo-Wah adorn their abodes with the scalps of his victims, and any armor is refurbished as tools/pottery/pans. One of these items reused is a Helmet of Clauraudience, and if any food is boiled in this the effect is transferred to the food, enabling the one who ate, to hear 8 hours long voices from 2 mile far away if they are referring to him, his camp or allies. Hool, as well as later Niuo-Wah, is unaware of this effect and both think Atruaghin sends them these voices in the wind. His appearance is similar to his father, yet clearly younger, and a bit darker due his mother being a Scarlet Orc. He has a white stroke hair on his left side back due a scar underneath. Like his father he has the scars of adulthood underneath his pectoral muscles (*this ritual is used by inserting hooks underneath the muscle and pulling him up for a period, then you are an adult...the Sioux did similar in Real life <https://www.notesfromthefrontier.com/post/the-sun-dance-sacred-ceremony>*)

His Tomahawk is a refurbished sword blade of a Heldannic Knight (the one who killed his mother), it still holds its magic+1.





Atruaghin, Atruatzin, Atrughanya, Quetzalcoatl, Vishnu, Kulkulkan, Wakan Tanka.

Main Patron of Atruaghin people, New-Way Azcans, New Patron of Red Orcs

Region: Atruaghin Clans Azcan Empire (Hollow World New Way), Sind, Red Orcs (Broken Lands and Central Brun)

Sphere: Hierarch (IM 32) of Matter.

Domain: Beastlands / Krigala / Happy Hunting Grounds (Palace of Atruaghin)

Date Ascension: 795 BC, although some debate that Atruaghin achieved Immortality much earlier.

Sponsor: Ka (most likely: though neither he nor Atruaghin have shed any light on the matter)

Statistics: AC-16, HD 46, Hp 900, MV 150' / 50'

#AT 4 = Punch-4d6, AM 90%, SV IM32, AL LG

ST 14, IN 78, WI 90, DX 12, CO 15, CH 80, Com 6 (Humans 15).

Powers: Call Other, Detection Suite, Improved Save vs. Power Attacks, Turn Undead.

Tomahawk.

Followers Alignment: Lawful / Neutral

Taxes: Followers are taxed 10% of their annual income by the Shamani for their clan, or 10% by the temple clerics elsewhere.

Clerics: Clerics, Shamani, Paladin

Alignment: 90% Lawful / 10% Neutral, Red Orcs 50% Neutral, 30% Chaotic, 20% Lawful

Powers: Can't be deceived, they can automatically tell when someone isn't telling the truth.

Skill effects: Herbalism.

Accepted Weapons: Standard, but appropriate to Atruaghin Clans or Azcan culture

Accepted Armour: Any appropriate to Atruaghin Clans or Azcan culture

Holy Symbol: Among the Atruaghin Clans, this Immortal is known by his feather headdress (A war bonnet) or a tomahawk. The latter employed in ceremonies, as the war bonnet is generally associated with the Children of the Horse. Horse Clan Shamani use both symbols. Red Orcs use the Tomahawk.

The feathered serpent is associated with Atruatzin among his scattered Azcan adherents: it embodies the fusion of the hawk (symbol of Otzitiotl) and the Reptile (Symbol of Kalaktatla).

Vestments: Atruaghin's clergy dresses in the traditional garments of whatever culture they are operating in. They customarily carry a tomahawk, and occasionally wear a war bonnet (though this practice is rare outside the Horse Clan).

Adventuring Garb: The clergy's adventuring garb doesn't differ from their normal one.

Temples: Atruaghin does not use real temples but special huts (teepees) with sweat huts, burial grounds are well known. A constant burning fire mostly nearby. Atruaghin's major center of worship is the Atruaghin Clans, where he is followed by all clans except the Tiger Clan. From the Clans, his following has spread into Sind, where he is venerated by some people as the patron of longevity and safety. In the Hollow World Azca, Atruaghin is quietly gathering followers, but they are not yet nearly numerous enough to challenge the priesthood of Atzanteotl.



Nature's Warriors is a group of rangers from the Bear and Elk Clans. The group acts as an elite fighting force whenever the Clans are threatened. They yearn for the day when they may lead the attack on Tiger Clan to show them the error of their ways.

Dogma: Atruaghin is not a very visible Immortal. He contents himself with quietly watching over his followers and only moves to protect them if they are seriously threatened. An important goal for him is the destruction of Atzanteotl and returning the Azcans back to their old Immortals. He is very subtle about it though, and Atzanteotl doesn't even suspect much yet.

Daily Activities: Atruaghin's priests are called Clan fathers. Both priests and Shamani work as protectors of Atruaghin Clans, keepers of wisdom and knowledge, and advisers to tribal chieftains. Rangers learn the way of nature and teach it to other people: they also act as elite warriors in defense of the Clans. Priests of Atruaghin in Azca work quietly to oppose the ruling clergy of Atzanteotl and to sabotage its efforts. They also seek likely converts among the non-evil Azcans.

Known History: Across the millennium and a half after the arrival of the Azcans in the Hollow World, among scores of priest-kings, one name stands out and is remembered: Atruatzin, who was called Quetzalcoatl, "the Feathered Serpent." Or also precious twin. A story of the New Way in Azca tells how he received his name, and what it signifies.

One day Atruatzin was walking in the forest with friends and family. A flock of deadly flying snakes suddenly descended, threateningly, and there was no way the Humans could escape. Atruatzin stepped forward and said: "Please, leave my people be, and I will offer myself, for surely my flesh is enough to satisfy you all." Instead of attacking, the snakes landed on the rainforest floor, bowing and prostrating before him.

"O Quetzalcoatl, whose greatness will glorify our image, we shall await your return from Mictlan, to free us from the blasphemer." In some versions, the winged serpents kissed his feet, pricking him gently with their fangs. The poison did not kill him: instead, he ceased to age, and stayed in middle-age, even as great-grandchildren died of old age. No one, not even Atruatzin, whose wisdom went unequalled amongst mortals, understood then what the serpents meant. But the name Quetzalcoatl remained, and was remembered by the people.

Only when Atzanteotl came, did people understand. Atzanteotl took the shadow of the Feathered serpents as his symbol, just as Atzanteotl works as but a shadow, a mockery of Atruaghin's crafts. The Flying Snakes, which had made peace with Atruatzin, never again spoke, but instead attacked people and poisoned them with their venom. But Atruatzin, the precious twin, will return to free and redeem his people, and his Chalchuiatl (sacrificial blood) will end Atzanteotl's wicked reign. (This story is told among people who only know of the bat-winged flying viper—Atzanteotl's beasts—and do not realize that friendly, intelligent feathered serpents once roamed the Azcan Empire. Nowadays these reclusive beasts have hidden themselves on the Floating continent of Ashmorian, rarely seen on the ground. Recently some captured examples were changed to become controlling devices on the Giant Burrowing Worms by followers of the Immortal Thanatos, to conquer all Mystara (HWA 1 to 3, Night Wail, Night Rage, Night Storm), but Asterius prevented this, with the help of some mortal adventurers.)

Atruatzin, say the legends, was master of every art known among Azcans: He was a clever craftsman, a shrewd trader, a wizard, a priest, and of course a warrior of stature befitting a great king. He was a great hero who came to power in the Azcan Empire deep in the Hollow world. As a priest-king, he ruled from the city of Chitlacan and served the Immortals Kalaktatla (Ka) an Otzitiotl (Ixion). When the evil elf Atzanteotl came into full Immortal status in the sphere of Entropy, Atruatzin was ruler in Chitlacan. He had ushered in an era of peace and prosperity, the like of which had never before been known. He promulgated wise laws, and ruled evenly and justly. To bind the empire together, he built an efficient network of runners who could carry news and messages throughout the land in a matter of days. His reign was long, just, and peaceful.

1494BC But ill winds brewed. Atzanteotl coveted the Azcan race, and would not rest until their hem were thoroughly corrupted to his way. Because Atruatzin resisted the dark Immortal's temptations, Atzanteotl manipulated others in the religious and government hierarchies, leading to an overthrow of the emperor. Atruatzin fled to the mountain fortress of Quauhnhuac, but eventually he was dislodged from there. They settled in fortress Quauhnhuac. The reign ended when the Chaotic Immortal Atzanteotl corrupted the Azcan culture.

1500BC Azcan priests turn to evil and entropy. Only Atruatzin, resists the Immortal Atzanteotl. As Atzanteotl consolidated his power over the Azcans, Atruatzin and his last followers fled through the earth, and finally built themselves a settlement underground. Atruatzin named it Mictlan, after the mythical home of the dead. For they were like unto wandering souls of the dead, and here we have found rest. In Mictlan they marveled that Atruatzin did not age. "Surely" they whispered, "he must be truly blessed, or cursed by the Immortals". The only building they had time to make of stone was a temple.

1468BC All too soon, a band of pale thin men (elves—the ancestors of the Schattenalfen, who were already being swayed by Atzanteotl's whispers)—came upon this place, took the settlement by force, and renamed it Aengmor: Once again, Atruatzin was dislodged by Atzanteotl's machinations: and now the last of his followers had perished. The evil Immortal saw to it that Mictlan was overrun first by Elves driven underground from the surface world, and much later then by Humanoids



1420BC He alone escapes. With his companions slain, Atruatzin wanders through endless caverns. As the years dragged on, Atruatzin was heartened by the third wizard's prophecy, and it gave him strength. He would again see his Azcan Land and people, whom he loved. As he remembered the first two wizards—the one's advice, the other's temptation—he tested and prepared himself so that, though in the guise of a babe, he would have the strength to overcome his treacherous, deceiving nemesis. until he came last to then surface world in search for the meaning of life. Here he found a race physically similar to those he had once ruled.

1410BC They are descendants of Azcans and Oltecs and he unites them under his new name: Atruaghin. Over the next several years he brought peace to the numerous warring tribes in the region. Eventually, in fact, he became their chief, governing as wisely and fairly as he had in the Hollow World. But still, he felt that something was wrong. Eventually, his alien nature became obvious to the people of the Atruaghin Clans. While his subjects aged and died with the passing of time, he did not.

1265BC Ahmanni Turtlerider and Atruaghin became lovers, and break of due his ageless nature. He seemed to be frozen at the peak of his physical and mental development. Determined to discover what was behind his unusual longevity, the wise ruler of the clans decided to travel the world in search of an answer. Appointing a wise and powerful ruler to govern the clans in his absence, he left his adopted nation behind and journeyed throughout the known world.

1260BC He studied the magics of Glantri, the gentle ways of nature in Alfheim, the harsh life of a warrior seafarer from the Northern Reaches, and the noble aspects of the Alphatian art. But he did not forget his native people. His journeys even took him back to the Hollow World, where he visited the deserted ruins of Quauhnahuac—his last stronghold in the days before Atzanteotl's machinations drove him into exile. Here he vowed to undo Atzanteotl's acts and began seeking Immortality as a way to make this possible. He began preaching the New Way (a rejection of Atzanteotl's teachings and a return to the old beliefs of their race).

900BC Aware that he could not yet challenge an Immortal, he swore an oath of vengeance against the evil creature that had so affected his life. To that end, he created Atruaghin's Mystical Conveyer—a powerful artifact linking his domain on the surface world with its inner counter part. One end in Quahuanaac, and the other in the Atruaghin Clans. He intuited that it would serve good purpose in the distant future. He took care to insure that even the prying eyes of Atzanteotl would never learn of this device by shrouding the place in magics learned during his decades of wandering. The other great deeds of Atruaghin are too numerous to list here. Gradually, his two Immortal patrons revealed to him what he was doing, and what he was to become. He was following the Path of the Polymath, to become an Immortal himself. Atruaghin would be of great importance in the unfolding of destiny and in the great war of the Immortals that was seen to be coming. When he returned to his people with the Conveyer, he found that they had been overrun by evil. The dreaded Red Orcs, Wogar's Goblins and a host of Humanoids now ruled the domain he had left behind. The proud races that he had united under his banner had been enslaved by inHuman monsters. He sensed Atzanteotl's hand in this, but could find no direct proof of it.

800BC Working swiftly, he assembled a force of powerful warriors and a cadre of dedicated Shamani. When the time was right, he led a great revolt against the Orcs and Humanoids. In battle after battle, the fierce monsters that had enslaved his people were driven back and defeated. The conflict was savage but in the end the Children of Atruaghin were successful. When the war had been won, and his people freed from the chains and the burning lash of their taskmasters' whips, he vowed that such a thing would never happen again. To that end, he called upon his patrons, the Immortals Kalakatlá (Ka) an Otzitiotl (Ixion), for help and began to weave a powerful spell. When all was said and done, the land on which the Atruaghin Clans had once lived were thrust high (1000'+) into the air atop a sheer plateau. Atruaghin was most unusual because he had two Immortal sponsors. When at long last: Atruaghin himself was elevated to the status of an Immortal, he chose to serve the Sphere of Matter.

Several Red Orcs later turned to the ways of Atruaghin, yet a more warrior way. Respect, honor and virtue, were a base to this race. With Hool, Atruaghin first answered, by granting him Shaman spells. Over the years the Red Orcs came to be more and more true followers of Atruaghin under the name Wakan Tanka (The Great Spirit). The Red Orcs, embracing their new ways and Immortal do, however, not know their new god was the one who forcefully removed them from the Atruaghin Plateaux in the past. They do hate Atzanteotl, and see him as the agent responsible for all wrongs in the past, something befitting Atruaghin's agenda. Atruaghin, prefers the Red Orcs to spread out, like the Atruaghin, and take residence all over the large areas of Central and West Brun, instead laying claim to small regions in the Known World.

There exists an ancient legend—suppressed by Atzanteotl's priests, but kept alive by those who hope and wait—that tells how Atruatzin was driven from Chitlacan.

In his age, wise Atruatzin fell ill, and for many days writhed with the fever. After wards, when he told what he had seen, he confessed that he could not know whether it was real, a dream, or some stranger thing spawned of Immortal will.

Three wizards had come to him, and prophesied Chitlacan's doom. The first was broad of chest, of raspy voice, and wore a mask of mottled green stone, adorned with the teeth of terrible lizards. "My child," said the wizard, though Atruatzin's life had marked the movement of more calendars of stones than anyone was alive to remember, "you will leave this city, for there comes one whose power, in your infancy, you cannot withstand."

Atruatzin responded, "No! I am an old man and will never leave my city, nor betray my people, though it cost me my very soul."

A second wizard came before him, and was as though Atruatzin was looking upon clear pool, so like unto his own was this stranger's face. "My twin," said the wizard, "bow down before me, honor me, and I will deliver you all the world: hand in hand we will rule, as brothers, unto eternity!"

Again Atruatzin declared, "No! I will never bow down and honor any save our Immortals who have protected us and saved us from the end of the world. Nor will I ever acknowledge a twin, a proper equal, as my overlord. I would sooner snuggle for eternity than live in submission to such a one."

Finally there came a third wizard, shining like the sun, who spoke to him "You will wander many long and through and beneath the earth, so the great sea of reeds where, alone, you find a home. You will behold the rising and falling of chiefs and kings and nations, but you will not die of your age. You will return, made child again, to reclaim your people, your children. You must do this because you are the Link that closes the circle, you are both the son and the father. Though the world perish, you are seed of the next."

A third time Atruatzin cried, denial. "No," he wept, "I am but a man, an old man, who will soon lie down to rest forever beside his father and brothers, who were mortal as am I."

When Atruatzin awakened from the fever, his mind was clear and his body was as though he had lost fifty years of aging. The disease had taken much of the city, however, and so Atruatzin and his people retreated to the clean air of the mountains. When he returned he found that liars and imposters had taken control of the land. Saying he was dead of the plague. These evil men blasphemed the temples with a new god whom, they claimed, had spared those who had survived, and would make the Azcan people great. Thus was Atruatzin left bereft of his kingdom.

Personality: Atruaghin has found friends, both in life and as an Immortal, because of his kind and wise nature. He is a soft spoken, kind, fatherly and patient man, as his survival through years of wandering and exile show. Although a stern and determined person, he appreciates the importance of diplomacy and negotiation. A peaceful man who always councils against violence as the last resort, he believes that the evil Atzanteotl has done can only be undone if the servant of Entropy is destroyed.

He never employs trickery or subterfuge to accomplish a goal, but is noted for honesty, open-mindedness, and a fatherly, commanding disposition that inspires loyalty. Although at heart a peaceful man, he recognizes the violent struggle is sometimes the only way to accomplish a goal. He does not kid himself about the destined showdown with Atzanteotl, for he knows it will be violent and final. Still, he does not consider it vengeance, simply a return to the natural order of the universe. Atzanteotl, he feels, is an aberration in the scheme of things and must, in time, be eliminated. He has been working patiently towards this goal for the last several centuries, but so quietly that Atzanteotl is not yet aware of any danger.

Atruatzin is an extremely patient Immortal. It is 1,900 years since he achieved Immortality (and that was after an unusually long path), and he has not yet exacted vengeance upon Atzanteotl. Like a good Azcan soothsayer, he waits patiently for the right moment, when all the right elements are in correct alignment, to make his move. Soft-spoken, yet quietly commanding, Atruatzin is a conciliator and a sort of diplomat. He is not the scheming, plotting kind of diplomat, but more of a mediator, disarmingly open, stingingly reasonable, and flexible in mind and attitude. He is not a weakling or pushover, however: When he recognizes that violent struggle is the only solution, he pursues it with the cold competence of an Azcan





Appearance: Atruaghin prefers not to present a stunning image, despite his heroic stature in myth and legend. He appears to his Atruaghin Clan people quite often, as a rule during the Gathering of the Clans each winter. Although he stays only briefly, he lingers long enough to insure that they know he is still devout in his dedication to their welfare. Also known to appear at other times. He usually appears in the form of a middle-aged Azcan with a noble, hawk-like nose and piercing eyes. His skin is deeply browned and weathered, crossed with millennia of pain and patience. He usually wears the skins and moccasins popular amongst the Atruaghin Clans, wearing either a Horse Clan war bonnet (Chieftain headdress) or, less frequently, a headband sewn with colorful beads forming geometric patterns reminiscent of Azcan architectural decor. For dramatic appearance he causes his body to rise up from a Shamani Campfire. Here in the shape of a great flaming warrior, he makes his wishes known, the vanishing promptly. He prefers the former method, but understands the need of the latter.

Allies: Ka (Kalaktatla) and Otzitiotl (Ixion) who co-sponsored Atruatzin's path to Immortality, are his chief allies. He has also made numerous friends, not only within the sphere of Thought (in which Diulanna has taken an especial liking for him, admiring his tenacity and gratefully remembering the peace made with Neathar tribes during his mortal reign over the Azcans—a peace all too soon broken by Atzanteotl's minions), but amongst all spheres save Entropy. He's not extravagantly popular, but is well liked and widely accorded great respect. Some wonder if his sponsors had in mind some destiny even greater than Immortality. His own sponsored Immortals include: Ahmanni Turtlerider, Tahkati Stormtamer, Hattani Stoneclaw, Mahmatti Running Elk.

Enemies: Atruatzin's chief enemy is of course Atzanteotl. After years of contemplation, however, Atruaghin does not think in terms of vengeance. He is sorry that Atzanteotl is the bitter, cruel, being that he is: but still greater is the sorrow he feels for his people, still chafing under Atzanteotl's yoke. The responsibility to them is what motivates Atruatzin's desire to oppose Atzanteotl.

Atruaghin opposes all Entropic Immortals on similar grounds: the fact that they are inherently and irrevocably committed to the destruction of life and the other four spheres. This being so, Atruatzin has no choice but to apply all his resources toward restraining them and thwarting their evil plans. So he quietly opposes Atzanteotl's works at every opportunity. Danel Tigerstripes and Wogar are also on the not-so-friendly list.

Holy Days: Mid-Winter. All Clans come together and speak over what will happen and has happened or how it must or will happen. People make fun, invite family and friends, the festival, with much food (season and area bound) lasts several days to weeks. Then the normal life goes on again.

Eirmont 17th is the date of the destruction of Mictlan by the Schattennalfen. It is a day of sadness, quiet contemplation, and fasting. Followers of Atruaghin do not begin new ventures on this day, fearing that they will be cursed with bad luck.

Days of Prayer: The night of death of a tribes man: Positive based- review of deeds and review of sins. Clerics pray in the morning.

Piety awards: Friendship, Love, Healing, Gifts, Sharing, Hospitality. +1 Pip/season at most

Piety Penalties: Totem Death or damage, Relation breaks, Selfishness, Greed, Not aiding -1/act

Habits: ▶ Burn the dead before they rot (any who doesn't must be wrong) .

▶ don't hurt any totem animal Slayers of totems shall be slain in a similar fashion as they did upon the totem.

Modest +1 Peaceful +1 Reverent +1 Honest +2

Loyal +3 Dogmatic +1 Forgiving -5 Stubborn!!

Dead: Burned in a funeral Pyre

Birth: Blessed with milk

Colors: Turquoise, Purple

Incense / Oil: Rose, Cedar

Stone / Metal: Coral, Turquoise, Lapis Lazuli, Amethyst, Tin.

Plants: Avens, Rose, Polypody, Oak, Verbena.

Animal: Eagle

Chant: Hail, Father of the Clans, ..., (place humble request here) Thanks, Father of the Clans For your Attention and your Blessing.

Special Spells

Natural Life

Range: Touch

Duration: Permanent

Casting Time: 3 Turns

Area of Effect: 1 creature

Saving Throw: None

Cleric 3.

This spell was created by Atruaghin in response of his Clerical followers who are not Shamani, in a response that they needed something against the attacks of local Ghosts, and the fact (*according to the complaining—yet daring—mortal clerics who had visited the Atruaghin Shamani and seen their powers*) removes unnatural aging that is caused by things such as a ghost's attack, casting certain spells, etc. It only removes one year per casting, and can't actually make the target younger than it should be. The material component is a **sacrifice of any goods worth not less than 1000 gp**. The caster can choose to transfer the unnatural aging to himself instead of the sacrifice (*This aging on itself can't be altered without the Power of a Wish. What a caster imbues upon himself—he must carry himself*). The spell can't bring back creatures killed by aging—they must be raised by other means first.

Wrath of Atruaghin

Range: 240'

Duration: 1 Turn

Casting Time: 1 round

Effect: Special

Saving Throw: None

Shamani 6 Quest spell.

This spell draws Atruaghin's attention to some great threat to his people and causes him to direct his legendary sense of vengeance at the Target. Because of this, Shamani must be careful to use it in only the most important of situations. Atruaghin is free to punish those who would abuse this power in whatever way he likes. This spell can have many manifestations, (*determined by the DM*), but is certain to inflict a huge amount of damage on its targets. As a rule, the damage done is equal to 1d8 points per level of the caster, up to 20 Hit Dice of damage. The allocation of the damage, where applicable, is wholly up to the Shamani. Thus, a 35th Shamani who calls down the Wrath of Atruaghin on a band of 50 Orcs might be rewarded with a stroke of lightning from the heavens that inflicts 20d8 damage. If the roll was, say, 150 points he could opt to inflict 3 damage on each Orc, 6 points on half the Orcs, and so forth. This is spell actually places Atruaghin in a predicament, because by use of this spell he seems to break the first Immortal Rule: **No direct interference on the Prime Plane to mortals**. But by the use of a limited effect as this spell he doesn't actually break this rule, but after most uses of this spell, other Immortals think again about accepting this spell without punishing Atruaghin, especially due that no other Immortal uses this spell.

Sources:

Encyclopedias of Mythology,

TSR9306—D&D—Gaz14—The Atruaghin Clans,

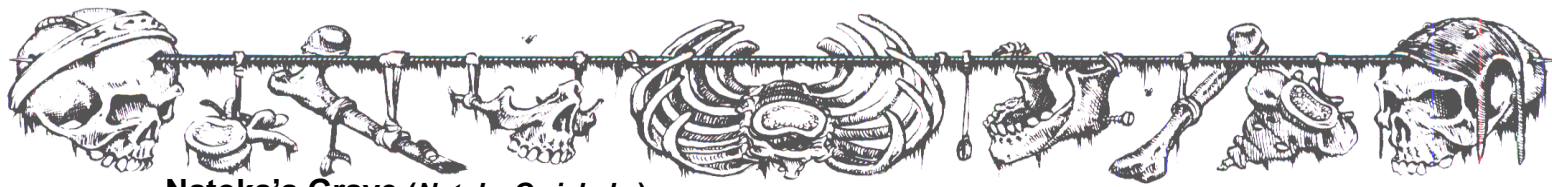
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Natoka's Grave (Natoka Owichahe)

This huge muddy hole in the ground is the remnant of a powerful underwater well. Even today it continues to bubble up water and muddy muck; however, the evaporation and the new moisture are in perfect balance.

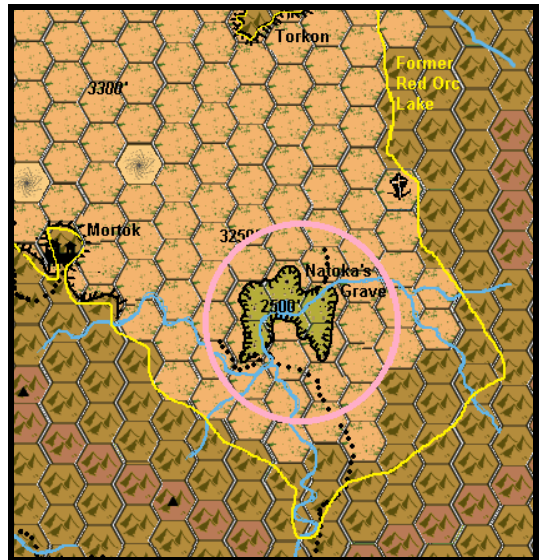
Shortly after the waters of the Red-Orc lake had gone, and the bottom was dry and open, it was here Natoka; a brave, honourable Red Orc battled the Mudmen, it was here he finally perished; it was here that created his grave. Natoka was the first Orc outside the Broken Lands to become known for the fact that Orcs NEVER lie!! They may be violent, and stupid to some degree, but in fact they are incapable of lying, or understand the principle. This is their greatest problem with Kobolds and Humans who lie a lot. These vile creatures (at least to the Red Orc's opinions) had risen in such a high number, and violence, they threatened the Red Orc society. They tried to invade the "holy" rock spires of the Red Orcs, and that was the final insult. The Red Orcs went to battle, and genocide began. The extermination of the Mudmen was their primary goal. If it were not for the magical locations which continuously create these creatures, the Red Orcs would have succeeded long ago.

The Red Orcs pushed the Mudmen deeper and deeper into the pit, with fire, water, heat, and magic. Then they found the well that kept the area wet, and redirected the water further down. Within this upcoming drought, they slaughtered the Mudmen one by one. The Mudmen tried to defend, resulting in also great numbers of dead Red Orcs, but it was Natoka with his proud warriors who succeeded to balance the battle out by summoning a huge Fire Elemental. While the last of the Mudmen perished, one had submerged itself in the mud and succeeded to surprise Natoka. He enveloped Natoka in his own muck, thus the control of the Elemental was broken, and it returned to slay its summoner as so often happens. In this process Natoka and the last Mudmen perished. The Fire Elemental disappeared shortly thereafter. The battle was ...sort-a ..over...for now.

The current situation

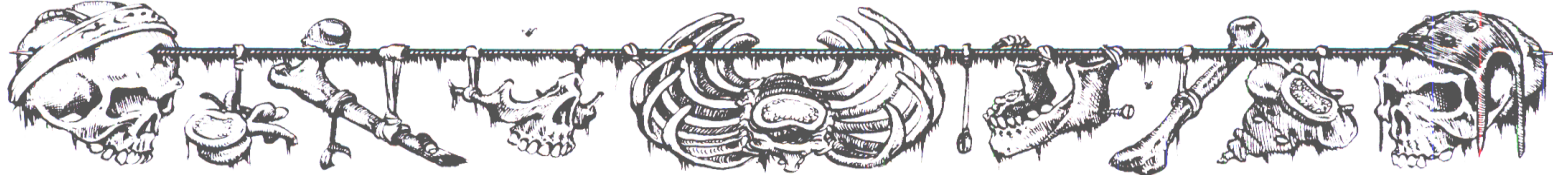
Natoka's Grave is still a very deep (750'), slimy, mud pit, with an eternal soft fog covering the bottom, from the combination of new water from minor creeks in the surrounding mountains, and evaporation by the heat of the area. The Orcs have erected scaffoldings leading down to harvest and destroy all the special clay Mudmen are born from, and kill any Mudmen entering the region. The area is under influence of magic from the Elemental Plane of Water, drawing water in. The bottom has become a dangerous place, new Mudmen still arise, while others are drawn to this region, and the area has become a continuous battle site. It is thus possible to encounter wandering Mudmen drawn to this pit, within the vast escaped of the desert; they prefer to travel at night, when the heat is gone.

Newborn Mudmen, of course know nothing of their past, nor why the Red Orcs desire to kill them all, nor their hatred, but no more than 1% learn the desire to move away. The region however is either blocked by rivers, or high mountains, and only a few find a way to pass the slower flowing sections of the Streeel River and reach Kol, to traverse beyond. It is assumed by Shamans some unknown Immortal created the Magical spawning mud pits, and their search is to divine who, why, and how to stop it.



Mudmen still exist in the region, but they are either enslaved or eradicated. A way of torturing death to these rare and strange earthlike creatures is sending them into the dry and barren plain, viewing them from the high-topped plateaus to dry out, crackle, stiffen and breaking apart after a few hours. The Red Orcs enjoy killing a Mudmen slowly as it dries out in the desert. Like Stone Giants, Rockmen, Geonids, and Ghaleb-Duhr the Mudmen belong to the few creatures without a carbon-based but a silicon-based biological structure; as such they are also oviparous.

Warning; Do not confuse Mudmen with Mud golems, Mudmen are smaller, strange, but natural reproducing creatures, and seem to have intelligence, while mud golems are larger, and much, much more dangerous magical creations which follow pre-programmed commands in a limited frame of understanding (we can't call that intelligence).



Mud pools (Hlihila Onunwe)

Though the Red Orclake fell dry centuries ago, it never became really dry, Rain and melting snow from the mountains stream down many streams, brooks, and even small rivers into the former lake. Especially spring when the snow thaws, or autumn when the fall rains are abundant, and vast areas of mud come into existence. Within these muddy areas, there even exist another two locations like Natoka's Grave where [Mudmen are](#) spawned (see maps). The mud itself is dangerous too, as it functions like quicksand.



A character approaching a patch of quicksand at a normal speed may spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. The momentum of a charging or running character carries him or her 1d2x5 feet into the quicksand from the solid ground, and about 1d2 feet already

sunk in the mud, and beginning to sink into the mud at a rate of 1 foot per round. Characters in quicksand must make a constitution check every round to simply tread water to remain in place, or if the character knows how to swim, a Strength and swimming skill check to move 5 feet in whatever direction is desired. As long as the character is above the mud, he or she can try to move away, but each additional foot sunk, is a penalty on the skill/ability checks, and distance covered if his or her head sinks below the mud drowning rules must be applied. .

Rescuing a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a Strength check penalized by -2 for each feet the character has already sunk, to successfully pull the victim, and the victim must make a similar Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. This must be repeated each round until the character is safe on the ground. If attempting to fly calculate the weight of the character multiply this by the depth he or she has sunk. If this weight is lower than what the flying character can lift, the victim is lifted 2' up from the mud. Like rescuing from the shore, this must be continued with strength checks by both, and each round until the character is safe. The character has clogged with mud and is doubled in weight due this, Movement x1/2, Attacks -4, Initiative -4, no spellcasting possible with hands or components, until all mud is washed /smear away (1 Turn).

These mud pools have a depth of 10+1d4 feet up to 10 feet along the shore, and 20+1d8 feet elsewhere. While trapped the character can be attacked, any successful hit, beyond the damage taken, is a -2 on the checks and skill checks needed.

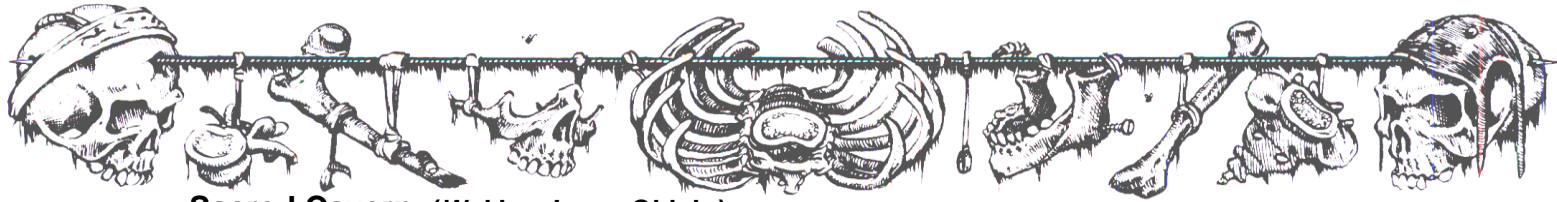
Trapped victims are +4 to be hit; dexterity modifiers to Armor Class do NOT apply.

If a character still live when touching the bottom, he or she may walk 5' each round in any chosen direction, in an attempt to thus reach the shore, but he or she needs a successful strength check to do so. Do not forget that this is a strenuous action, and that holding breath is penalized. Do also not forget that the character is effectively blinded while in the mud, and has no idea which direction to go while under the mud.

Red Orcs never attack a victim, even if he or she is an enemy (*other than Mudmen, who are always attacked*) when it is stuck in the mud. They, however, also refrain from helping mostly. If the character survives the pool, he is heralded and free to go. If a Red Orc is trapped, other Red Orcs mostly help. When a trapped Red Orc is saved by any other except Mudmen, they become friends for life. This does NOT extent to the companions of the saviour. Other Red Orcs aware of this "bond" accept it, and do not attack either. This is not to say, the other Red Orcs will remain friendly, as they often try to agitate the individual into a fight, which will break their promise not to attack (*which they also do amongst each other*). When a full moon has passed, a guest must either pass on or become friend of the Tribe. This bond can also be broken, if the individual ever openly attacks members of the family or tribe. Mostly a special magic token bracelet or necklace is given so other Red Orcs can differentiate them from others.

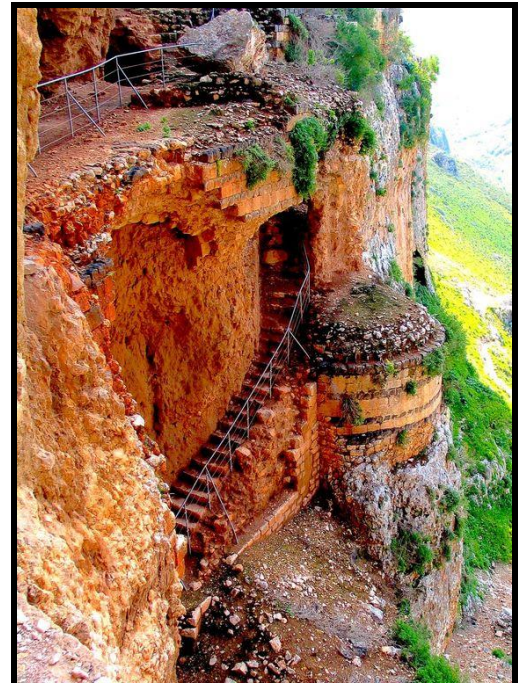
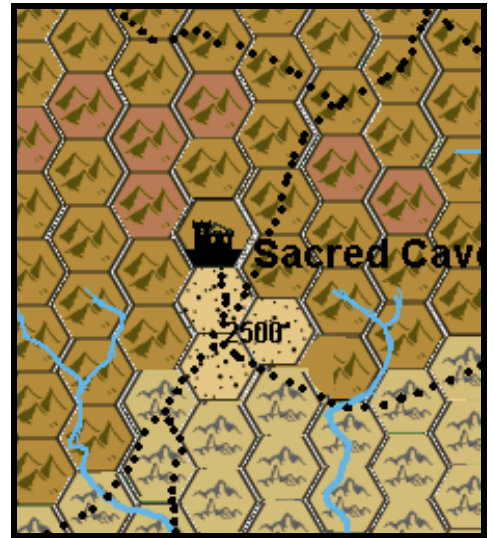


As Mudmen (Hlihila Igluwichasa) strike fear into most creatures not understanding their biological physique and behaviour, Red Orcs sometimes emulate these creatures with clay-masks and mud dirt covering upon their skins. These are often part of their rituals, or parties.



Sacred Cavern (*Wakhan Iguga Ohloka*)

At the end of a box canyon, within the rocky walls, the Red Orcs found a large Cave Complex with entrances to the lower realm. This is the Supreme Hool's fortress; the Sacred Cavern, opens up in the Mountain Range. With primitive cutting, and bricklaying, the Red Orcs, created stairways, rooms, outlook towers and interior and even exterior walls for the multi-levelled structure.

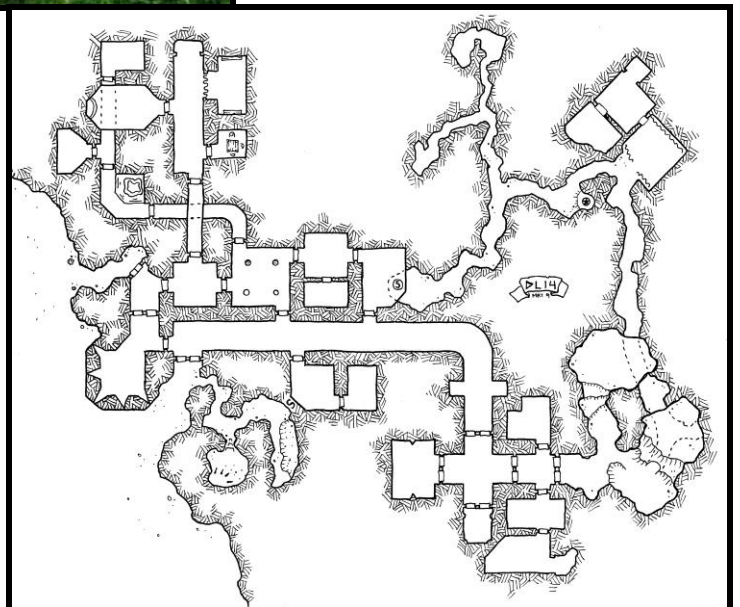


The interior is actually never described, but the maps created by Dyson's Dodecahedron suffice as best.

<https://rpgcharacters.wordpress.com/2011/02/18/friday-map-the-grand-ruins-the-fortress-maps/>

There are 7 surface levels, and 3 underground levels, of roughly the same size and use, making this an impressive fortress.

Do NOT forget to add access to Lower Red Orland, somewhere on these awesome maps.





Red Orc Waste (Saya Lya-ork Yutakunisni)

The large hot, and dry waste land between the Gobbleton Mountains and the Ya'ii Shigán (Sun Back) Mountains was originally part of a large lake (we conveniently call Red Orc Lake, as the Humanoid name, most logically of Goblinoid heritage, is lost in time). The acrid almost acidic water dissolved softer stone like sandstone or chalkstone. It is these materials the islands and many sides of the lake were consisting of, and it is due this erosion the water succeeded breaking through. As the water broke through the North-western Ya'ii Shigán Mountains (somewhere between 1190 BC and 1000BC), and flushed down over centuries, bringing important minerals and chemicals to the flatlands of Darokin. Harder stones stayed on the ground, though moved with the main current. As thus the Western Red Orc Waste is covered with large stones. These stones are used for making tools, or to pummel opponents with. The Sand and chalkstone islands were greatly affected by the acrid waters, and now had to succumb by wind erosion. Together this created the typical Mesa's rocks of the region; softer rock with on top a hard massive rock, and a slanted hill of eroded debris around it. Eventually these mountains will disappear, but until then they are used by the Red Orcs as an important part of the cultural life.

Komenko, Torkon, Wapushi, Tenwaok and Mortok are all Mesa villages. **Tenwaok** and **Mortok** are the heaviest eroded mesa's, and it is this that gave **Mortok Menesh Wall, Lamer's Peak, Talkwat Wall, and Orken Wall**, though not true mesa's, have a similar appearance. The other Mesa's (**Epra, Arctor, Comma, Dartka, Guardian Mesa**, have been investigated, sometimes even visited, but were unable to support a settlement. Mostly they are used as semi-religious in the case of collecting feathers of Eagles and other birds of prey, which mostly live upon these rocks.

The **Dartka Mesa** is a special case. This mesa holds a core of a mnemonic mineral, which does not enhance but suppresses memory. The material is totally alien, and encased within the Mesa. It is thus suggested that it is some alien rock or meteor which crashed right within this Mesa (15-8-384AC). The origin is suggested (this could probably be wrong) to be from the 6th planet. Encounters with aliens (*Mindlayers-Illithids*) elsewhere (*often formerly encased in bubbles of solid time*) explains this was part of their home-world, which they foolishly destroyed in 1000AC.

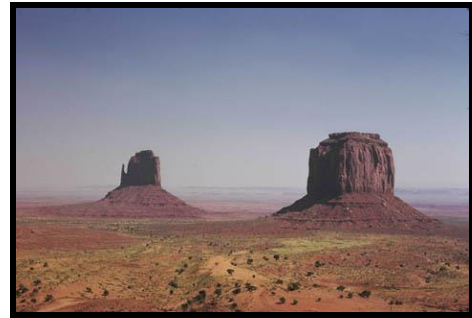
Either way; the mineral has a radius of about 3.5 miles, within this region after being affected for 2 hours minimum, any creatures with an Intelligence of 7 or higher will have all memory of younger than 28 days completely wiped clean after 24 hours, as if it never happened (even if they have already left the region but were subjected by the crystal's effects for 2 hours). Victims suffer no further ill effects, but mages which learned new spells in this 28 days period must relearn that knowledge.

Basic knowledge will not be lost, but most sentient creatures will no longer know how and why they came here, or what to do to get.

If the Mesa would eventually collapse, the affected region will become double that size, (as no longer rock blocks radiation) and reveal a huge singular clump of greenish multicoloured metallic crystal (Bismuth).



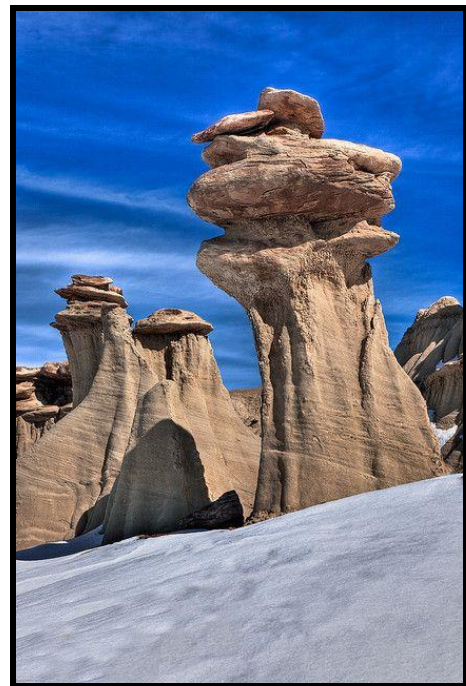
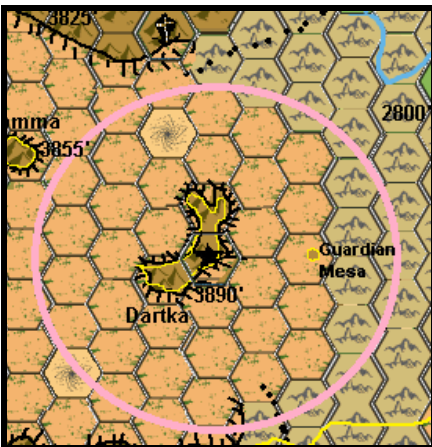
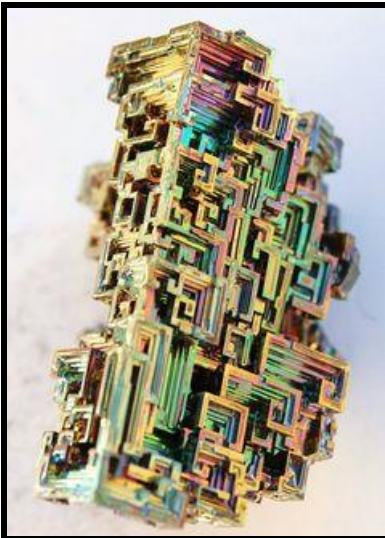
The region NW of Wapushi



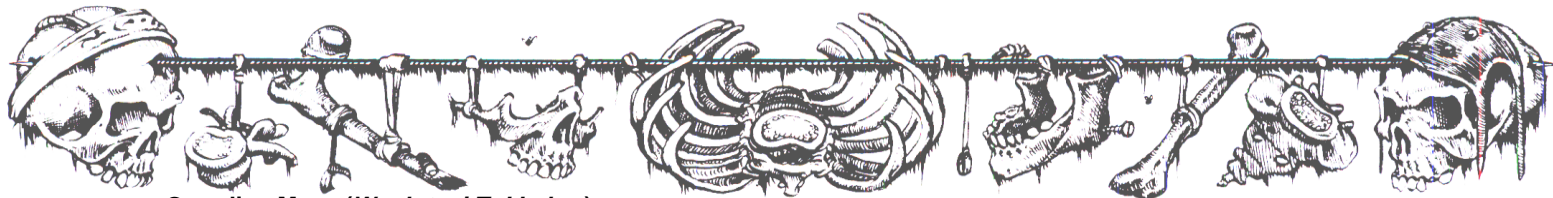
Comma with in the distance Epra



Wapushi with in the distance Tenwaok

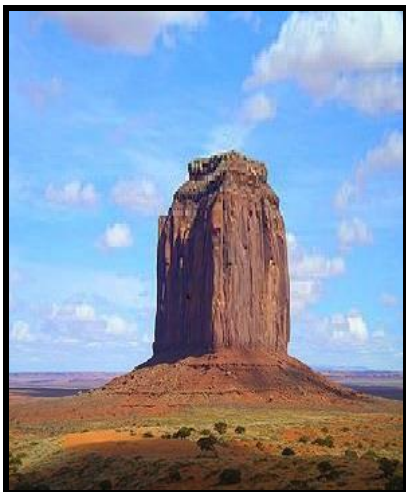


Mortok region



Guardian Mesa (Waglutapi Tokhel es)

Guardian Mesa (**Waglutapi Tokhel es**= Mesa / forgot) is a noted landmark in The Broken Lands in the approximate centre of the Broken Lands, about 50 miles from the city of Corunglain. Guardian Mesa is a known landmark in The Broken Lands. Sages in Corunglain or in Glantri City can point out Guardian Mesa's location. None of them knows for sure what it is. A high mesa of gray and red basalt rises among the sharp jagged rocks, roughly circular in shape. The mesa towers a thousand feet high and 500 feet wide. The top of the mesa is sometimes shrouded by strange clouds, much like normal storm clouds, but at times they mysteriously reflect different colours. Sometimes they have a blue tint; sometimes they look red. While you watch you see every color of the rainbow come and go. At the base of the mesa is a large cave. The cave is about 20 feet wide and runs straight inside the mesa, and is the entrance to the top of the plateau of Guardian Mesa. At the centre of the Guardian Mesa the cave is a circular lift that can magically raise the characters to the plateau top of the mesa. A permanent force field in the shape of a sphere keeps the top of the plateau out reach from outsiders. It cannot be dispelled, because it was installed by Immortals. Characters incapable of teleporting or using dimension door to get inside, have to enter through the cave at the bottom of the plateau.

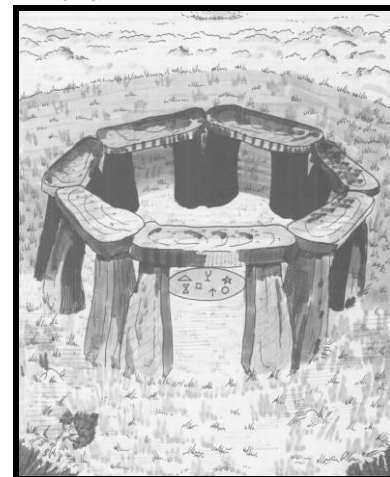
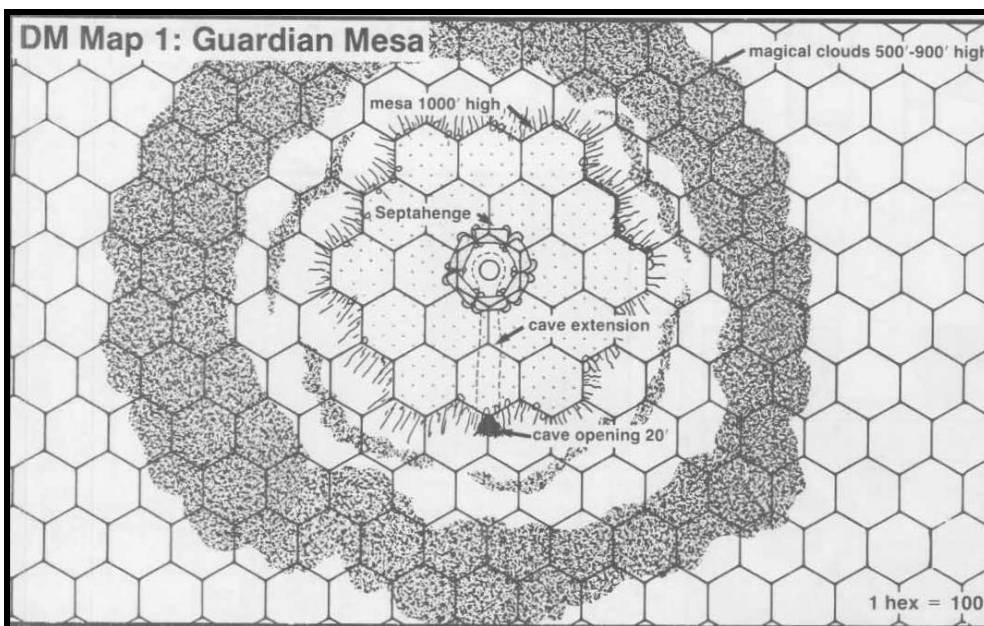


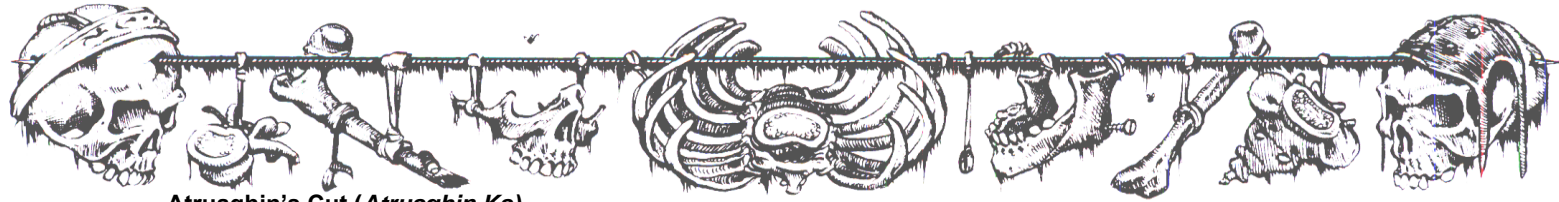
Nearby lays the Skeleton of the former guardian of the Mesa when it was still only an island within the Red Orc Lake. It seems to have been a Huge Dragon.



Why did the Red Orcs never enter the cave and venture atop of it and beyond? Well this isn't sure; there might be fear for the strange lights on top of it, dragons seem to be unable to go there, so it must be dangerous might be a common thought. Or maybe they did go there. But the magic effect of Dartka (erasing Memories of the last Month) might be the reason nobody knows. As such it can be clear that any adventurers returning from the

M3 adventure will mostly forget their ventures there, except when it took more than 4 weeks, everything known before these 4 weeks will remain.





Atruaghin's Cut (Atruaghin Ka)

Atruaghin was walking one day when he met an Old Woman. She greeted him and asked where he was headed. "Just roaming around," said Atruaghin. "You better stop going that way, or you'll meet a giant who kills everybody." "Oh, giants don't frighten me," said Atruaghin (who had never met one). "I always kill them. I'll fight this one too, and make an end of him." "He's bigger and closer than you think," said the Old Woman. "I don't care," said Atruaghin, deciding that a giant would be about as big as a bull moose and calculating that he could kill one easily.

So Atruaghin said good-bye to the Old Woman and went ahead, whistling a tune. On his way he saw a large fallen branch that looked like a club. Picking it up, he said to himself, "I'll hit the giant over the head with this. It's big enough and heavy enough to kill him." He walked on and came to a huge cave right in the middle of the path. Whistling merrily, he went in. Suddenly Atruaghin met a woman who was crawling along on the ground. "What's the matter?" he asked. "I'm starving," she said, "and too weak to walk. What are you doing with that stick?" "I'm going to kill the giant with it," said Atruaghin, and he asked if she knew where he was hiding. Feeble as she was, the woman laughed. "You're already in the giant's belly." "How can I be in his belly?" asked Atruaghin. "I haven't even met him." "You probably thought it was a cave when you walked into his mouth," the woman said, and sighed. "It's easy to walk in, but nobody ever walks out. This giant is so big you can't take him in with your eyes. His belly fills a whole valley." Atruaghin threw his stick away and kept on walking. What else could he do?

Soon he came across some more people lying around half dead. "Are you sick?" he asked. "No," they said, "just starving to death. We're trapped inside the giant." "You're foolish," said Atruaghin. "If we're really inside this giant, then the cave walls must be the inside of his stomach. We can just cut some meat and fat from him." "We never thought of that," they said. "You're not as smart as I am," said Atruaghin. Atruaghin took his tomahawk and started cutting chunks out of the cave walls. As he had guessed, they were indeed the giant's fat and meat, and he used it to feed the starving people. He even went back and gave some meat to the woman he had met first. Then all the people imprisoned in the giant's belly started to feel stronger and happier, but not completely happy. "You've fed us," they said, "and thanks. But how are we going to get out of here?" "Don't worry," said Atruaghin. "I'll kill the giant by hack him in the heart. Where is his heart? It must be around here someplace." "Look at the volcano puffing and beating over there," someone said. "Maybe it's the heart." "So it is, friend," said Atruaghin, and began to cut at this mountain. Then the giant spoke up. "Is that you, Atruaghin? I've heard of you. Stop this stabbing and cutting and let me alone. You can leave through my mouth; I'll open it for you." "I'll leave, but not quite yet," said Atruaghin, hacking at the heart. He told the others to get ready. "As soon as I have him in his death throes, there will be an earthquake. He'll open his jaw to take a last breath, and then his mouth will close forever. So be ready to run out fast!" Atruaghin cut a deep hole in the giant's heart, and lava started to flow out. It was the giant's blood. The giant groaned, and the ground under the people's feet trembled. "Quick, now!" shouted Atruaghin. The giant's mouth opened and they all ran out.

Though this is just a legendary story (even a Titan is not thus large, but the story might refer to a real battle with a Giant or Titan in Atruaghin's Young years), the Red Orcs found a peculiar rock, shaped like a heart with a cut in it, when they settled the former Red Orc Lake. They thought it as a Symbol of Atruaghin to live here where the Giant died, in safety. The cut is probably caused by erosion of an earlier crack, but most sages think it was caused by Blackmoor tools of aeons ago.

Original Native Red Orc and Atruaghin tomahawks were used as tools or weapons and were made from stone. But tomahawks were also used to confirm friendships and even establish treaties. In this case, tomahawks were a little fancier than the ones in everyday use. These tomahawks were made from silver or pewter and engraved ornately and were owned by those chiefs who were considered to be prominent.

As time passed tomahawks were made from brass or iron. Tomahawks were examples of artwork, as well. (Values up to 20 times normal). Tomahawks are in the possession of most Atruaghin and Red Orcs, and each individual decorated his own to suit his personal taste. Many of these were decorated with rawhide, brass, painted, or anything could have been used, even stonework, like turquoise and onyx inlays.

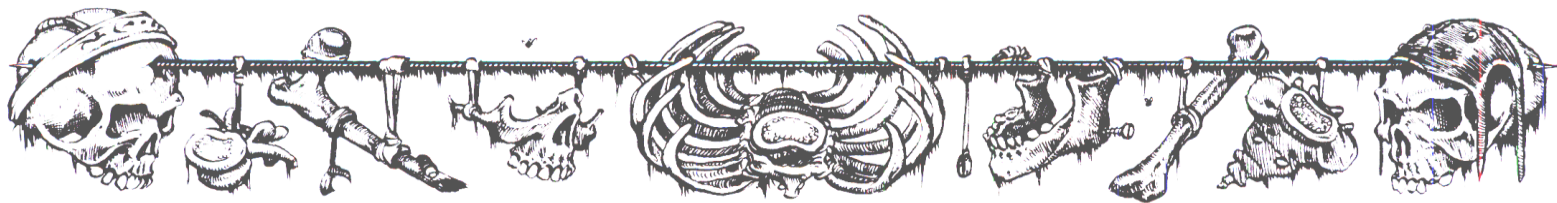
Perhaps the most common embellishments on tomahawks are the Gri-Gris or medicine bundles, thought to bring about supernatural victories during battles. (Value +1d10x100, Enc. +1d3x3cn)

Another common decorum on tomahawks are eagle feathers, earned for acts of bravery. Sometimes the owner of a tomahawk will also clip a little hair from the mane or tail off his pony and affix it to his tomahawk. (Both of these makes it personal, and not be used by any other. In fact most of such weapons are magical and attuned to owner; any to other the magic will work in reverse, like a cursed weapon (a +1 becomes a -1, also affecting skills and saves.). As being magic they are often over 5000gp value.



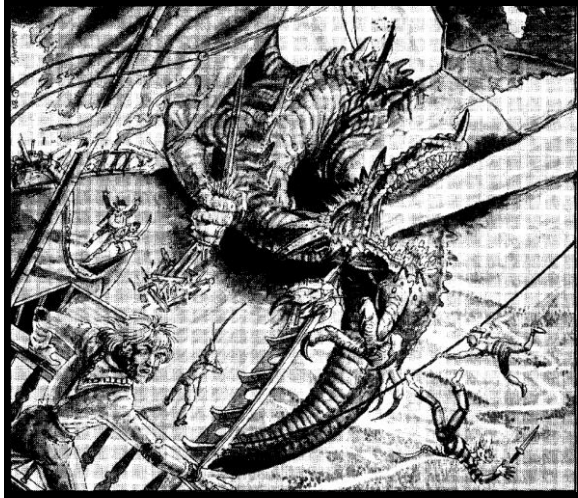
The Heart of the Giant and Atruaghin's cut

Item	Basic Damage	Range S / M / L	Notes	Cost	enc.
Axe, Battle	1d8	na	2H, M, 3' / 5'	70 sp	60
Axe, Hand/Tomahawk	1d6	10 / 20 / 30	S, 1' / 2'	40 sp	30
Axe, Hatchet (Tool)	1d4 + 1	10 / 20 / 30	S, 1' / 2'	20 sp	30



Unus malusmater locus (Wahtani Makha)

Manscorpion Temple /Pride in the Sky/Red Dragon body; Source Dungeon Magazine #20 Pride in the Sky



When the Pride in the Sky crashed the dragon attacking it was impaled upon the foremast but was quite dead before the ship hit the ground. the airship fell into a deep, narrow ravine between the hills (actually a gullet from the former emptying giant Lake of Red Orcland). the fiery impact caused a great avalanche of stones, completely covering the crash site. This is why the ship cannot be found by searching from aerial mounts, flying carpets, etc. The tremendous heat generated by the dragon and the burning ship was trapped under the fallen rock, forming a sort of kiln. this fused the loose rock and boulders together, actually melting some stones nearest to the heat. All scrolls, books, and wooden treasures were completely incinerated in the heat, but something very strange happened to the coins and jewellery. Melted by the heat, the formed pools of molten silver and gold. in many places the two ran together, merging to form exotic patterns. these streams of precious metal are dotted by the many gems and jewels that (wholly or damaged) survived the inferno.

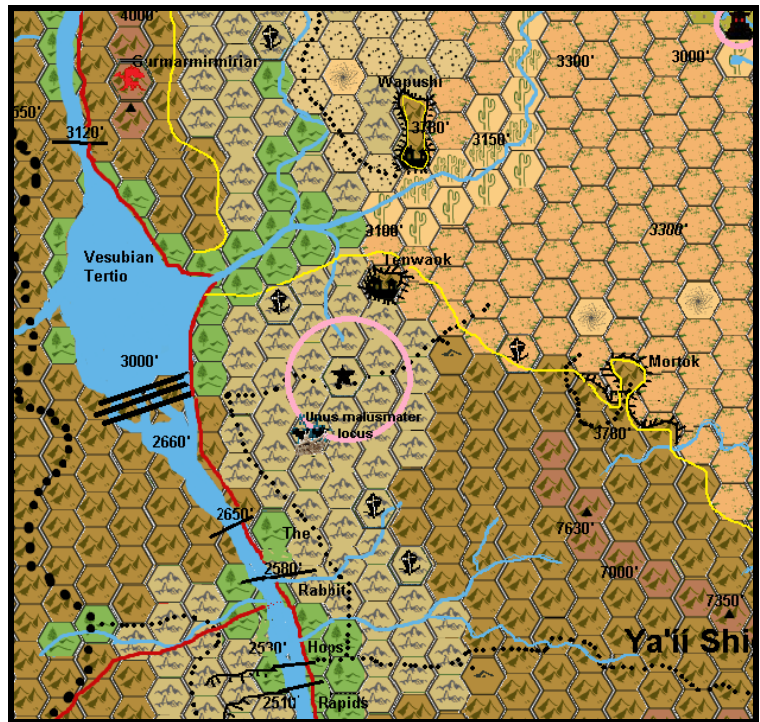
When the airship crashed, it acted as a shock absorber for the dragon's body. Upon impact, the dragon smashed through the upper decks instead of crunching directly upon the stony hills.

the dragon bones--indeed, its entire skeleton--survived virtually intact, while the flesh has long since withered away.

The Orcs and other creatures of the Broken lands avoid the area of the crash site since, because they believe the huge fireball they saw had something to do with the Shining One, a Kobold Immortal who blinds its foes with shining armor and tricks them into deadly traps. The area is simply regarded as **Unus malusmater locus**, in Tharian (corrupted Thyatian based Humanoid language) a *place where it is unsafe to go.* (Wahtani Makha= Taboo Land)

Around 960AC, a tribe of manscorpions found the crash site by accident while taking shelter from a storm. They entered what they thought was a small cave but soon discovered they were inside a huge skull. with their curiosity piqued, the manscorpions widened a narrow passage directly behind the skull (an opening where the flesh of the dragon's neck had rotted away) and set about exploring the dragon's skeleton.

When they discovered the great golden floor with its vague manscorpion holding a scimitar image in the swirling gold and silver patterns (tow rubies are the eyes of the figure and it seems to be crowned with the remnants of a multi-diamond tiara, The wavy golden tail of the image ends in a large emerald stinger dripping sapphires.) the creatures decided that the are should be made into a temple. The golden manscorpion image is a purely accidental coincidence design in the melted gold and silver. The



Manscorpions, of course, see things differently. They believe the figure is a sign from Scorpius requiring that they build a temple on this site. They delved the temple into and around the dragon bones and the melted treasure of the wrecked airship, excavating new chambers in the rock and expanding new natural cavities left by the decomposing dragon.



The removed several gems to perfect the manscorpion image where it was disturbing. Many rooms in the temple have solid gold and silver floors with a flow pattern and melted or fused rock walls and ceilings. Some rooms are pillared, floored, or roofed with dragon bones.

The Temple is dedicated to Scorpius, the Immortal venerated by the Manscorpions (an aspect of Atzanteotl). It is a weird, exotic place. The melted treasure, fused rock, and dragon bones give the temple an otherworldly aspect. More on this see Dungeon Magazine #20 Pride in the Sky

Manscorpions (Scorpio errare Humanum) Sintichaphe Igluwichasa

Monster	Manscorpion <i>Nimmurian Manscorpion</i>										
Type	Insectoid Humanoid Monster										
Climate/Terrain	Any but cold Desert, Desert Hills, Caves, Mountain <i>Tropical-Subtropical Deserts or Caves</i>										
Frequency	Rare										
Organization	Clan ; <i>Squad or City</i>										
Activity Cycle	any										
Diet	Carnivore										
AL	CE NE										
NA	1d8(2d10) <i>6+1d6</i>										
Size	S;10-20%	S;21-35%	S;36-50%	M;51-75%	M;75-90%	L; 70"+1d12" Height 56"+2d4" width, 48"+ 2d8" length. Tail Height + Length					
BM	1	1,2	1,5	2	2						
ST (PR)	-8	-7	-6	-4	-2	3d6+1=4-19					
IN	-4	-3	-3	-2	-1	3d6-1=3-17					
WI	-5	-5	-4	-3	-2	3d6=3-18					
DX	-2	-1		+1	+1	3d6+1=4-18					
CO	-5	-5	-4	-3	-2	3d6=3-18					
Com, Cha	+1	0	-1	-3	-5	3d6=3-18					
Languages	Local Humanoid, Nimmurian										
Spellcaster Limits;	Cleric 13, Wokani 6										
AC	7+Dx adjustment										
AV	0	0	0	1	1	2					
	Or by Armor added to Natural AV										
Levels	Whelp	Young	Teen	Y. Adult	Adult	NM					
HD	2*	3*	4*	6*	7*	8**	9***	10****	11****	12*****	13*****
HP	2d4	3d6	5d8	9d8	11d8	8d8	9d8	10d8	11d8	12d8	13d8
MV	90/30' <i>120/40'</i>										
THACO	na	16	15	13	12	11	10	9	8	7	
Attacks	1 Tail										
Damage	1d4	1d6	1d8	1d10 <i>1d4</i>							
Special Attacks;	Poisonous Tail										
Poison Onset/Duration	1d4r/4d6Hr					1d3r/4d6Hr					
Poison Effect Saved	no effect					Paralysis for 1d8-1 rounds, +1d10 damage/r for duration					
Poison Effect Failed	MV/DX/ST x 1/2(round down) Initiative -3					Instant Paralysis next round+ Death in 1d3 rounds					
Attacks	nil	1 weapon				1 large weapon					
Damage	0	By weapon				By weapon x2					
Attacks	nil	Or by 2 pincer claws				Or 2 pincer claws					
Damage	0	1	1d3+1	1d4+2	<i>1d4</i>	1d4+3 <i>1d4+1</i>					
If both claws hit	Tail +2 to hit and continuous claw damage equal to strength adjustment										
Special Defenses;	Infravision 60'										
Move Silent (1/2 MV)	0%	3%	6%	9%	12%	15%	18%	20%	22%	23%	24%
If HP 5 or less	Berserk(as spell)										
Camouflage	In Desert or sandy region as Thief HD										
Immune to;	0										
Extra Vulnerable to;	Fire(+1 damage/die) <i>Sunlight</i>										
Hindrances	-2 To Hit small creatures Small World problems <i>Cannot Swim (Nimmurian)</i>										
Skills	Survival, extra Language, Weapon Mastery(Poleaxe)										
AM	0										
Save as;	NM	F1	F2	F3	F8						
ML	10										
XP if no caster	25	50	125	500	850	1750	Not applicable				
XP if caster	Not applicable					2300	3000	3700	4300	5625	6500
XP Cinnabar Bonus Savage Coast only!!	5	15	50	225	400	550	700	800	950		
TT	(V)J,K,2xM										
Body Weight	5-10%	10-25%	26-50%	51-75%	75-90%	Size(inch)xST/0.6					

The manscorpion is an evil combination of man and arachnid. A Manscorpion has a dark soft-skinned Humanoid torso that sits atop a large chitinous reddish or greenish sand-colored giant scorpion-like body with 6 chitinous plated legs, and mostly 2 scorpion claws. The protruding spine continues along the abdomen and forms a 10' long scorpion-like stinging tail. Their hands have two thick fingers and a long thumb, and some manscorpions missing the scorpion claws have hands resembling them. The creatures are hairless, and their faces are handsome and noble, except for the red, glowing eyes. It may be found in nearly any climate, but most frequently in deserts, mountains, and dungeons.



They do not make friends with other sentient races and make pets only of giant scorpions. They make raids on any local communities for food and attack any living thing that ventures into their territories.

Using the standard fighter experience table, apply a 30% penalty to all earned experience for a standard Manscorpion; the penalty should be only 20% for Nimmurian Manscorpions because of Idu's curse. All Manscorpions start with 1 HD, equal to a 1st-level Human fighter, but Manscorpion Warriors have none of the Human fighter's special abilities or Fighter Combat Options. Manscorpions always make their saving throws as fighters.

Even when Manscorpions reach 8 HD and become Clerics, they continue to gain 1d8 hit points per hit die. They also retain all fighter weapon skills previously acquired (edged and piercing weapons are permitted). Constitution bonuses to hit points are added when the NPC is created and every time it gains a new level, up to 9th level.

Combat

This arachnid warrior normally wields a huge pole arm (damage 3d6 points), but may use a long bow or any other weapon available. It may also strike sideways, up or forward (*they can't use this attack in any angle backwards*) with its dreaded deadly poisonous tail; the victim hit takes 1d10 points of damage, and must make a saving throw vs. poison or die. Even if the saving throw is successful, the victim is paralyzed for 0-7 rounds (1d8-1). Only victims immune to paralysis or poison can avoid this effect, so the monsters are greatly feared. They are immune to their own poison and to the poison of all scorpions.

The huge pole arm listed in the RC monster description exists in Nimmur, but it is so heavy that a Manscorpion Warrior with Basic Mastery can effectively swing it only once every other round. Such a weapon costs 10 gp and has an encumbrance of 200 (see Weapon Mastery chart). Don't forget to apply the Hit Roll bonuses from the table on page 76 of the Rules Cyclopedia. Special deflection is explained on page 80 of the same book. The Nimmurian Poleaxe can be neither used with a shield nor thrown. It is a two-handed weapon. Non-Manscorpions have a -5 attack penalty when using this weapon because of its size and the way it is balanced. Manscorpion Masters and Grand Masters of the Nimmurian Poleaxe are a myth. No Manscorpion is ever skilful enough to with the Poleaxe to reach those levels (even with the use of a Wish spell).

Manscorpions, especially the Nimmurian sort, should remain NPC's under the DM's control. Here are the details of that NPC class, as it could be used in a campaign. There are lesser Manscorpions of 1-7 HD and greater Manscorpions of 8 HD and up (including spell-casting Clerics and Wokani).

If the DM allows a player to run this type of monster as a PC, the poison should be of the paralyzing type only (with a save vs. paralysis) for the sake of fairness to other players and game balance. Manscorpions can't rise beyond 13th level.

Miscellaneous:

A Manscorpion can hold its breath as long as a normal Human, but can't swim at all. Water dissolves Nimmurian make-up in 1d4 rounds. Addition of body armor improves the Manscorpions natural armor Value and not Armor Class. Shield and Dexterity modifiers to armor class work normally. Assume the normal monster's AC 1, as described in the Rules Cyclopedia, comes from armor and high Dexterity.

The origin of these creatures is thought to lie in an ancient curse placed on evil Humans.

Shaman/Wokani

Some (1 in 20) of the arachnid creatures are clerics, of 8th-13th level (with the corresponding added Hit Dice). However, these are normally found only in their lair. Manscorpions are intelligent warlike beings whose main interests involve acquiring food and destroying creatures different from them. Manscorpion can only become Wokani or Clerics when they reach 8HD. These real Clerics follow Skorpios (An Aspect of Atzanteotl, or Nin-Hurabi, an Aspect of Nyx/Night) and have access to all clerical spells from these Immortals, and are actually true clerics, not shamans. Wokani gain their first spell at 8th level and gain a Wokani level and HD each level gained. They, however, only gain a new full HD, at 9th, 10th, 11th, 12th, and 13th level. The lower Wokani or Cleric levels they remain 8HD, and their only benefit is the access to spells. The Cleric and Wokani gain XP like a Fighter with 30% penalty (Nimmurian Clerics or Wokani only 20% penalty).

Nimmurian Manscorpions

These part-Human, part-scorpion creatures are sophisticated and civilized, while still cruel and self-serving. Welcomed by the original Nimmurians (winged Minotaurs called enduks), the manscorpions betrayed their trust, drove them out, and assumed their cultural identity.

A Nimmurian manscorpion has a Humanlike torso and a bony-plated arachnoid body with eight legs and a long tail tipped with a wicked stinger. Its hands have two thick fingers and a thumb. Originally dark-skinned and hairless, the Nimmurian manscorpions were cursed by Idu (an Immortal) to burn in sunlight. Due to a long sojourn underground, they have become translucent, making their internal organs visible. They cover their bodies with make-up, both to cover the awful sight and to protect them from the sun's rays. When outside, all manscorpions wear masks with terrible grimaces. These cover their faces and provide protective dark lenses for their sensitive eyes.

The Red Curse: Any manscorpions who wander into the cursed lands are susceptible to the Red Curse. They acquire Legacies and require *cinnabryl*.

Combat:

A Nimmurian manscorpion claws at opponents in front and swings its tail, striking on any side within range (equal to length tail). The poison of a 6D8 HD manscorpion causes those who fail their saving throws vs. poison to fall asleep for 2d8 rounds. Poison from a 9D10 HD manscorpion causes 3d8 points of damage on a failed saving throw vs. poison. Poison from an 11 HD or greater manscorpion is deadly, instantly killing any victim that fails a saving throw vs. poison with a D2 penalty.

Manscorpions have 60-foot infravision. Also, if a manscorpion wears armor of AC 7 or worse, its AC is improved by only 1 point.



Handicap;

Nimmurians cover their bodies with a thick make-up to protect themselves from the lethal effect of the sun, the result of an old Immortal's curse. The make-up ranges from brown for the lower castes, to red for Warriors, and gold with embellishments for nobility. Clerics usually cover their entire bodies with silver runes over black make-up, without which they couldn't cast spells under the sun.

When outside, all Manscorpions wear masks featuring monstrous grimaces. The masks provide a visor and dark lenses to protect the Manscorpions' fragile eyes. Idu's Curse Sunlight is excruciating to the Manscorpions of Nimmur. Normal clothing is insufficient to stop the curse's effects. Only protective make-up or armor can shield them from the deadly rays and the pain.

Direct sunlight blinds these Manscorpions (as per a light spell) unless they wear dark lenses to protect their eyes. Artificial light doesn't affect them.

If ever caught in direct sunlight without make-up (less than 50% of the body covered), they suffer 3d6+2 points of damage per round until pulled underground or total makeup is completed. Their Dexterity and Morale also drops to 3, they automatically lose initiative each round, and they move at half speed (rounded down). After one continuous turn of exposure, they burst into flames and die (with no saving throw). Any open wound (not covered by protective make-up) exposed to direct sunlight causes the Manscorpions ichor to boil and hiss in the wound, causing incredible pain (double damage from the attack).

If a Nimmurian Manscorpion with partial make-up (50% to 99% of the body covered) is caught in direct sunlight, treat it as if caught in reflected sunlight fully exposed instead.

When caught in reflected sunlight (moonlight, starlight, or sunlight reflected from a mirror, etc.) without make-up, Nimmurians suffer only 1d6 points of damage (or an extra 1d4 points of damage for an exposed wound); their Dexterity and Morale both drop to half (rounded down). If caught in reflected light with partial make-up, they suffer 1d4-1 points of damage per round, with no other effect on Morale or Dexterity.

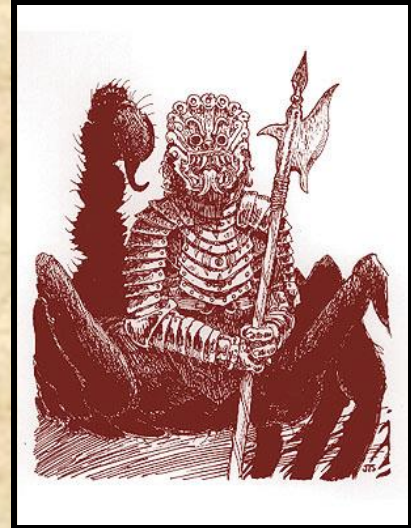
Nimmurian Manscorpions cannot swim; water dissolves their protective make-up in 1d4 rounds, and as such they are afraid of the rain and water. Water attacks remove 5% of the makeup per hp of damage it gives (Water Elementals for example), or if non-damaging 2% of the makeup per level of the caster (Cleanse for example)

Habitat/Society:

The current Nimmurians are vicious ruthless, conniving creatures filled with hatred. Pity and remorse are unknown to them. They crave the sun, but at the same time fear it. Nimmurian Manscorpions are organized and efficient. Most Nimmurian Manscorpions, even those ostensibly living on the surface, have underground lairs to which they retreat.

Greedy, treacherous, and self-serving, the leaders of the various dominions constantly seek ways to weaken their rivals. They hate all other life and seek to dominate and subjugate other creatures. Enduks are particularly mistreated.

Nimmurian manscorpions have two Immortal patrons: Atzanteotl; the corrupter of civilizations, who seeks to destroy all surface life; and Nin-Hurabi (Nyx); the lady of darkness, who wants undead to take over the world.



The Manscorpion pantheon

The early Sohktari clergy removed all references to ancient Nimmurian patrons, save perhaps in some forgotten ruins outside the cities. They replaced them with an adaptation of their own pantheon. It should be noted here that Sohktars easily penetrated ancient Nimmurian society because the "scorpion-man" figure existed in ancient Nimmurian mythology.

The beliefs of today's Manscorpions of Nimmur (as well as most other Manscorpions) reflect the duality in their life: the dark underworld from which they come, and the world above that they crave but which kills. Death under the sun represents a mystical cycle that started with the break from Idu-Ixion and a return through his flames. Beyond those listed below, many minor Immortals have places in the Nimmurian pantheon, representing various aspects of Nimmurian life. According to ancient beliefs, they are all thought to travel on magical cloud chariots. The spell effects noted below for Nimmurian Clerics are special powers granted by their pious followers, not actual spells (even though the game effects and duration are similar).

Menlil (Atzanteotl) is the Immortal who whispered to chosen Sohktars during their aimless journey through the caves of Mystara. He promised them Gilmun, a land of sun and light where they could dwell. Through his dreams, he taught his followers how to make the protective make-up. Menlil is now the patron of Gilmun, the "land-above." Also called "The Guide," he stands as the patron of war and revenge, and the chief figure of today's Nimmurian pantheon. Manscorpion Clerics of Menlil can cast a cause light wounds spell three times per day.

Nin-Hurabi (Nyx) is the patron of Apsur, the dark underworld beneath Gilmun. She represents earth, fertility, birth, the safety of the caverns, and ultimately, dark-ness. Nin-Hurabi bears no ill will toward the Manscorpions. She only seeks to protect them and believes they should remain in the caves of Mystara. Nin-Hurabi opposes Idu, who is the embodiment of light. She despises the way he dismissed and cursed the early Sohktars. She also frowns on the way Menlil cheated the Manscorpions with his shabby make-up trick, and how he manipulated them into taking over ancient Nimmur. Manscorpion Clerics of Nin-Hurabi can cast a darkness spell three times per day.

Idu was the name ancient Nimmurians gave **Ixion**, their chief Immortal, who represented the sun. For the Manscorpions of today's Nimmur, Idu has become the prince of perversity an "evil" figure that no one should honor. His perversity lies in the fact all Manscorpions seek Idu's mighty fire and his light, the attainment of which brings only destruction. Idu is the Immortal who betrayed and abandoned the Sohktars, but also he whom the Manscorpions hoped they could honor again. Dying by his flame is both a horrible fate and a highly spiritual act, for it represents the end of the Manscorpion's quest and a return to Idu's mythical realm. Manscorpions honoring Idu are considered evil heretics by the established clergy. A secret few exist who suspect Menlil influenced their Sohktari ancestors into mistrusting Idu. They also resent Menlil's misleading promise of sun and light. Manscorpion Clerics of Idu can cast a druidic produce fire spell twice per day. They also receive a +1 to their rolls when trying to Turn Undead.

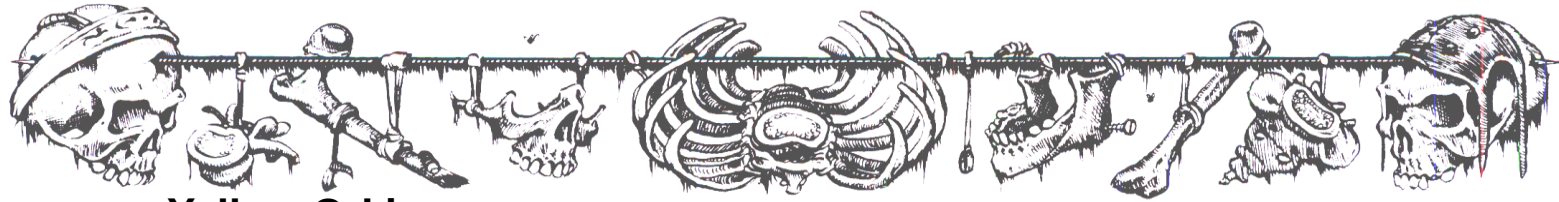
Ecology:

Predator: No normal creature preys on the Manscorpions. Dragons, Troll, and Rocs might do so. The greater shedu avatar will attack Manscorpions if the opportunity presents itself.

Prey: Nimmurian Manscorpions eat practically any meat, including carrion. They can not digest Beholder or Dragon meat. Beholder meat causes a "slow" effect on them, lasting up to a week. Dragon Meat is like alcohol, and each meal is valued as equal as 20alcohol points.



Nin-Hurabi



Yellow Orkia (Shar Orkia)

Surface 1010 sq miles,

The tribeland covers the eastern edge of the Broken Lands, south of the Streeel River. The heat of Upper Orkia lies behind a narrow band of broken terrain guarding it from Darokin and Ethengarian incursions. The land is the dried bed of an ancient lake, now nothing but a rugged salt desert, it gradually slopes down towards the Streeel River, giving way to a sickly marsh. The upper Orkians population is concentrated at the border of the marshes, where food is more easily found, competing with Trolls from the other side of the river. Entrances to Lower Orkia are located in small caverns in the Salt desert. Yellow Orcs speak Tharian to the other Humanoids, yet use their dialect of Ethengarian amongst themselves (based on RL Mongolian).

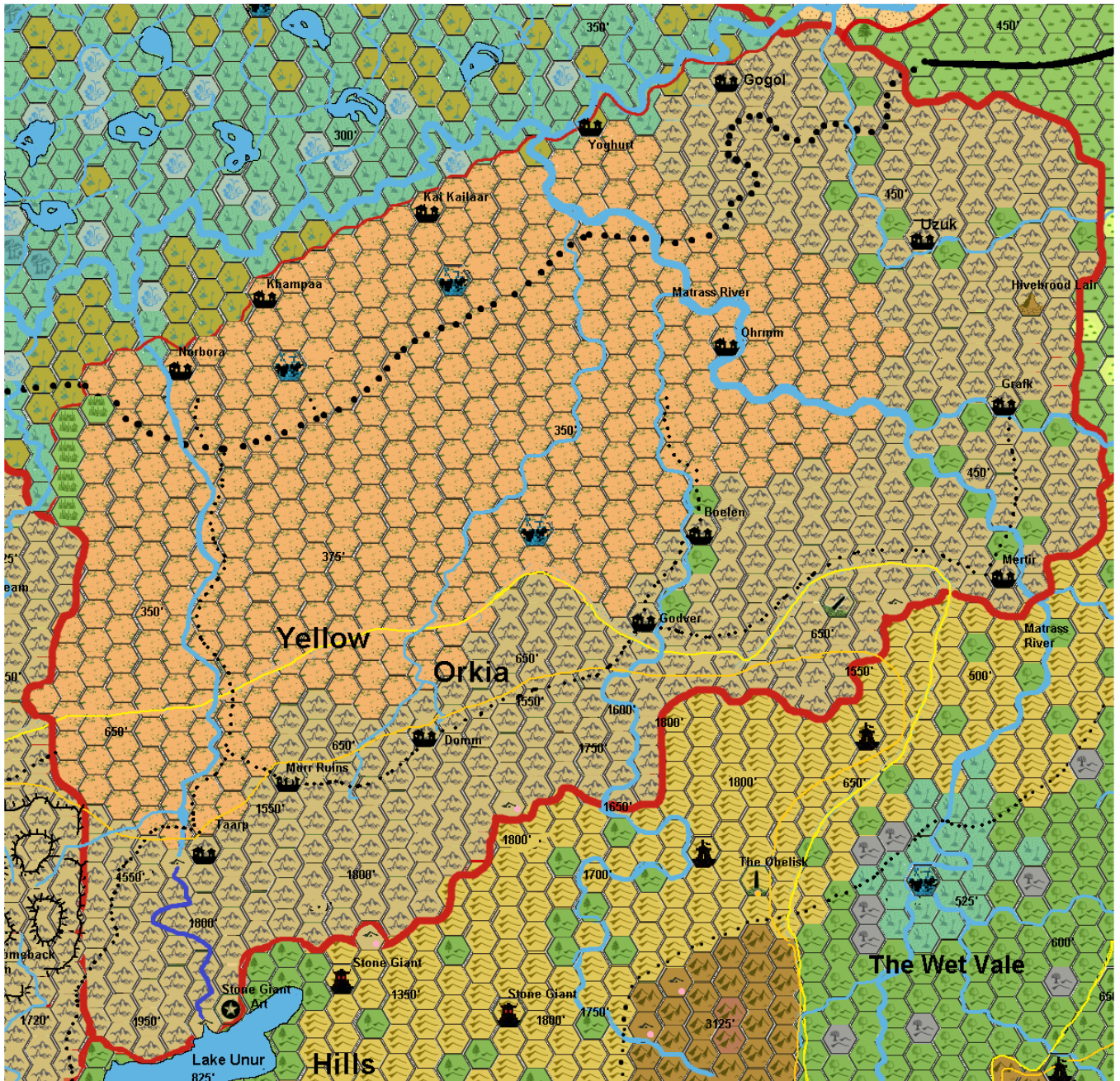
11 hordes, 4 warlords in upper Orkia along caravan trails

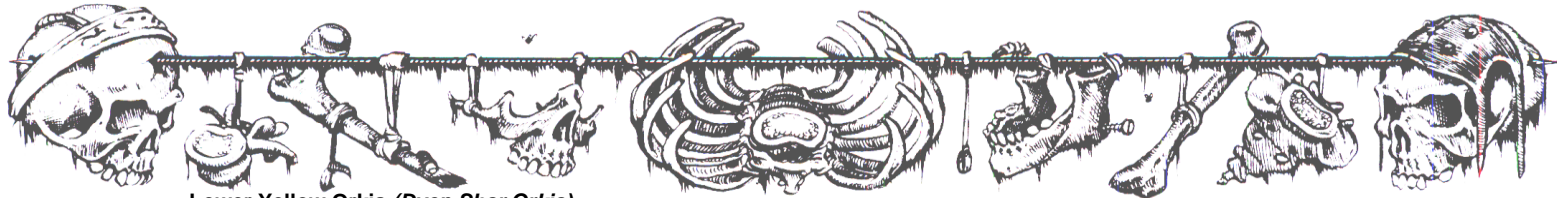
Yellow Orkians speak a Ethengarian dialect mixed with Tarsh mostly. They also speak Tharian, and Gobbleton, and 25% speak Gnollish Nithian.

Upper Yellow Orkia

Population: 1490 Yellow Orcs (*Orcus Facies Ratis*) & 550 Yellow Dog Orc (*Orcus canis Oriensis*), 940 Yellow Goblins (*Goblinus oriensis*), 370 Gnolls (mostly Spotted), & 120 Trolls. The tribeland covers the eastern edge of the Broken Lands, everything south of the Streeel River and the Mucks. It's ruled by Moghul-Kahn, Orcish rival of Hutai-Kahn, the Hobgoblin. He belongs to the Storm Raiders horde.

Upper Orkia, 1010 square miles, lies behind a narrow band of broken terrain guarding it from Darokinian and Ethengarian incursions. This is the dried bed of an ancient lake, now nothing but a rugged salt desert. It gradually sinks toward the Streeel River, giving way to a sickly marsh (this is also the reason for special sicknesses and afflictions, but also of salt farms north of Darokin along the Streeel River. The population is concentrated at the border of the marshes, or in the southern hills where food is more easily found, is competing with Trolls from the other side of the River. Entrances to Lower Orkia are located in small caverns in the Salt Desert.





Lower Yellow Orkia (*Dyep Shar Orkia*)

560 square miles with 520 Yellow Orcs (*Orcus Facies Ratis*) & 320 Yellow Dog Orc (*Orcus canis Oriensis*), 480 Yellow Goblins (*Goblinus oriensis*), 175 Gnolls (mostly Spotted), & 150 Trolls, is mostly a large fungal forest on the shore of the Yellow Orkian Lake.



Moghul Kahn's tower



It's linked by tunnels to Hobgobland on the west side and south Gnollistan on the east side. Both are guarded by Orkian fortified gates.

For extra safety, Moghul-Kahn has built also built Camp Akkar next to the west Gate. A third tunnel leads south to the Lava Flow, ending at a ledge 200' above the magma. Hobgobland raiders are often dumped from this cliff. The Morkia River flows here from the lake, forming a great cataract that immediately turns into steam. Thick fog usually fills this area.

Moghul-Kahn lives in Tanglar, built over a score of huge stalactites that once fell from the vault. The pointed monoliths remained stuck upright in the silt, forming a succession of roughly flat surfaces, 50' to 200' high, linked to each other with rope-bridges. Shoddy structures made from mushroom tree trunks clutter the surfaces. Moghul-Kahn lives in a stone tower built on one of them. The shore is linked to the closest monolith via Troll-powered elevator.

Lower Orkians live from the various foods gathered in the fungal forests and blind fishes from the lake. Most commonly hunted are the Owlbear, Giant Lizard, and Carrion Crawler (often stuffed with ground Rat meat and baked in Leech gravy). Furs are often traded with passing caravans in Upper Orkia, for alcoholic beverages.

1000AC: Current situation:

The suspicious authenticity of the Orkians' multiple faiths has caused many of the other tribes to dislike them, pushed by their Shamans. Immortals don't really care what they're called, as long they have followers. Aside from technological differences, Orkians get along fairly well with other Humanoids, as Orcs go, except with Hobgoblanders who constantly try to invade them. The Hobgoblins usually wipe out Orkian hordes, reach Tanglar, get massacred trying to climb up, and then run back to Hobgobland taking as much Food and as many prisoners as possible. Orkians do most of their trade with Gnollistan. Rumour has it they also do business with unscrupulous Ethengarian merchants. The

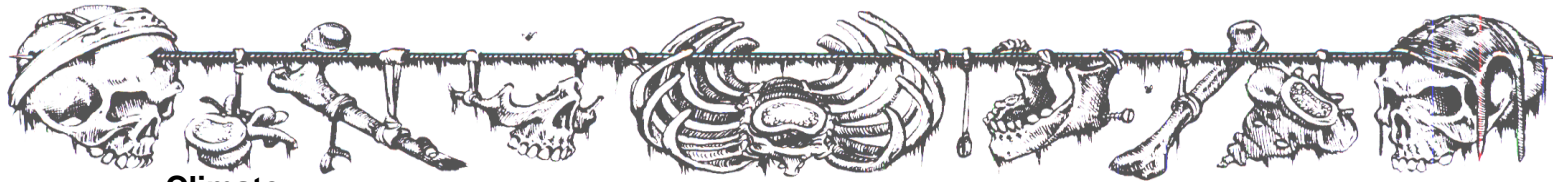
Hal Wall between Yellow Orkia and Hobgobland is a continuously disputed terrain, and the gate changes ownership often, held by Humanoids from the nearby camp of the owning nation (be it Camp Akkar from Yellow Orkia or Camp Argul from Hobgobland).

Faith:

Yellow Orkians usually worship Yagrai, but they claim he was not a Hobgoblin but a Yellow Orc, just as the Hobgoblins claim that he was a Hobgoblin. They otherwise worship Karaash, whom they call Hong-Tzu, his symbol, being an equally wicked-looking scimitar. Wogar is also worshipped as Wong-Ah. Yellow Orkians have a variant name for many Immortals adapted to their culture. These Immortals they encountered from all regions around them. The only Immortals they do not like are Thanosh (Thanatos), Ranivorus, Cretia, as these are centred upon death, something opposing the Yellow Orcs ideologies to fight for life, not death.



Tanglar Town (rope bridges hidden in the fog)



Climate

The weather of Yellow Orkia is different to that of Glantri and most of the northern Broken Lands, it is very Hot, **25 degrees warmer than Glantri**, which is similar to Real World Egypt.

The very high dose of the increased temperature comes from below as a vast magma chamber lies underneath the Gnollistan Plateau.

Most of Yellow Orkia has been a large Lake between 1700BC and 800AC, slowly diminishing since 500BC by the magical river Streel, leaving behind a vast desert of dried, hardened broken salty clay. Due all of this there are climate differences (See more page 37).

As thus the air feels drier than usual, and rain intensity =-1.

This also reflects in the vegetation which is extremely sparse except where water is streaming.

The dominant dry wind is coming from the West. The area is protected from Volcanic toxicity due the Gnollistani Plateaux. The air may be non-toxic, yet it is extremely hot.

Chance of Finding;	Drinkable water	Medicinal / Edible / Functional plants	Fuel for Fire	Wandering Monsters, Creatures or Humanoids
Hills Winter	10% (+10%)	13%	40%	1 on 6/Hr
Hills Spring	25% (+10%)	22%	70%	1 on 6/Hr
Hills Summer	10% (+5%)	18%	70%	1 on 4/Hr
Hills Autumn	20% (+5%)	20%	60%	1 on 6/Hr
Wastelands Winter	5% (+3%)	5%	2%	1 on 10/Hr
Wastelands Spring	15% (+8%)	13%	5%	1 on 8/Hr
Wastelands Summer	2% (+5%)	2%	2%	1 on 12/Hr
Wastelands Autumn	10% (+6%)	10%	2%	1 on 8/Hr
Remaining Terrain Winter	18% (+5%)	20%	20%	1 on 10/Hr
Remaining Terrain Spring	18% (+10%)	30%	30%	1 on 8/Hr
Remaining Terrain Summer	10% (+5%)	25%	40%	1 on 8/Hr
Remaining Terrain Autumn	20% (+7%)	30%	40%	1 on 10/Hr
	+5% /hr rain in last 24 Hr).		x2 if making noise x3 if making visible signs	

Dust Devils (Yellow Orc Ethengrian; Toos chötgör); Dust Devils are always visible within a mile distance. In de Wandering Creatures chart an encounter with this is given if the Dust Devil potentially comes in contact with the N/PC's. These small windrafts last 1d6 minutes (=x10 rounds) at most, and are in effect a small tornado of 10+1d20 feet radius. Apply all effects if entering one of these; Anything not fastened blows away, tents are flattened. No normal missile fire possible, others save at +9, int.check -9 to cast/target. N/PC Save vs Spells-2 or blown 1d10x10' up and take falling damage thereafter. Any exposed N/PC takes 1d3 damage per round exposure minus any armor effects (AV). The Dust Devil takes a random course from its spawning, and curves this course by 30 degrees left each 100' traversed until it ceases to exist. NPC's can have no effect on the course or effects of a Dust Devil other than by a Control Winds spell, which will always end the Dust Devil.

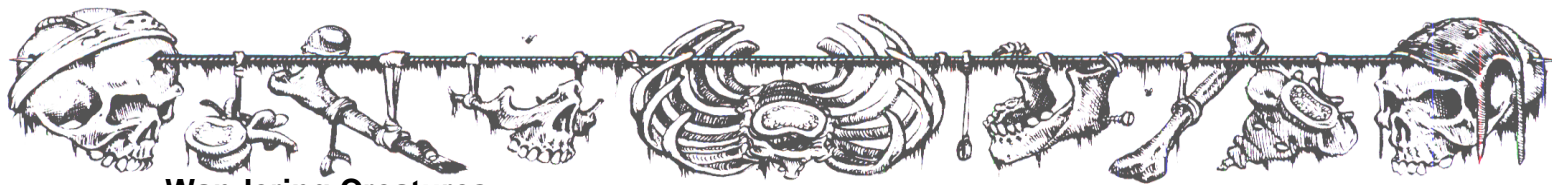
The table gives the chances of finding something within a 10.000 square yard area. This can be along the route covered 25 yards on either side of the passed route for 200 feet length, or in a roughly 100 x 100 yard area. This takes 1 Turn of time (either real time or delay time while travelling), and a successful survival skill check if available. Overall is; any area not including Hills, or Wastelands in the case of Yellow OrkiaLand, thus includes hills, Broken Lands, Swampy region.

As you can see evaporation of fallen water is included in this system. Always count 24 hours back. If within this time there has been 3 hours of rain, add that bonus percentage, if one hour later it is 2 then add that percentage bonus. If it takes another 3 hours to enable that hour to pass, you will keep the 2x % bonus for that whole time until that hour has passed.

The local Humanoids and any person with a successful survival skill at -1 may add the (+) bonus to the roll.



Yellow Orkia as seen Northwest to Northeast



Wandering Creatures

Actually not all of these are monsters, but many are Humanoids, natural creatures and monsters, living locally or traversing the area. Unlike as per Rules Encyclopaedia (1 on 1d6), use the rolls as given in above Finding able. Multiply chances per Hr by disturbance. Thus a noisy PC in summer must check per Hr on 1-2 on 1d8 to attract creatures. And if he carries light at night or smoke at day three times at 1-3 on 1d8. If he makes noise and light it is even added together. Green and Yellow listed creatures will mostly try to run away, and the encounter be no more than a glimpse or traces of the creature moving away. Actually only predators or sentient creatures will investigate and maybe attack.

Almost all other Creatures listed in the following table (for each Humanoid nation in the Broken Lands) can be found in TSR 1071 The D&D Rules Cyclopaedia, TSR 2501 AD&D2- Mystara Monstrous Compendium, TSR 9438 -DMR2- D&D- Mystara-Creature Catalogue, TSR 9173 - D&D - AC9 - Creature Catalogue or otherwise in my Mystara Monster Manual Compilation books <http://pandius.com/mnstrmn1.html>. Some, however,

might vary a bit and are explained next to the table were they are mentioned.

Common Rodents; Mice, Rat, Packrat, Hamster, Guinea pig, Mountain Mice

Common birds; Blackbird, sparrow, mousebird, etc.

Animal Herd Hills; Fallow Deer, Moose, Boar, Wild Sheep , Wild Goat.

Dust Devil; See above under Climate

Herd of... usually accompanied by 1d2 of the ruling race of the region

Merchant & Company; These are often parts of an attacked caravan, without maps and mostly desire to leave the area they are in, to reach their destination. Mostly 1d6 people on 1d4 wagons each with or without sufficient draft-animals, and guards.

NPC Party These are rolled as explained in the Rules Cyclopaedia or chosen by the DM.

Dragons; As explained above.

Bandit (Ethengar); these might be send here to rob merchant caravans, and then they regularly return to Ethengar to share their gains. They however also might be Ethengar criminals trying to escape the harsh law. (Often death sentence)

Undead Skeletons are mostly tools of local Hakomon, Wicca or Shaman, and set to guard or patrol, they are of various racial build-up.

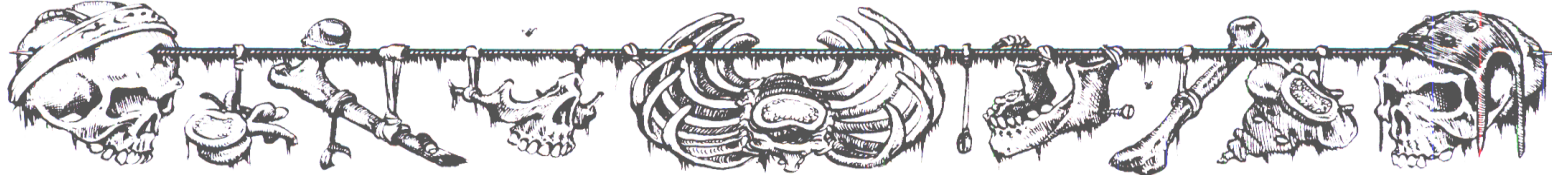
The many **insects and spiders** roam all over the area.

There is a small **Hivebrood lair** in the northeast, yet the Yellow Orcs try to exterminate these at best they can, using fire and burning missiles, which they discovered is bringing extra damage to these monsters. They have not discovered their lair though. There are currently (1010AC) 102 Hivebrood active; 25 Ethengar Human origin, 59 Yellow Orc Origin, 16 Kobold, Gnoll, or Goblin, the Hivemind was the Ethengar 12th level Hakomon

Salut Shaj, and the Broodmother was an Ethengerian Female adventuring 7th level Thief **Tipas Me'nuh**. More on Hivebrood see here; <http://pandius.com/Monster Manual 3.pdf> pages 673-676

Yellow Orkia Hills & Broken Lands			Yellow Orkia Wastelands		
1d100	type Encountered	number appearing	1d100	type Encountered	number appearing
01	Giant Bee	1d3	01	Giant Bee	1d3
02-03	Yellow Orc	5d4+50% 1 caster	02-03	Yellow Orc	2d6+ 50% 1 caster
04-08	Yellow Orc	2d10+2 casters	04-08	Yellow Orc	2d10+2 casters
09-12	Gnoll	2d6+ 50% 1 caster	09-14	Gnoll	2d6+ 50% 1 caster
13-14	Chimera	1d3	15	Chimera	1d3
15-18	Yellow Orc commoners	3d6+50% 1 caster	16-18	Yellow Orc commoners	3d6+50% 1 caster
19	Griffon	1d4	19	Griffon	1d4
20	Harpy	1d4	20	Ant Lion	2d4
21-24	Manticore	1d4	21-23	Manticore	1d4
25-31	Insect Swarm	1d4	24-26	Hell Hound	2d4
31-32	Rats	2d10	27-32	Common Birds	3d20
33-34	Common Rodents	2d12	33-34	Common Rodents	2d12
35	Cave Bear	1d4	35-37	Dust Devil	1d4
36-38	Herd of Sheep	2d12	38-39	Herd of Goat	2d12
39	Herd of Goat	2d12	40-42	Centpedes	2d8
40-42	Eagle	1d6	43	Vulture	1d8
43	Roc, Small	1d3	44	Giant Scorpion	1d4
44	Roc, Large	1	45	Any Roc/Eagle	1
45	Roc, Giant	1	46-50	Hivebrood (Soldiers)	1d4
46-50	Stirge	2d10	51-52	Stone Giant	1d4
51-52	Mountain Lion	1d4	53-54	Cockatrice	2d4
53-54	Wolf	1d4+1	55-56	Hyena	1d3
55-56	Dire Wolf	1d3	57-58	Earth Drake	1d12
57-58	Bandit (Ethengar)	1d12	59-60	Hill Giant	1d8
59-60	Snake, Viper	1d4	61-65	Wyvern	1d6
61-65	Giant Hunting Spider	1d12	66-69	Merchant & Company	Special
66-69	Giant Ant	4d6	70-73	Randara	1d2
70-73	Randara	1d2	74	Robberfly	2d4
74	Robberfly	2d4	75-76	Large Insect/Spider	1d12
75-76	Common Birds	3d20	77-81	Poisonous Snake	1d4
77-81	Bear (various)	1d4	82	Stone Giant	1
82	Stone Giant	1	83-84	Displacer Beast	1d4
83-84	Displacer Beast	1d4	85-86	Hivebrood (Scout)	1d3
85-86	Red Dragon	1	87-90	Animal Herd(various)	2d10
87-90	Animal Herd(various)	2d10	91-92	Common rodents	2d10
91-92	Common rodents	2d10	93-94	NPC Party	1d6
93-94	Cyclops	1d2	95-100	Stone Giant	1d8
95	NPC Party	1d6+1		Predator -2 reaction	
96-97	Merchant & Company	1d6		Defensive -1 reaction	Natural effect, no
98	Skeleton	1d6		Defends only, or flees	sentient interaction
99-100	Wychglow	1d8		Prefers to flee	

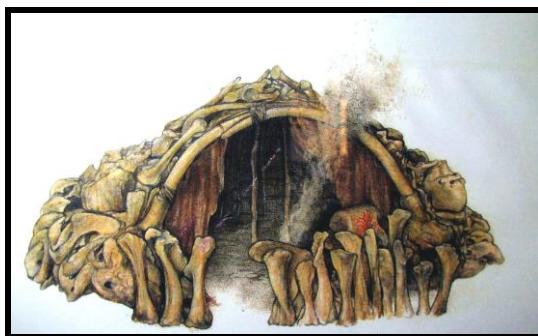




Yellow Orkian Settlements (*Shar Orkia Suurin Gazar*)

Bone Huts (*Yas Khut*)

In fact the structure of the Yellow Orkian living areas on the surface reflect both the Ethengar background, and their Orcish background. They make these bone Yurts somewhat similar like the Ethengarians, but instead of wood they use bones, tusks, ribs of whatever large creature they can get. Several arched are created by using Tusks (elephant, mastodon or mammoth) and set up in such away to create a dome. A single arched entry is held together by ropes or vines, leather sheets, stacked like roof shingles, or large sheets, are spun over the whole structure. Along the base large other bones (arms, legs, shoulders, pelvis, skulls, and other) are stacked. A semicircle of other bones is set up like a fence in front of the arch where fire can burn. A small opening is the actual "door". There is no other difference between ranks and importance, other that the higher ranks have more bones, and (much) larger huts than the lower ranks, which are happy to erect the arches, lower rim and semi gate for their own family. Where there is wood the entry may be closed and the fire pit placed inside. Then small holes will be in the ceiling to enable smoke escape. Bone Settlements are found near the River and in the wastelands.



Yellow Orkian Skin/board Huts (*Aris Khut*)

They also make Yurts similar to the Ethengarians, yet in a half-domed shape, with wooden beams and a study wooden front with door, set up in such away to create a half-dome. The single arched entry is timbered shut to a wall with entry door. The rest is held together by ropes or vines, and covered with diamond-shaped leather sheets, stacked like roof shingles, and spun over the whole structure. Along the base stones are stacked. A semicircle of wood or bones is set up like a fence in front of the arch where fire can burn. A small opening in this fence allows entry to the hut itself, while keeping animals mostly within. There is only minor difference between ranks and importance, as the higher ranks have somewhat higher arches and an outside decorated entry than the lower ranks. Mostly the fire pit placed inside, when compared to the bone huts. Then small holes will be in the ceiling to enable smoke escape. Skin settlements are found in the east.



Yellow Orc Caves (*Shar Orkia Agui*)

When they have not the space or materials to build the above houses, they prefer to live in cave-tents, decorated similarly with one side open. As thus within such a cave you'll be able to see a sort of tent encampment. These settlements are found in the southern Hills, as well in Lower Yellow Orkia.



In this table the numbers are; Y=Yellow Orcs (*Orcus Facies Ratis*)/ D=Yellow Dog Orcs (*Orcus canis Oriensis*)/ Yg=Yellow Goblins (*Goblinus oriensis*)/ G=Gnoll (*Canis erectus Hilaris*)/T=Troll (*Monstrum species*) * = access tunnel to Lower Orkia. Shuurgany Dairagchid (Storm Raiders), DommDomDoom, Shuurgany Nisdeg Tergnuud (Storm Rovers), Akkar, Aldaa Gargarchid (Bugstompers), Ethie Basheruud (Ethie Bashers), Rok Taslagch (Rock Breakers), Genetiin Aguichid (Rambling Ravers), Shar Nöots (Yellow Reserve), Golyn Muks (Rivermucksters), Moghul Kharuuluud (Moghul Guards).

Yellow Orkian Settlements;						
Name Settlement	Occupants	Number	Tier	Dominant Horde	Leader/Faith	Information
		Y/D/Yg/G/T				
Bone Settlements						
Gogol *	Mixed	195/75/125/45/35	3rd	Aldaa Gargarchid	Moghul Kahn/Yagrai	May Trade with Merchants, Hate/Fear Hivemind
Uzulk *	Mixed	160/60/116/47/25	3rd	Ethie Basheruud	Moghul Kahn/Yagrai	May Trade with Merchants, Hate Ethengars & Hivebrood
Kai Kailaar	Mixed	165/45/106/50/20	4th	Golyn Muks	Moghul Kahn/Yagrai	May Trade with Merchants
Norbora	Mixed	115/55/118/42/19	4th	Golyn Muks	Moghul Kahn/Hong-Tzu	May Trade with Merchants
Khampaa	Mixed	190/65/93/38/20	4th	Golyn Muks	Moghul Kahn/Wong-Ah	May Trade with Merchants
Yoghurt	Mixed	145/80/111/36/18	4th	Golyn Muks	Moghul Kahn/Yagrai	May Trade with Merchants
Skin/Board Settlements						
Ohrimm *	Mixed	80/50/88/33/-	1st	Shuurgany Dairagchid	Moghul Kahn/Yagrai	May Trade with Merchants
Grafk *	Mixed	90/45/68/27/-	3rd	Aldaa Gargarchid	Moghul Kahn/Wong-Ah	Hate/Fear Hivemind
Domm *	Mixed	80/40/45/24/2	2nd	DommDomDoom	Moghul Kahn/Hong-Tzu	
Marr Ruins *	Mixed	55/10/63/22/-	3rd	Rok Taslagch	Moghul Kahn/Various	Despise/Fear Stone Giants
Godver *	Mixed	60/25/38/18/1	4th	Shar Nöots (Yellow Reserve)	Moghul Kahn/None	
Cave Settlements						
Taarp *	Mixed	85/35/50/20/-	1st	Shuurgany Dairagchid	Moghul Kahn/Yagrai	
Boelen *	Mixed	40/30/40/13/-	3rd	Aldaa Gargarchid	Moghul Kahn/Various	
Mertir *	Mixed	40/25/35/15/-	2nd	Shuurgany Nisdeg Tergnuud	Moghul Kahn/Wong-Ah	Hate/Fear Hivemind
Hordes in Lower Orkia						
Tanglar Town	Yellow Orcs / Yellow Dog orcs	176/95/50/125/10	1st	Shuurgany Dairagchid	Moghul Kahn/Yagrai	
	Mixed	125/86/12/355/60	2nd	Akkar	Moghul Kahn/various	
Tanglar Fort	Yellow Orcs / Yellow Dog orcs	102/96/60/175/60	2nd	Shuurgany Nisdeg Tergnuud	Moghul Kahn/Yagrai	
Camp Akkar	Yellow Goblins	20/10/19/190/225/20	3rd	Genetiin Aguichid	Moghul Kahn/Wong-Ah	
East Gate	Mixed	51/20/40/95/8	4th	Shar Nöots (Yellow Reserve)	Moghul Kahn/Hong-Tzu	
West Lake	Mixed	46/13/20/75/12	5th	Moghul Kharuuluud (Moghul Guards)	Moghul Kahn/Hong-Tzu	



Yellow Orc (*Orcus species*) Shar Ork

Humanoid	Yellow Orc										
Type	Humanoid										
Climate/Terrain	Any land (grasslands/hills preferred)										
Frequency	common										
Organization	Tribal										
Activity Cycle	night\										
Diet	Omnivore										
AL	LE, CE, CN, LN, rarely N										
NA	3d10x10										
Size	60+1d20 inch (females-6) (fitness 2d6)										
ST (PR)	3d6+1=4-18										
IN	3d6=3-16										
WI	3d6=3-16										
DX	2d8+1=3-17										
CO	3d6=3-18										
Com, Cha	3d6=3-18										
Languages	Orcish(varies)										
Spellcaster Limits;	Shaman 8, Wokani 6										
AC	8										
AV	by armor										
Levels	NM	1	2	3	4	5	6	7	8	9	t/m 36
XP Needed	0	1000	2000	4000	8000	16,000	32,000	64,000	130,000	260,000	+200,000
HD	1	2	3	4	5	6	7	7+			
HP	1d8	2d8	3d8	4d8	5d8	6d8	7d8	+2	+2		
MV	120/40'										
THACO	19	18	17	16	15	14	13	12	11	10	9
Attacks	1 weapon										
Damage	By weapon										
Special Attacks;	0										
Special Defenses;	Infravision 60' and DL +5 Detect New/unusual constructions 1-2 on 6 Detect sloping passages 1 on 6 -1 THACO/ Morale vs. Daylight										
Weakness	0										
Immune to;	0										
Primary Skills	4+IN		+1				+1			+1/800,000	
Compulsory Skills	martial arts defensive										
Extra Vulnerable to;	0										
AM	0										
Save DR	12		10				8			6	
Save MW	13		11				9			7	
Save TS	14		12				10			8	
Save DB	15		13				11			9	
Save SP	16		14				12			10	
ML	7										
XP	10	20	35	75	175	275	450	650	900	1000	calculate
TT	U personal, E tribal Lair										
Body Weight	Size x ST / 4,1										

Another subrace of the Orcs, identifiable by their dull yellow hides, some come with ugly rat or Pekinese faces. They're about Human size, with pointed ears.

They have well developed canine teeth for eating meat, which is their primary diet. Pointed ears resembling a wolf are placed to their facial sides, but they have normal hearing capabilities as a Human. Their eyes are like Humans with a reddish tint that sometimes make them appear to glow red when reflecting light sources in the dark. This is actually part of their optical system, a pigment which gives them infravision. Female Orcs are 6 inches smaller than males.

Racial reactions; Kobold -1, Goblin, -2, Hobgoblin -3, Gnoll -1, Bugbear -2, Ogre -2, Troll -1, Human -3, Dwarf-3, Elf, -5, giant -2.

They wear colours most Humans find unpleasant to wear, often clashing colours, but the Yellow Orcs use greens, yellows and greys clashing with dark red and rarely blueish threads.

Hygiene is something unknown of and is the main reason of the high infancy death toll. Many diseases and infections also weaken the Orcs, which could otherwise be as viable as the Human race, but they refuse to accept and understand the importance of hygiene. The Orcish tongue is derived originally from older Human and Elven languages, but many dialects arise with each breed and each new location. Therefore we do not speak of the Orcish tongue, yet instead of the—to the character—local

Orcish dialect (in the Broken Lands this is Tharian). Orcs prefer simple, yet effective weapons, in melee or missile combat, but make great warmachines—impressive and awesome to behold—in case of war (most tribes have at least one warmachine—the Broken Lands hold several hundred warmachines divided between the races and tribes and even Clans. Orcs fight better in the presence of their leader (or its standard). Within 60' of him their morale is +1, as is their THACO. They hate sunlight and are even hindered by it. (AC-1, SV -1, due partially blinded sight)

They do not follow the "rules of war", a white flag will depict good targets to them. It is often believed that Orcs are bloodthirsty and cruel, that they're ineffective tacticians and that they would rather be vicious than victorious. Like most stereotypes, this is highly misleading. Many Orcs have waged wars for decades and have developed a



frightening efficiency with battle tactics.

Orc, Yellow	Age
Baby	0-5
Youngster	6-10
Teenager	11-17
Young Adult	18-23
Adult	24-27
Mature	28-44
Elder	55+
Death	95+2d12



Lycanthropy is normally deadly to Humanoids, but the Yellow Orc has genetically (or unknown magically) adapted and can become vulnerable to the Devilswine and Wereboar lycanthropy stems. All other varieties of Lycanthropy are still deadly to Yellow Orcs as lycanthropy is deadly to all Humanoids (even though some exceptions do exist).

Orcs are aggressive. They believe other species inferior to them and that bullying and slavery is part of that natural order. They will cooperate with other species, but are rarely reliable. As slaves they'll always rebel against their masters, as allies they are quick to take offence and break agreements. They believe battle is the ideal challenge, but some leaders are pragmatic enough to recognize the value of peace, which they exact at a high price. If patience and care are used, Orc tribes can be effective trading partners and military allies. Orcs value territory above all else; battle experience, wealth, and number of offspring are other sources of pride. Orcs are patriarchal, women are fit only to bear children and nurse them. Orcs have a reputation for cruelty that is deserved, but Humans are just as capable of evil as Orcs. Orcs have an excellent taste palette, and can become great cooks. Most Half-Orcs do so. Though often required to eat spoiled food, they know how to make it taste great (and that it stays inside...mostly).

Orcs have marriage customs, but male Orcs aren't known for their faithfulness. Orcs worship many Immortals, and their religion often is extremely hateful towards other species and urges violence and warfare. Orc Shamans have been noted for their ambition, and many tribes have suffered because of political infighting between Warriors and priests. Rarely Orcs reach their Elder age, this due diseases, infections, infighting, war, or predatory. They have a gestation period of 10 months and produce 2 to 3 offspring each birth. Infant mortality is high.

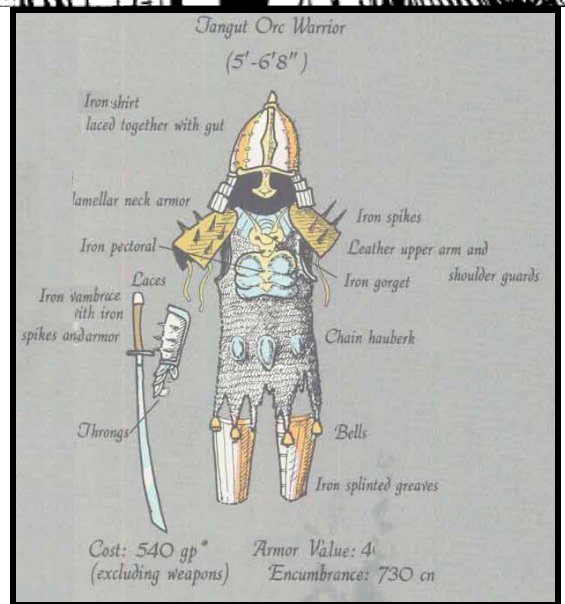
Faith: Mostly Yagrai, Sometimes Wogar under the name Wong-Ah, or Karrash as Hong-Tzu.

Common Yellow Orc (*Orcus facies Ratis*) Shar Ork

Very short hair, ranging from tan to dull light brown. They have a longer, pointed snout. They favor black garb with hooded cloak, yet are often found in brown sandy clothing and rusted armor. Like the Red Orcs these Orcs scalp, yet do not use these as a trophy, they wear these as wigs, as if transferring the power of the former owner to them. They're nomads of the hills and mountains north of Alfheim, Southeast of the Broken Lands, and also of the Great Escarpment of the Savage Coast.

Yellow Dog Orc (*Orcus canis Oriensis*) Shar Arkhirakh

They have long hair forming a plume on the head, with dusty yellow to brown skin (tanned?), and somewhat darker or lighter colored hair, teeth and nails, with a Pekinese face. They favor mismatched pieces of oriental armor and frightening helms. They are Tanguit nomads of the vast Ethengarian steppes, and Yellow Orks of the Broken Lands. They are also rumoured to grow in number on the large grasslands north of Hule—south of Hyborea. This species is also found on the Plains of Skothar, yet is there slightly larger (+1 foot to standard height). Some sages say the Yellow Dog Orc species is the result of Common Yellow Orc-Kobold Breeding, in the early days of the Beastmen, and the original stem is the line in Skothar. The one in Brun has been 'tainted' by multiple Kobold interbreeding over longer time and has shrunk a bit.





Moghul Kahn,

Porcus Diabolicus Oriensis (originally *Orcus canis Oriensis*), HD 9*, Yellow Orc 9/Shaman 6, St 16, In 15, Wi 9, Dx 14, Co 13, Ch 11, Com 10 (Humans 11) AL CE, Faith Yagrai, Knowledge of Lycanthropy(in), Tracking.(in), Executioner(Wi), Pig empathy Training Wi—includes Boars, Hogs, Swines, and similar creatures., Martial Arts-Offensive(Dx), languages Orkian, Tharian, Ethengarian.

Moghul-Kahn is an Orcish Devil Swine level 11 (see PC4-Night Howlers pages 26-27) originating from the Sind-Glantrian Border. He contracted this Lycanthropy during a raid into New Averoine, a region of Glantri highly contaminated by Lycanthropes. He already was a clan chieftain at the time, the disease undoubtedly contributing to his success at becoming the chief of Yellow Orkia. Already an adept of Yagrai, his faith became even stronger when the disease struck, because it appeared he could not be killed by normal weapons. This was attributed by Yagrai's power to rise from the dead. In view of this, many Orcs accepted him as their chief, without question. It became very easy for him to dispose of his foes, using his devil-swine charm ability. Many unwanted rivals ended up cheerfully leading rather risky forays into well guarded areas of Ethengar. He's a totally amoral being who delights in other's pain and demise. He'll come up with complex plans to cause grief around him and satisfy his sick sadism, either intellectually or physically. None of his subject dare go against him, for religious reasons. They fear reprisal from Yagrai himself.

At times, Moghul-Kahn will leave his horde and wander across the tribeland, incognito, spying, manipulating, and dividing hordes to rule them more easily.



Moghul Kahn before he became a Devil Swine



Out of boredom or craving for Human flesh, he may wander into Ethengar and stalk nomads at night, or cause mischief. Nomads he has been stalking the past years call him **Shar chötgör** (*the Yellow Demon*), but they never really observed him directly. The Ethengarians will pay a hefty bounty for his capture, dead or alive.

He can take various shapes. As a Humanoid, he appears as an overfed Yellow Orc with an ugly Pekinese dog face. His eyes are of a cold icy blue, and he keeps his hair in a knotty pigtail, in Orkian tradition. In Human form, he's an obese Ethengarian, with slightly pOrcine features. Otherwise he's able to turn into a huge hog. In all shapes, a gold ring hangs from his snout. This ring is a special item a charmed wizard crafted for him before his death. The ring confers upon Moghul-Kahn the invisibility he often uses to quietly leave his horde. If he succeeds to become Immortal, he will keep his Yellow Demon name; **Shar chötgör**.

Moghul Kahn will follow Kol into the Crater as he received visions of the future from an unknown source his nation will be flooded. When however his visions continue ther, he will return and connect with the southern Org-gruk Orcs of the Eastern Mountains. How he will behave there is uncertain, he might be inclined to take over control and rule, or he might set up his own camps on the southn edge of the Ethengar Grasslands further east.

A note to Lycanthropy and Humanoids

Common Lycanthropic forms include; **Werewolf, Wereboar, Werebat, Devilswine, Werebear, Wererat, Greater Wererat, Werewolf, Weretigre.**

Uncommon Lycanthropic forms include; **Weredog, Werekaw, Wereseal, Wereraven, Wereshark, Weredeer, Werelion, Weresealion, Polarwerebear,** etc.. Especially uncommon Lycanthropic forms are very rare, and near to impossible to have a link to any known Humanoid race.

As Lycanthropes are rare among Humans, it should be much rarer among Humanoids.

All **Goblins** following Wogar are altered by Wogar at birth to enable them to only contract **Werewolf** Lycanthropy.

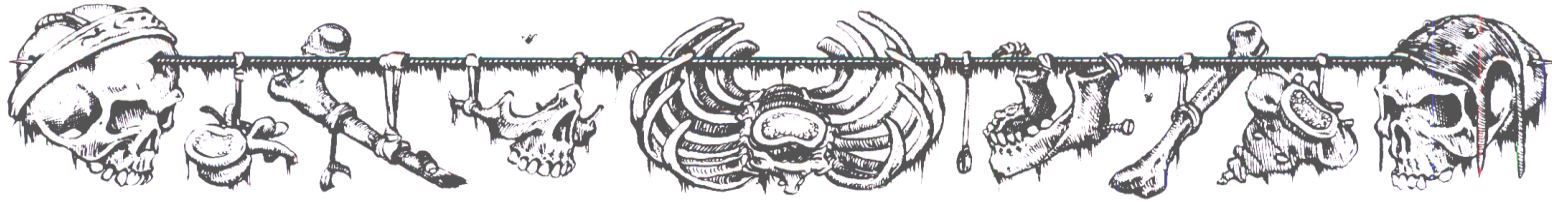
All **Orcs** are naturally affected by only the **Devilswine** or **Wereboar** Lycanthropy.

Bugbears are either altered (by an unknown Neutral Immortal) or by their sometimes assumed Alphatian Lycanthropic origin, to be affected only by **Werebear** Lycanthropy and then also become Neutral.

Some **Kobolds** far away on the western coast of Brun are altered by their Immortal to only contract **Werebat** Lycanthropy.

All other Lycanthropic forms are still deadly to any Humanoid. This includes all Humanoids not being affected by the above forms of Lycanthropy without the alterations, and thus all lycanthropy variation not linked to that race.

It may be possible a Humanoid Immortal desires to lift this vulnerability to a single strand of Lycanthropy and prevent death of an individual Humanoid, but these should be very rare and must befitting the Humanoid species. It would be impossible to accept such a disease and change the Humanoid's basic build-up.



Red Grass (*Ulaan övs*) in the Desert and the Ruins of Morr

The year was about 3050BC in the last decades of the Blackmoor Empire. Abolists of Technology and Technomagic turn to Redfen (*today Glantri city*). Especially the Alvanil Elves (*Today Belcadiz claim to be descending from these Alvanil Elves, yet are unaware of their agenda those days*) hated the destruction of nature and life created by the ruling powers of Blackmoor.

The relentless battle against the Humanoids themselves-created, or mixed with already existing races, the battles with the Giants and even the attempt of extermination of the Dragons. How nature's magic was made easier, yet it was made too easy...the cost was simply too high, according to the Elves and other techno-abolists.

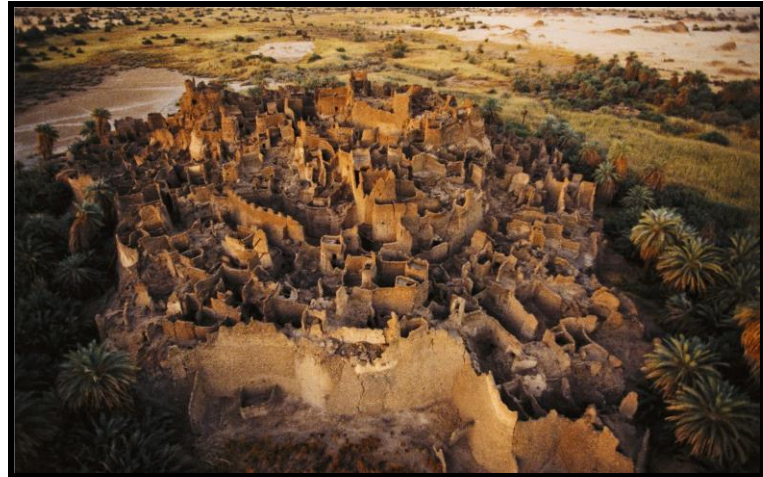
Some of their scientists calculated the world could be damaged so greatly, magic, and life on the Planet could be seriously threatened.. The major Radiance machinery, the main Power Plants created in the major Blackmoor cities, these were responsible for the new magic, for the spoiling of the old magic, sickening nature and all it was, these had to go.

The Elves went to work in the simple stone build **city of Morr** on the southern coast of Anur Lake, hidden from the ever-watchful eyes of Blackmoor.

After a few decades they found and augmented a weed, a red weed, the aquatic plant fed on the Radiance. Their work resulted eventually in a red weed capable of growing nearly anywhere (*in salty grounds it never grew well, even though it persisted drought surprisingly well, and underwater it behaved like a normal weed*).

Together with sunlight seeds placed on land would grow exponentially in such mass and scale covering and disabling all machinery, leaving the people and animals alive,...at least that was the intend.

The first experiment literally covered the Elves' simple Laboratory and surrounding village buildings with a single seed disabling the functionality of the affected buildings. Impatiently the elves reacted; their weapon was created, the seeds collected, and Teleported over a few of the cities of Blackmoor on the other continent.



The current Morr Ruins looks like it was pressed apart and into itself

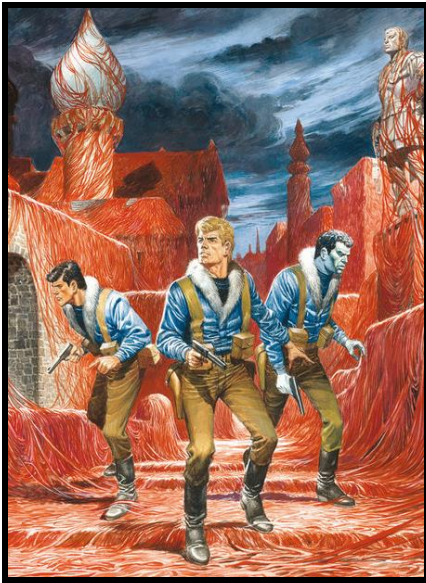
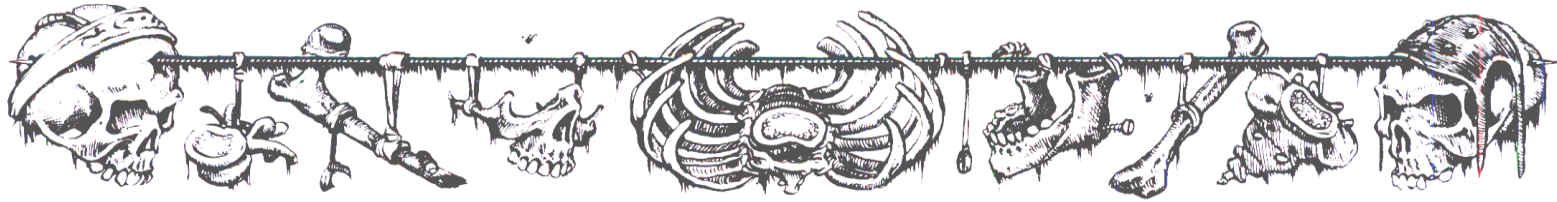
When the first rays of the sun lighted the seeds, they grew, and covered the cities. Everything came to a standstill. Yet something unexpected happened. The plants grew even faster and larger, covering all of the city and crushing the buildings. Many people were killed by collapsed buildings or the pressure of the growing mass of vegetable matter upon them.

The same happened to the City of Morr when a Blackmoor technomagic vessel landed in the city to investigate their scryings; the plants suddenly grew in abundant size and speed, disabling their vessel completely.

At night the plants stopped growing and Blackmoor forces eventually succeeded to stop the Red Threat in the affected cities before the next sunrise, by blasting the plants to ash with fire and energy-based weapons during their inactive night period. They never learned the responsible for this disaster, at least material and economically, Nor did they learn what caused these plants to grow so destructively like they did. The Alvanil Elves, surmised correctly, the Radiance generator in the Blackmoor Vessel combined with Sunlight was responsible for the gargantuan growth and destructive power.



The Blackmoor city of Garbad on Skothar.



Blackmoor forces investigating the overgrown cities armed with energy weapons.

With the depletion of Lake Anur the Red Weed resurfaced, restricted in its capabilities and destructive power due to the Volcanic salts in the bottom of the former lake it grows upon.

Unknown to any, they still grow in the region where they were abandoned, and still have their destructive power. If anybody would take their seeds anywhere else and expose them to Sunlight, earth and Radiance magic the disaster will repeat itself, and another city might become totally destroyed within a few days. The Outgrown plants do not grow seeds, all their captured energy is used to grow, and then to die. The plants will grow several weeks, and then wither away leaving the remaining ruined buildings behind, collapsing together without the support of the destructive plants.

If these plants are used after the Radiance is gone (1752AC) then they will not destroy buildings, just overgrow everything (suffocating machinery of any kind). Each seed used when the Radiance still exists will affect a 100 yard sphere becoming overgrown and will deplete 1 Rad from the Radiance itself (thereby contributing to its depletion and ultimate demise). There do exist about a thousand plants spread out over the Yellow Orc Wastelands spread out in glusters of 100 of which only a mere 5% is bearing a single seed. **This location was based on Don Lawrence comic; Trigan Empire the Red Death.**

The "attack" was deemed too succesful in the eyes of the Elves. The effect exceeded all expectations due the unforeseen cumulative growth aspect caused by the combination of sunlight and Radiance energy present. These seeds should never be used again. The remaining seeds were tossed in the Anur Lake, where they were deemed innocent and ineffective underwater.

They became forgotten a few years later when the Great Rain of Fire changed the world. In the end the Elves had been right, the Radiance and Technomagic were dangerous, millions of lives were exterminated, most of Blackmoor technology made ineffective, (even though up to 2300BC there were several still using and attempting this form of magic, see; http://pandius.com/Mystara2300BC_SettingOverview.pdf), and the Radiance still permeated its effect, enabling easier magic than nature intended. Even the Immortals (or those becoming Immortal in these years) did (and still do) not understand the repercussions of the Radiance. (more on this and the future in the GSM PDF http://pandius.com/Great_School_of_Magic_in_detail.pdf)

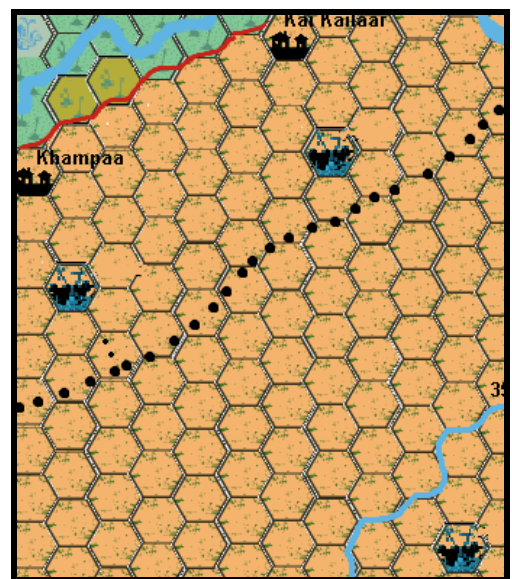


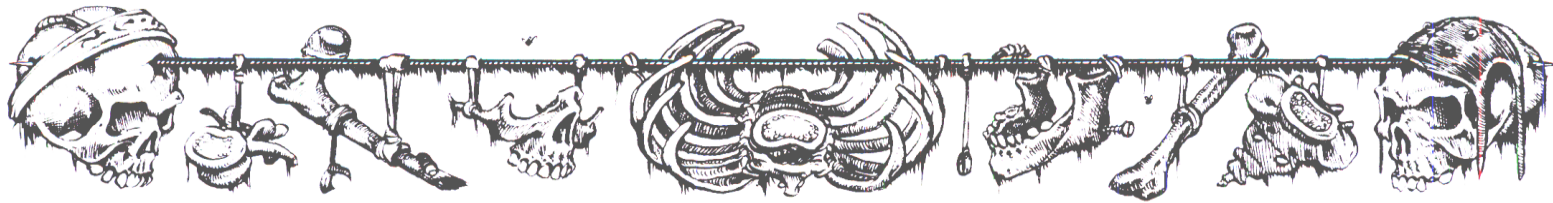
Vessels in the sand (Usan Ongots)

Along the trail towards Ethengar, south of Khampaa (9), and South of Kai Kailaar (11), as well as further south within the desolate plane (7) are several old rusted vessels. These vessels are mostly of steel, with parts of wood, and are remnants of the Blackmoor Era. They either sank during the disaster or before and resurfaced when the Lake depleted and turned into a barren wasteland. All of these have been fishermen boats, and today they are nothing



more than rusted metal. They have degraded over 4000 years underwater and exposed to a relentless heat. Known by the Humanoids and Ethengerians for centuries, they have been plundered for any salvageable material loose enough to be taken. Their use has greatly changed, and they are currently hiding places from the devastating sun for many animals (often Large Spiders), and sometimes weary traveller.





South Gnollistan (*Janub Gnollistan*)

Population: 2560 Gnolls, mostly Spotted Gnoll (*Canis erectus Hilaris*), 1260 Spotted Kobold (this is not a different race, yet only mostly the Spotted variety of Grey Kobold (*Canis minor Numerus*), 730 Yellow Dog Orcs (*Orcus canis Oriensis*), 380 Common Trolls (*Monstrum*) and 2 Cyclops



Surface 1900 sq miles; The Gnolls' tribelands in the Broken lands is South Gnollistan, essentially located on the Sun's Anvil, a large plateau east of the Streel river, on the Darokinian Border. Dating to 500 BC, the Black Moon Gnolls came from Nithia and populated that part of the Broken Lands named South Gnollistan. The Sun's Anvil came closest to what the ancient Gnolls were used to, and most of them reside there today. It is a sun-baked, rocky desert with temperatures reaching well over 100° Fahrenheit during the day. Despite the overall hostile appearance of this land, many small waterholes exist. These are where the Gnollistiani set up camps, raising

camels and goats for their survival. South Gnollistan extends to the slopes of the Sun's Anvil, and further south along the Streel River. Several entrances lead to the larger caves of Lower Gnollistan from the isolated peaks rising on the plateau. Their culture is inspired by that of Ancient Nithia (Ylaruam) and they are ruled by Nizam Pasha's rule, a courageous and daring Gnoll chief. He belongs to the Black Moon horde. Gnollistiani kept some of the customs and dressing tastes of the Ylari/Nithians, in addition to traditional Gnoll habits.

Although technically belonging to Gnollistan the Black Mountains south of the twin volcanoes are not really used by the Gnolls other than passing around it going elsewhere.

7 hordes 2 on Streel River one on each gate, oasis hunters in the oasis found in Gnollistan.

Gnolls speak an obscure language from an forgotten culture partially corrupted by Traladaran and Tarsh, as well as lately Tharian as well. For game simplicity named here Gnollish Nithian (they call it **Lugha-Khitab** = Spoken Word). 5% know how to read and Write Nithian Hieroglyphs, and with that they are the most literate Humanoids of the Broken Lands.

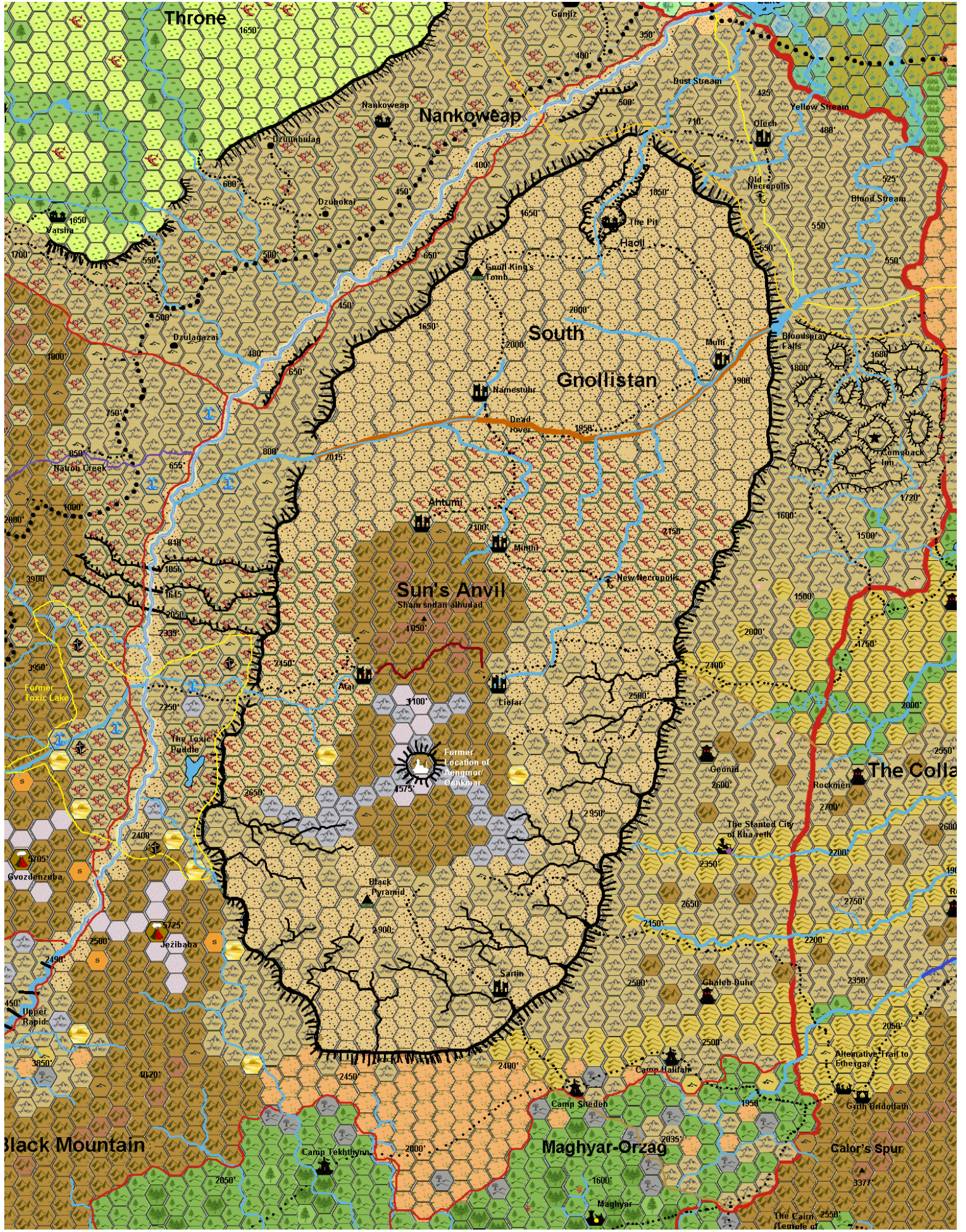
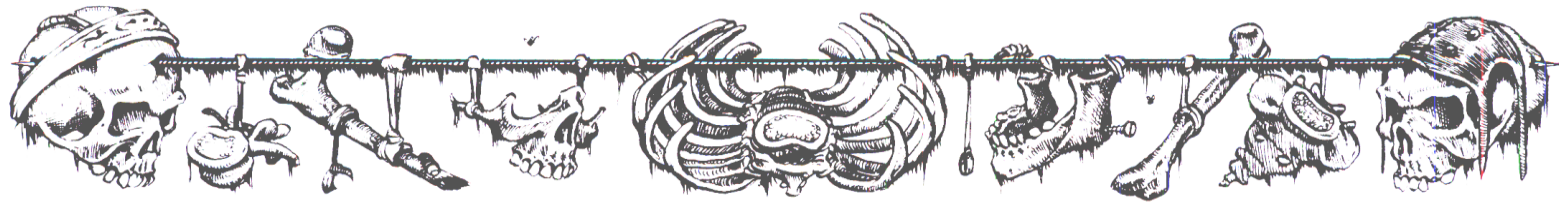


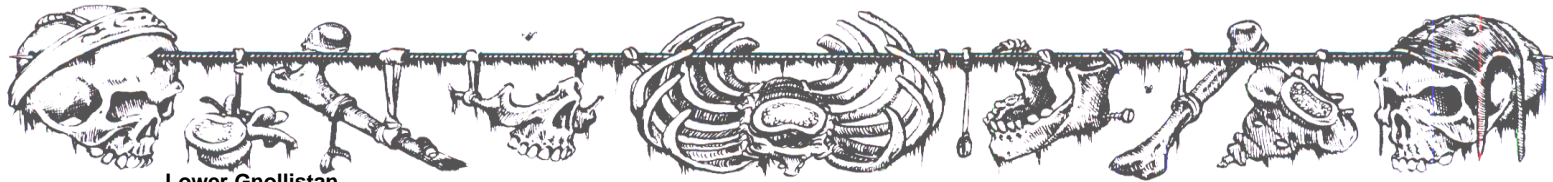
To the Question why name this Land South Gnollistan? Gnolls have indeed made a North Gnollistan (*Shamal Gnollistan*) (in the Mountains North of Ethengar/South of Wendar) at roughly the same time as South Gnollistan arose. Both nations were intended to grow together as a large nation enveloping Ethengar, Glantri, Rockhome. This idea, however, collapsed within a few decades due lack of cooperation between the Gnolls tribes due distance, disputes and the difficulties from the cold. Most Gnolls eventually relocated to South Gnollistan. Three small Gnoll tribes are still active in the North Gnollistan region, yet even the name Gnollistan is forgotten there. These Gnolls despise the in their memory traitorous southern Gnolls.

Lakritss: Gnolls otherwise hunt the Black pudding hiding in the sand dunes. Deep fried and dipped in Stirge honey, they make a national treat often exported to Kol and Yellow Orkia or beyond. They even trade this **Lakritss**, as they name it, to passing merchants. Sometimes live slices (50 gp) are sold to Glantrian Merchants, it is their own risk.

Dried and hardened, cut in round coin-like circles, often decorated with a shaped face or snout, it is sold 10cn for 2gp, and may be salted, or further sweetened. It is edible, but most foreigners do not dare to eat this dark black stuff. Only Gnolls and lerendi traders are fond of this stuff. Lerendi people use them combined with cocos, and dried sugar fruit juices clumps. Like candy it is only 1/10th ration food value per pound (1LBS=10cn)







Lower Gnollistan

1570 sq. miles.

Population: 855 Gnolls, mostly Spotted Gnoll (*Canis erectus Hilaris*), 320 Spotted Kobold (this is not a different race, yet only mostly the Spotted variety of Grey Kobold (*Canis minor Numerus*), 145 Yellow Dog Orcs (*Orcus canis Oriensis*), 80 Common Trolls (*Monstrum*), 25 Cyclops. ()

This large cavern complex is located roughly 800 feet below the surface of the plateau, and connects with Yellow Orkia to the North and with Lower Kol to the south. Both passages are guarded by heavy gates. Lower Gnollistan lies just above the main Lava Flow cavern, keeping the place very warm and steamy. The northern forest is essentially bare of soil, a large forest of quartz pillars and stalactites. The south is an endless series of volcanic sand dunes leading to the gate to Kol. It is a treacherous desert where pools of tar are covered with a fine layer of dry sand, making them nearly invisible. It is also the place where a huge sinkhole is capable of swallowing entire patrols. It leads to the Lava Flow, 800 feet lower, and actually is the remaining shaft where Oenkmar passed down to the Magma Chamber and eventually will pass again when Aengmor/Oenkmar is pushed up again with the Shadow Elves' magic.

The Oued Ashuma River gushes out a hole near the cavern's vault, forming a thunderous waterfall. It crosses Lower Gnollistan before disappearing into a mud hole. The banks of the Ashuma are mud flats known for their monsters and quicksand. A large oasis grows north of the Ashuma, with fungal palm trees providing much of the tribe's food.

Nizam Pasha remains in his fortress, El'Krak, located east of the cavern. It is a large natural tower rising from the black sands. Nizam maintains a camp, Bir-Razud, essentially to mark the location of the Giant sinkhole. South Gnollistan remains at peace with its immediate neighbours thanks to the fortified gates. The Gnolls, however, have more difficulties with Hobgoblins and Goblins. Upper Gnollistan has been invaded several times despite alliances. Nizam Pasha managed to finally defeat the invaders and would have captured both King Doth and Queen Yazar, had it not been for Bugburbian intervention. Chief Ohr'r captured Nizam and released him only at the end of the war, after being himself conquered by King Thar. Gnolls have hated the Bugbears ever since.

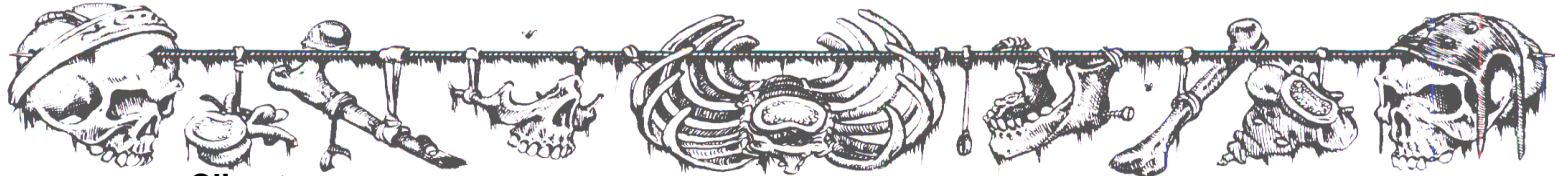


South Gnollistan Settlements;

Name Settlement	Occupants	Number	Tier	Dominant Horde	Leader/Faith	Information
Simple architecture; Mud/Brick Villages						
		G/K/Yo/T/C				
Namestuhr	Mixed	175/95/30/12/-	3rd	Medjed Iw	Ranivorus	May trade with passing Merchants
Minthi	Mixed	220/55/60/40/-	2nd	Shezmu Neb	Ranivorus	
Mufti	Mixed	265/60/85/35/-	2nd	Shezmu Neb	Ranivorus	
Olech	Mixed	205/45/120/95/-	3rd	Medjed Iw	Ranivorus	
Haotl	Mixed	250/110/105/5/2	2nd	Bir-Razud	Ranivorus	
Liefar	Mixed	230/72/95/-/-	2nd	Bir-Razud	Ranivorus	
Atar	Mixed	155/15/65/-/-	2nd	Set Sumi-e	Ranivorus	
Sartin	Mixed	240/280/15/-/-	3rd	Medjed Iw	Ranivorus	
Simple Camp (tents or Wooden Housing)						
The Pit	Gnoll/Troll	120/-/-/110/-	5th	various	Ranivorus	Black Hills Kolland SW of Calor's Spur Darokin
Camp Halifah	Gnoll/Kobold	55/73/-/-/-	4th	Sah'ra Yami	Ranivorus	
Camp Sitedeh	Gnoll/Kobold	60/64/-/-/-	4th	Sah'ra Yami	Ranivorus	
Camp Tekhthynn	Gnoll/Kobold	50/35/-/-/-	4th	Sah'ra Yami	Ranivorus	
Camp Bambda	Gnoll/Yellow Orc	60/-/35/-/-	5th	Shezmu Neb	Ranivorus	
Excellent Architecture Settlement						
Ahtumi	Mixed	350/85/20/85/-	1st	Esod Lahs	Nizam Pasha / Ranivorus	
	Mixed	125/2/1/100/34/-	none	none	Ranivorus	
Hordes in Lower Gnollistan						
El'Krak	Gnolls	420/50/20/-/10	1st	Esod Lahs	Nizam Pasha / Ranivorus	Sw near Kol-Dahk Holds most Wokani
El'Krak	Mixed	40/100/45/-/5		various	Ranivorus	
Bir-Razud	Gnolls	200/35/20/-/5	2nd	Bir-Razud	Ranivorus	
Yellow Orkia Gate	Mixed	110/80/40/-/1	2nd	Kush Run	Ranivorus	
Qued Ashuma Desert	Mixed	20/15/-/70/-	3rd	Medjed Iw	Ranivorus	
Qued Ashuma Forest	Mixed	207/137/157/37/17	4th	Sah'ra Yami	This horde dissapeared in 997AC, yet Death Candles proof they	
Family Caves Broken Lands	Mixed	40/25/5/7/3	5th	various	Ranivorus	

In this table the numbers are; G=Gnoll (*Canis erectus Hilaris*), K=Spotted Kobold(*Canis minor Numerus*), Y=Yellow Dog Orcs (*Orcus canis Oriensis*), T=Troll (*Monstrum species*), C=Cyclops (*Homo giganticus Cyclopes*) *= access tunnel to Lower Orkia.

Esod Lahs (Black Moons), Bir-Razud (Oasis Hunters), Kush Run (Vile Runes), Set Sumi-e (Devil Swines), Medjed Iw (Ghost walkers), Sah'ra Yami (Desert Guards), Shezmu Neb (Blood Thorns).



Climate

The weather of Gnollistan is different to that of Glantri and most of the northern Broken Lands, it is very Hot, 25 degrees warmer than Glantri, which is similar to Real World Egypt. A very high dose of the increased temperature comes from below as a vast magma chamber lies underneath the Gnollistan Plateau. Due all of this there are climate differences (See page 37). **As thus the air feels drier than usual, and rain intensity =-1 and -2 on he Plateaux.** This also reflects in the vegetation which is extremely sparse except where water is streaming. The dominant dry wind is coming from the West, and thus most of the region is protected from Volcanic toxicity due the Gnollistani Plateaux. The air may be non-toxic, yet it is extremely hot. Volcanic Toxicity only appears West, Southwest and South of the Sun's Anvil. For these effects see [High Gobliny Climate](#)
 To non-native Humans, demHumans and Humanoids, Heat exhaustion rules may apply.

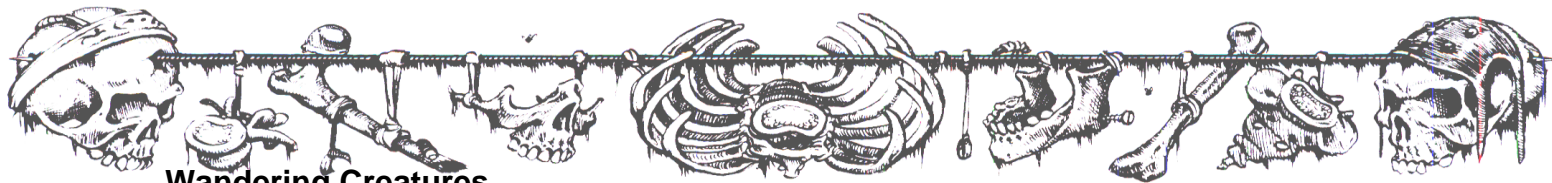
Dust Devils (Gnoll Nithian; *Alghubar alshaytan*); Dust Devils are always visible within a mile distance and appear only on the Plateaux and the region North around Olech into the Yellow Orkian Wastelands. In de Wandering Creatures chart an encounter with this is given if the Dust Devil potentially comes in contact with the N/PC's. These small windrafts last 1d6 minutes (=x10 rounds) at most, and are in effect a small tornado of 10+1d20 feet radius. Apply all effects if entering one of these; Anything not fastened blows away, tents are flattened. No normal missile fire possible, others save at +9, int.check -9 to cast/target. N/PC Save vs Spells-2 or blown 1d10x10' up and take falling damage thereafter. Any exposed N/PC takes 1d3 damage per round exposure minus any armor effects (AV). The Dust Devil takes a random course from its spawning, and curves this course by 30 degrees left each 100' traversed until it ceases to exist. NPC's can have no effect on the course or effects of a Dust Devil other than by a Control Winds spell, which will always end the Dust Devil.



This table gives the chances of finding something within a 10.000 square yard area. This can be along the route covered 25 yards on either side of the passed route for 200 feet length, or in a roughly 100 x 100 yard area. This takes 1 Turn of time (either real time or delay time while travelling), and a successful survival skill check if available. Overall is; any area not including Mountains, or Wastelands in the case of Red Orc Land, thus includes hills, broken lands, river.

As you can see evaporation of fallen water is included in this system. Always count 24 hours back. If within this time there has been 3 hours of rain, add that bonus percentage, if one hour later it is 2 then add that percentage bonus. If it takes another 3 hours to enable that hour to pass, you will keep the 2x % bonus for that whole time until that hour has passed.

Chance of Finding;	Drinkable water	Medicinal / Edible / Functional plants	Fuel for Fire	Wandering Monsters, Creatures or Humanoids
Streel Valley Winter	20% (+10%)	23%	40%	1 on 10/Hr
Streel Valley Spring	35% (+10%)	32%	70%	1 on 8/Hr
Streel Valley Summer	20% (+5%)	28%	70%	1 on 6/Hr
Streel Valley Autumn	30% (+5%)	30%	60%	1 on 8/Hr
Plateau Winter	3% (+3%)	5%	2%	1 on 12/Hr
Plateau Spring	5% (+8%)	8%	5%	1 on 10/Hr
Plateau Summer	2% (+5%)	2%	2%	1 on 12/Hr
Plateau Autumn	7% (+6%)	10%	2%	1 on 10/Hr
Remaining Terrain Winter	15% (+5%)	15%	20%	1 on 8/Hr
Remaining Terrain Spring	18% (+10%)	20%	30%	1 on 6/Hr
Remaining Terrain Summer	8% (+5%)	10%	40%	1 on 6/Hr
Remaining Terrain Autumn	15% (+7%)	20%	40%	1 on 8/Hr
	+5% /hr rain in last 24 Hr).		x2 if making noise x3 if making visible signs	



Wandering Creatures

Actually not all of these are monsters, but most are Humanoids, natural creatures and monsters, living locally or traversing the area. Unlike as per Rules Encyclopaedia (1 on 1d6), use the rolls as given in above Finding able. Multiply rates and chances per Hr by disturbance. Thus a noisy PC in summer must check twice per Hr on 1-2 on 1d8 to attract creatures. And if he carries light at night or smoke at day three times at 1-3 on 1d8. If he makes noise and light it is even doubled. Green and Yellow listed creatures will mostly try to run away, and the encounter be no more than a glimpse or traces of the creature moving away. Actually only predators or sentient creatures will investigate and maybe attack abandoning their main lair.

Almost all other Creatures listed in the following tables (for each Humanoid nation in the Broken Lands) can be found in TSR 1071 The D&D Rules Cyclopaedia, TSR 2501 AD&D2-Mystara Monstrous Compendium, TSR 9438 -DMR2- D&D-Mystara-Creature Catalogue, TSR 9173 - D&D - AC9 - Creature Catalogue or otherwise in my Mystara Monster Manual Compilation books <http://pandius.com/mnstrmnl.html>.

Some, however, might vary a bit and are explained next to the table were they are mentioned.

Common Rodents; Mice, Hamster, Rat, Guinea pig, Mountain Mice

Common birds; Blackbird, Sparrow, Mousebird, etc.

Animal Herd Hills; Fallow Deer, Moose, Boar, Wild Sheep Mountain; Capricorn, Wild Goat.

Herd of... usually accompanied by 1d2 of the ruling race of the region

Dust Devil; See above under Climate

Shadow (Dark) Elves.. Encountered only at night (or hiding from the sun at day). Before 1010 these are scouts and Neutral, after 1014 AC they are Chaotic and often evil.

All sentient undead encountered will be from the Dark Pyramid of the Gnoll King's Tomb or the old or new Necropolis.

Mimic; A Mimic is a creature new to D&D brought in accidentally by the first Gnolls. (see below)

Undead Skeletons are mostly tools of local Wicca or Shaman, and set to guard or patrol, they are of various racial build-up.

Merchant & Company; These are often parts of a attacked caravan, without maps and mostly desire to leave the area they are in to reach their destination. 1d6 people on 1d4 wagons with or without sufficient draft-animals, and guards.

NPC Party

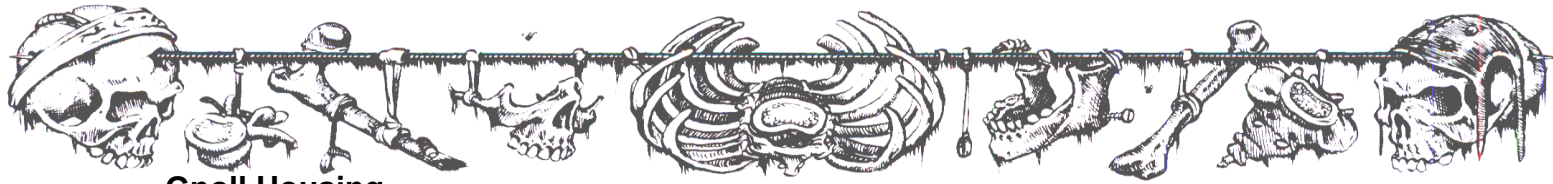
These are rolled as explained in the Rules Encyclopaedia or chosen by the DM.

Dragons; As explained above.

Archons; are sent here by Immortals to investigate.

Gnollistan Hills & Broken Lands			Gnollistan Plateaux and Mountain		
1d100	type Encountered	number appearing	1d100	type Encountered	number appearing
01-02	Lamara	1	01	Giant Bee	1d3
03	Gnoll	1d12+1 caster	02-03	Gnoll	5d4+50% 1 caster
04-08	Yellow Orcs	3d10+1 caster	04-08	Kobold	3d6+ 1 caster
09-12	Troll	1d6	09-14	Gnoll	2d6+ 50% 1 caster
13-14	Caecilia	1d3	15	Chimera	1d3
15-18	Gnoll	2d10+2 casters	16-18	Yellow Orc	2d10+2 casters
19	Kobolds	2d10+2 casters	19	Griffon	1d4
20	Hobgoblin	1d4	20	Black Pudding	1
21-24	Red Dragonfly	1d4	21-23	Manticore	1d4
25-31	Stone Giant	1d6	24-26	Hell Hound	2d4
31-32	Herd of Goat/Sheep	2d10	27-32	Common Birds	3d20
33-34	Camel	2d12	33-34	Common Rodents	2d12
35	Basilisk	1d4	35	Shadow(Dark) Elves	2d4
36-38	Blink Dog	1d4	36-39	Herd of Goat	2d12 (Mountain Only)
39	Hill Giant	1d4		Dust Devil	1 (Plateaux only)
40-42	Eagle	1d4	51-52	Eagle	1d8
43	Roc, Small	1d3	40-42	Roc, Small	1d8
44	Roc, Large	1	43	Roc, Large	1d4
45	Roc, Giant	1	44	Roc, Giant	1
46-50	Black Pudding	1	45	Sand Lion (insect)	1
51-52	Hobgoblin	1d4	46-50	Giant Ants	2d4
53-54	Manscorpion	2d2	51-52	Cockatrice	2d4
55-56	Mountain lion	1d3	53-54	Vulture	1d3
57-58	Gnoll Mummy	1d12	55-56	Wraith	1d12
59-60	Snake, Viper	1d4	57-58	Spectre	1d8
61-65	Snake, Rattler	1d4	59-60	Black Pudding	1
66-69	Ogre	1d6	61-65	Great Eagle	1d2
70-73	Common Orc	1d6x10	66-69	Randara	1d2
74	Lesser Phoenix	1d2	70-73	Robberfly	2d4
75-76	Common Birds	3d20	75	Herd of Sheep	1d12 (Mountain Only)
77-81	Insect Swarm	1d6		Dust Devil	1 (Plateaux only)
82	Griffon	1d4	75-76	Dust Devil	1 (Plateaux only)
83-84	Purple Worm	1d2	77-81	Animal Mummy	1d4
85-86	Giant scorpion	1d6	82	Insect Swarm	1d4
87-90	Scorpion	1d6	83-84	Displacer Beast	1d4
91-92	Common rodents	2d10	85-86	Mimic	1
93-94	Skeletons	0	87-90	Animal Herd(various)	2d10
95	Harpy	1d4	91-92	Giant Beetle	2d10
96-97	NPC party	1d6	93-94	NPC Party	1d6
98	Displacer Beast	1d2	95-100	Archon	1d2
99-100	Mage&company	1d6		Predator -2 reaction	
	Predator -2 reaction			Defensive -1 reaction	
	Defensive -1 reaction			Defends only, or flees	
	Defends only, or flees			Prefers to flee	
	Prefers to flee				





Gnoll Housing

Nithian style

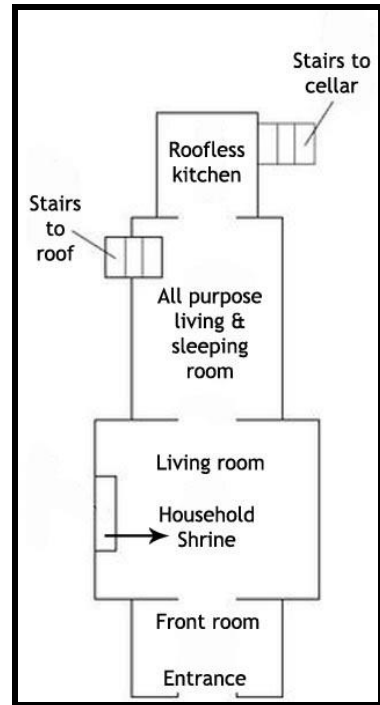
The Gnolls of South Gnollistan have taken over the settlements existing and abandoned by the Nithian followers of Horon, seeking asylum in the Oenkmarr Empire hence organized, and regular. They also tried to copy the manufacture from the early Nithians. They did this similar, yet actually completely different. While the Nithians (and the Dwarfs in **Haotj** (*the Pit*), created architectural interesting structures, ranging between simple and complex, as former slaves, they had to build their own houses now, though the main design was created by Nithians. Nithian made and restored, and expanded houses by the Gnolls and have more straight lines. The Gnoll versions and extension parts are more chaotic, with simpler materials and rarely follow straight lines. The pure Gnoll based houses do not even have straight doors, windows or streets.

There are some basic structural designs, often still used in today's versions. All buildings are made from stones (be it thick slates, baked clay brick or precisely cut stones) staked together, while mortared. The outside of these walls (and often also the inside) is covered with several thin layers of cement and chalk. These are often painted white to reflect the solar heat and keep the inside cool...sort off. The roof is made of several beams of solid fungi or wood (whatever is available) upon which thick layers of straw, leaves an/or slates of stone are places. Then the whole is caked in a thick layer of cement and chalk.

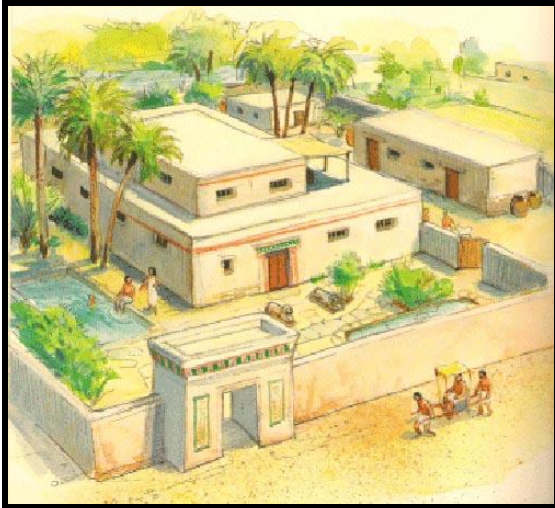
There is a small somewhat cooler cellar (-10 degrees Celsius) up to 30 feet deep, where food and water is stored or groundwater is drawn in a pool. The roof is used to dry food and clothing or furs.

Each house has 4 basic rooms; A front Room with entrance, A living Room with a Shrine, An all purpose room (mostly for sleeping), and a kitchen. The kitchen is mostly open to the sky, but may have textile roofing to shield from the sun. The kitchen may be placed on the basic building or somewhere next or behind it. Size does matter, and the more luxurious, and detailed, the more power, rank or influence the occupants and direct family has.

Luxury Nithian additions include; an outer walled off yard, a pool, trees in garden, a second floor with another kitchen and all purpose room, and even a portal and personal statues.



Basic House Plan



Nithian Style

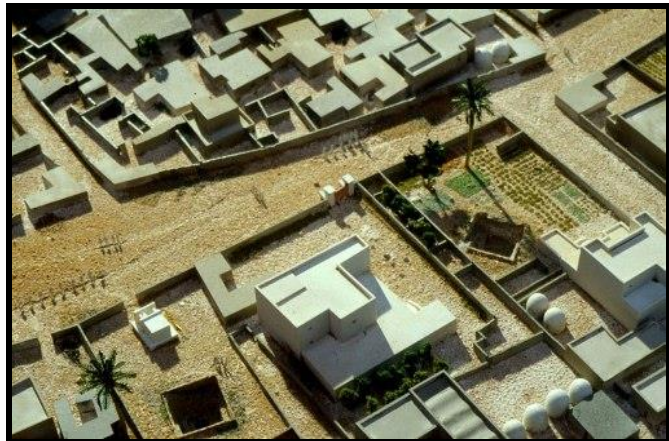


A kitchen open to the sky, mostly covered with a large cloth tent-like structure to protect from the sun and rain, but still provide coolness.

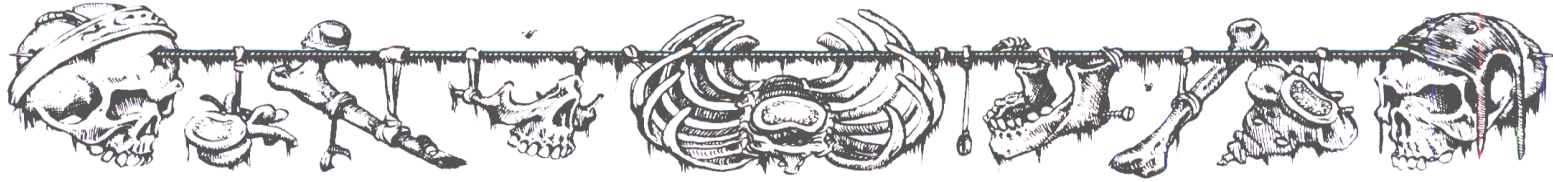
Kitchens of whatever luxury all had cold storages (deep stone closets) to preserve and store food. Some of these closets have tiny amulets of control temperature magic keeping the temperature between 1 and 15 degrees Celsius. (Unknown to anyone, the Black Pyramid in the South of the Plateaux still generates Pyramid power and the tiny amulets are Pyramid energy collectors enabling these magics to be used—See HWR2-TSR9339-D&D-Mystara-Kingdom of Nithia- DM booklet page 28-32)

There was also often a large open heart with openings to hold steel rods like a barbeque set today, to station meat at different heights above the fire.

Then there were those areas to hold a living animal (often pig; to remove leftovers, and eat it later), or store crates, urns, barrels with food (dried, oiled, sweetened-or salted to prevent decay). Though Gnolls prefer meat, they expand their diet with fruits like dates, nuts, citrus, beans, fungi and cabbage. Especially in meagre times they tend to devour these foods more often. Grains were also often consumed, but these were stored in high round domes with an opening on top and one below. Even if mice infested, Gnolls would be happy breakfast with meat).



Ahtumi



Nithian Style-Gnoll restored and with additions on top



Pure Gnoll style settlement

Where more houses are build together, and the area is confined out of need, or environment; the houses may overlap each other and be stacked up to 3 layers high. Stairways in between connect the different levels. And a roof may be traversed by anyone. Typical Gnoll settlements seem to have 3 defined areas, connected and separated by clear streets; a luxurious section with walled of structures of 1 or 2 tier buildings within Grain domes, and gardens with pools. Secondly the warrior section with partially stacked buildings, rarely more than 2 tiers, but often still with courtyards (restricted access to guests or family). And lastly the workers and lower sections, here live the other Humanoids being part of that settlement. These houses are rarely chalked white, and may be up to 3 tiers high. Alleys, bridges, and stairs enable to make your way through this chaotic compound, as there are no clear streets. These are often set on the outer borders of each settlement, while the better sections are more within or against the wall. Several gardens tended by the working class are set just outside these structures.

The Old Nithian settlements often have no outer defence, Athumi, Namestuhr, and Olech do. It is a firm decorative structure, clearly architectural interesting, made of huge stacked cut stones, sometimes chalked and painted on one or either side with designating symbols and glyphs.

Although the Gnolls never learned to read Glyphs, they understood the meaning, and devised their own set of writing, though similar, is in fact completely different; there is more a comic book of texts and images, while Nithian writing was more texts with some writings, but clear defined meanings.

The wall often has a small entry (with gates, murder holes on top and side) to enable access. Typically, if Stone Giants were hired by the Horon Nithians), this doorway is as high and wide as a single giant instead a single Troll (and this was often, as these strong marvel in stonework beyond that of the Nithians, and love the work. Horses were rarely used by Nithians and even by Gnolls (both Horse and Gnoll dislike each other), but other beasts may be used instead. These are hand-led through this doorway. Wagons were rarely accepted in using this passage, and thus must be offloaded and loaded on another wagon inside. The Higher ranks have often a wider side passage hidden at worst accessible area and heavily guarded to enable passage of warmachines and thus also wagons.

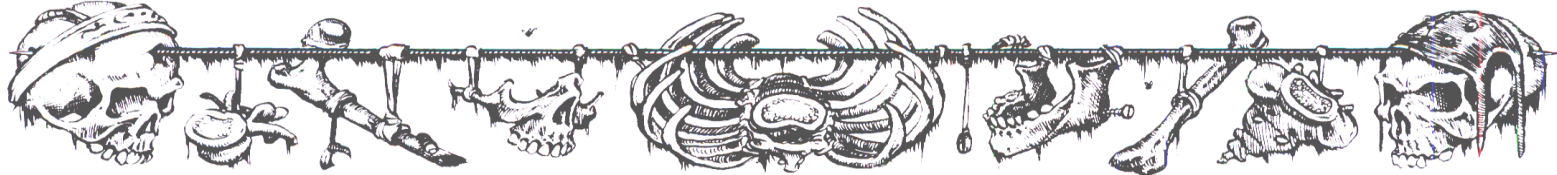


Ahtumi, Liefar, Mufti, Namestuhr, and Minthi were pure Nithian Settlements, and are almost as they were when becoming abandoned by the Horon Nithians.

Atar, and Liefar, had been subjected by regular earthquakes and other forms of devastation or minor damage, and were repaired and even expanded by the Gnolls (or their slaves).

Haotl, was a pure Dwarven structure from the Nithian Era, but is lagely undamaged and unchanged even after these centuries. It uses the basic modular city block design as used in **GAZ6-TSR9227-D&D-Mystara-The Dwarves of Rockhome page 37-41**, but no walls or palace blocks were used.(the village is build in a valley, and the rocks provide defence where needed). There are 35 blocks in total.

Olech and Sartin were completely erected by the Gnolls decades after the Nithians left as there was overpopulation. These two villages are very chaotic in design, but each house still follows the basic Nithian design.



The Adapted Gnoll buildings

As Gnolls traversed the world and settled elsewhere, they had to adapt their simple structures to the local environment. Though clearly influenced by the other Humanoids their basic layout was the same as that from the general Nithian design; an entry, a living, a sleep and a kitchen area.

The outside section of the kitchen is often placed on top of the entry, while the sleeping area is often upon the living area; in effect folding the two rooms upon the other. In colder environments the shrine is also the chimney for a fire.

While the layout may be similar, the overall appearance is clearly not. These structures are mostly set against a wall of natural stone or against a huge rock (to reflect individualism), and while all structures look similar, each has its own clear location and rock.

Like the Nithian style housing the walls are erected of stacked cut to shape rocks, stones or boulders (mostly mortared but just as often cut and stacked only). Atop these are to rows of wooden logs, the second layer perpendicular to the first. Slates of stones placed on top of these and all is covered in local earth and vegetation (often grass). Remember, all these structures are slanted in such away to enable rain to pour as fast as possible away from the structure. The roof of the entry section may be attached to the chimney of the living area with an opening at the sleeping area wall to enable cooking there. When the weather is colder, doors are made, and cooking is done in the living area. This is done only out of need, and the weather must be truly cold or wet or stormy to enforce Gnolls to do this. Cooking and eating is mostly done at early evening, and it is this moment you can best bypass Gnoll settlements, though their will be guard patrols, it will take an hour or so before others will come.



General Gnoll structures found worldwide



Gnoll Tent encampments

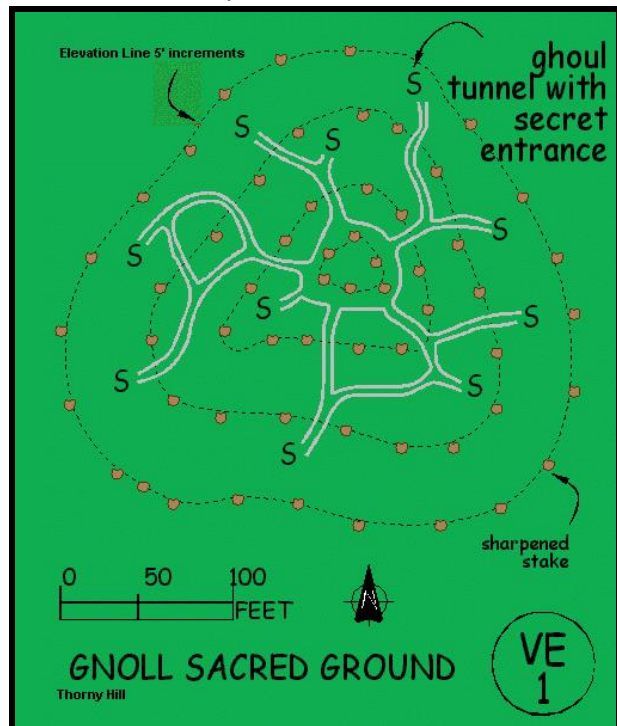
Where Gnolls pass for a short time, or are unable to either find caves to live in, or locations and materials to build, they use tent encampments made of tarp, and leather, sometimes with a crude palisade around it made of logs and thorn bushes.

These are mostly build on elevations, like small hills, and cover dug entrances into this hill, enabling the Gnolls to make their standard layout.

These hills will eventually be abandoned and used as a burial site for the Gnolls. Examples of these are recently found in the Foamfire River valley of Karameikos, belonging to the local Galt Kalat (Death Head's) Gnolls, See B10 adventure Night's Dark Terror.

Like their Nithian ancestors, Gnoll Shaman (and some Wokani) know the secret to make Ghouls from the deceased. The ancient Nithian Necromantic magic transforms the bodies as well as prevents it fro attacking any Gnoll. Most Ghouls are preferably of non-Gnoll descent, yet when unavailable they will not resist to use Gnoll bodies available.

The Secret doors on this map where the 4 chambers, two on top of two others, as described in the Adapted Gnoll Buildings above, with a tunnel deeper in the hill leading connecting together to a central chamber where the Undead and dead are kept (this was originally a group chamber, where old, young and females were kept).





Normal Gnoll's species (*Canis erectus species*)

Humanoid	Gnoll												
Type	Humanoid												
Climate/Terrain	any non arctic land												
Frequency	uncommon												
Organization	Tribe												
Activity Cycle	Night												
Diet	Omnivore												
AL	CE, NE, LE (Pc's N)												
NA	1d6(3d6)												
Size	76+1d12 inch (fitness 3d4)												
ST (PR)	3d6+1=4-18												
IN	3d6-2=3-16												
WI	3d6=3-16												
DX	3d6=3-16												
CO	3d6+1=4-18												
Com, Cha	3d6=3-18												
Languages	Gnoll + Troll, Orc Hobgoblin, (10% local human)												
Spellcaster Limits;	Shaman 8, Wokani 4												
AC	8												
AV	by armor												
Levels	Teenager	NM	1	2	3	4	5	6	7	8	9	t/m	36
XP Needed	-1000	0	1000	3000	7000	15,000	31,000	63,000	125,000	255,000	510,000		+300,000
HD	1*	2*	3*	4*	5*	6*	7*	8*					8+
HP	1d8	2d8	3d8	4d8	5d8	6d8	7d8	8d8			+2		+2/MI
MV	120/40'												
THAC0	19	17	16	15	14	13	12	10	9	8	7		6
Attacks	1 bite												
Damage	1d3 (prone victims only)												
Attacks	2 claws												
Damage	1d3 each												
Attacks	or 1 weapon												
Damage	by weapon												
Special Attacks;	Paralyzation												
Special Defenses;	Infravision 90'												
Scent	Regeneration 1 hp/r after 3 r												
Weakness	Race (IN-4), Individual (IN-8), Tracking 1/8 WI round up)												
Immune to;	Daylight penalty -1 THAC0												
Primary Skills	F1	F3	F4	F5	F6	F7	F8	F9	F10	F11			
Compulsory Skills	Bravery												
Extra Vulnerable to;	0												
AM	0												
Saving	12			10				8					
ML	8												
XP	13	25	50	125	300	500	850	1200	1400	calculate			
TT	D(P)												
Body Weight	Size x ST / 3,8												

Gnolls are large, evil, hyena-like Humanoids that roam about in loosely organized bands. They stand about 7½ feet tall.

While the body of a Gnoll is shaped like that of a large Human, the details are those of a hyena, with a bend neck holding the Hyena like head. They stand erect on two legs and have hands that can manipulate as well as those of any Human. They have greenish gray skin, darker near the muzzle. They have short manes of reddish gray to dull yellow hair.

A Gnoll its hair usually very short, ranging from light brown to black. Occasionally, older specimens sport a Mohawk, growing larger with age, from the middle of the back to the top of the head. Mohawks are often died as a tribal mark.

Gnolls are nomadic herders of mountain sheep, and war-like predators upon other races. The culture is cruel and violent and, failing to find another foe, Gnolls will fight among themselves. Ruthlessness and skill in battle are the dominant racial traits. Social order is determined by force; the biggest and toughest have everything.

The Gnoll's powerful frame, surefootedness, and hardy conditioning give him a movement advantage in rough terrain. Gnolls move at full cavalry speed in mountainous areas. Individually, Gnolls are almost as powerful as Trolls, but more numerous and better organized—more than a match for Humans in rough terrain. They have no real interest in the underground, so they cheerfully ally with the Kobolds when common objectives permit. This is also the reason Lower Gnollistan is almost empty.



With assistance from Kobold advisors in the Gnollheim region, a few Gnoll clans are becoming increasingly effective in their use of military tactics. These clans are also reported to use superior, dwarven-style weapons and armor obtained from the Kobolds. Less resistant to cold than giants, Gnolls avoid high elevations except during summer. During that season, Hill and Stone Giants raid their herds to steal sheep, and the Gnolls enjoy the thrill of protecting their flocks.

Language

Gnolls have their own language (which is actually a corrupted and harsher version of spoken old Nithian, full with yipps, gnarls, growls, snarls and snaps) and many also speak the general tongues of Trolls, Orcs (aka Tharian), or Goblinoids (aka Gobbleton). If they are able to write they use Tharian, yet if some individuals can read Nithian Hieroglyphs, they can't write these, as this is too complex for their violent chaotic brain. Reading Hieroglyphs will take 10 times as much times as a normal person could.



Combat:

Gnolls seek to overwhelm their opponents by sheer numbers, using horde tactics. When under the direction of a strong leader, they can be made to hold rank and fight as a unit. While they do not often lay traps, they will ambush or attempt to attack from a flank or rear position.

Gnolls favor swords (15%), pole arms (35%) and battle axes (20%) in combat, but also use bows (15%), morning stars (15%).

Gnolls are less formidable than Orcs or Kobolds, military. On their own ground, however, they are shrewd and stubborn adversaries, as the border garrisons at Soderfjord can testify.

Culture

Gnolls seldom cooperate in groups larger than their immediate clan. Even in such small groups, fights break out over choice of leader or tactics, division of spoils, or any other point of debate.

Tribal warfare is unending. In battle, Gnolls prefer taking captives, who then become slaves of the victor, but no quarter is offered or given. Intertribal battles are brief, often indecisive, with both sides withdrawing when adrenaline runs low or when quarrels disrupt the groups.

Gnolls usually live beneath the ground or within abandoned ruins. Underground tribes operate mainly during the night. The strongest Gnolls rule their brothers, using fear and intimidation to best advantage. Gnoll females fight as well as the males, though they rarely get to use the best armor and weapons available to the band. Gnoll society uses slaves, and they often work with other Humanoids, including Kobolds, Orcs, bugbears, and Trolls. This works best when the Gnolls and their allies are of similar strength and numbers. If either gains an advantage, the other usually becomes food. To a Gnoll, hunger comes before friendship or fear. They dislike Goblins, giants, Humans, demiHumans, and any type of manual labour.



Habitat/Society:

Gnolls are most often encountered underground or inside abandoned ruins. When above ground they operate primarily at night. Gnoll society is ruled by the strongest, using fear and intimidation to best advantage. When found underground, they will have (30% chance) 1-3 Trolls as guards and servants. Above ground they keep pets (65% of the time) such as 4-16 hyenas (80%) or 2-12 hyaenodons (20%) which can act as guards.

A Gnoll lair will contain between 20 and 200 adult males. For every 20 Gnolls, there will be a 3 Hit Die leader. If 100 or more are encountered there will also be a chieftain who has 4 Hit Dice, an Armor Class of 3, and who receives a +3 on his damage rolls due to his great strength. Further, each chieftain will be protected by 2-12 (2d6) elite warrior guards of 3 Hit Dice (AC 4, +2 damage).

In a lair, there will be females equal to half the number of males. Females are equal to males in combat, though not usually as well armed or armoured. There will also be twice as many young as there are adults in the lair, but they do not fight. Gnolls always have at least 1 slave for every 10 adults in the lair, and may have many more.

Gnolls will work together with Orcs, Hobgoblins, bugbears, Ogres, and Trolls. If encountered as a group, there must be a relative equality of strength. Otherwise the Gnolls will kill and eat their partners (hunger comes before friendship or fear) or be killed and eaten by them.



Gnoll society uses slaves, and they often work with other Humanoids, including Orcs, bugbears, and Trolls. This works best when the Gnolls and their allies are of similar strength and numbers. If either gains an advantage, the other usually becomes food. To a Gnoll, hunger comes before friendship or fear.

Relations to Other Humanoid Races

They dislike Goblins, Kobolds, giants, Humans, demi-Humans and any type of manual labour.

The Kobolds of Hardanger Mountain have established close relations with a number of Gnollheim clans. Normally neutral or hostile, the Gnolls and Kobolds are brought together by their common hatred of the Human settlers colonizing the hill country. The contentious nature of both races makes this a fragile alliance, but nevertheless an extremely dangerous one.

Racial Tolerance; Orc, Kobold, Troll -1, Goblin, Hobgoblin, Ogre, Elf -2, Bugbear -3

Relations with Humans

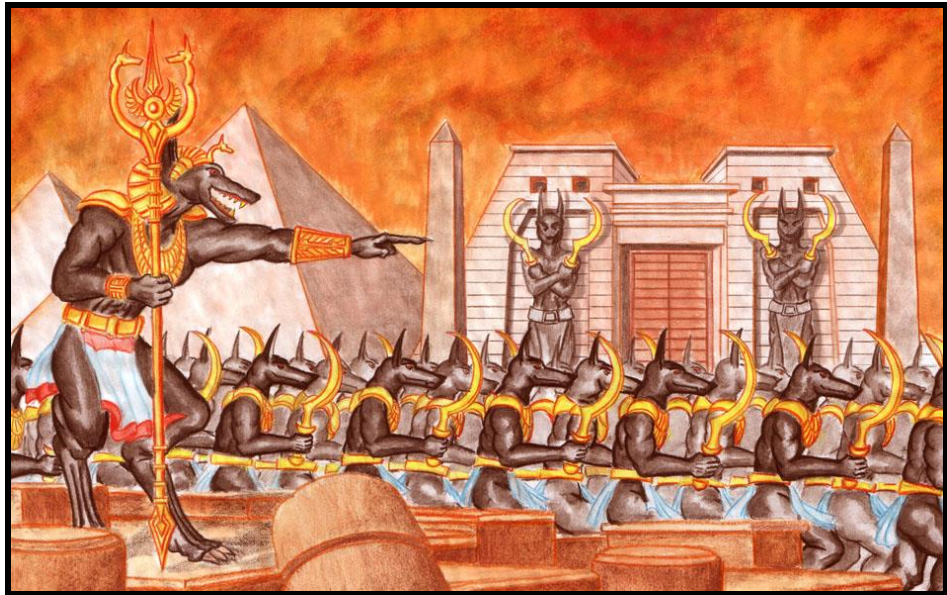
Humans are considered dangerous but exciting prey. Gnolls have a healthy respect for Human magic, and a taste for Human flesh. Gnolls do not trust Humans, but they will trade with Humans to obtain quality weapons, armor, magical items, and alcohol, for which local Gnolls have developed a thirst. Sorcery and bribery may enable Humans to obtain Gnoll cooperation; if raiding and looting is part of the reward.

Those Gnolls who become adventurers often exhibit evil tendencies. They fight a constant battle to keep their bestial urges in check, and to overcome their natural aversion to manual labour. They find it particularly hard to break their taste for intelligent creatures, as they are confirmed carnivores. Gnoll adventurers will often put up with races they don't like out of necessity.



History of Gnolls

In 1050 BC, Great wizards of the Nithians under guidance of the great wizard Kruthep, inspired by the Immortal Pflarr's servant race (the Hutaakan), and Ancient Elven Magics (Blackmoor Technomagic) discovered in the Great Temple of Oenkmarr, created the Gnoll race. Gnolls were created from the bodies of Trolls and Gnomes, during atrocious and evil experiments by these wizards. It appeared they could create dozens of Gnolls from one Troll Body and a pint of Gnomish blood, through proper alchemical formulas. The Entire Black moon Tribe of Trolls was altered this way to become Gnolls. Yeenoghu was one of the first Gnolls bred by the Nithian wizard Kruthep. He soon proved to be a charismatic leader with chaotic and destructive tendencies and grouped under his shadow many other mischievous Gnolls.



But the Nithians have been deluded that the results might be an equivalent servant-race for them; instead, the Gnolls turned out to be savage, strong, warlike and (very) prolific.

In the end, Yeenoghu led the Gnolls to rebel against their Nithian masters, and in the mass-uprising that followed, were able to flee from Nithia, guiding his Gnoll followers to wreak havoc to the four corners of the Known World. A particular destructive and nasty Gnoll war leader, who with his folly and sadism swiftly came to the attention of the Immortal Thanatos, who sponsored the bloody Gnoll on the path to Immortality in the Sphere of Entropy.

After pushing his fellow Gnolls to invade Traladara in 1000 BC, Ranivorus was in fact one of the few who were able to survive their defeat, and moved westwards rampaging the countries he met, until his tribe was stopped in Hule, and there he reached Immortality in the sphere of Entropy at the end of the tenth century BC. From that day, Ranivorus's cult spread among the surviving Gnolls with few rare exceptions (the Gruugrakh of Graakhalia and some tribes of Hardanger Gnolls). He cooperated with Thanatos to corrupt the Nithian society with promises of power to its leaders, and ultimately caused the downfall of his hated masters.

Some Hill Gnolls (species *Canis erectus Septentrionum*) escape to the hills of the Northern Reaches and the Makkres Mountains where they raid each other for scarce resources. The remaining Black Moon Gnolls scattered east and west from NW Nithia. Gnolls were the first Humanoid race to settle in the Northern Reaches after the ice caps retreated. Nomadic Gnoll clans are widely dispersed in rugged regions throughout Mystara.

Near 500 BC some Gnolls heading westward found South Grollistan (*Canis erectus Hilaris*) in the eastern Broken Lands, south of the Streel River between Kol and Yellow Orkia and on the abandoned Plateau "*Sham sndan alhudad*" (in Thyatian; *Sun's Anvil*), they rename the area South Grollistan. The Old name is set for the mountain on the Plateau, which has an anvil-like flat top. The reason why they call it South Grollistan is unknown, as there is or was no North Grollistan as far as known. The reason why they took this area is clear, not only the climate is what they enjoy, it is also full with Nithian style settlements they enjoy.

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Superstitions;
Preferred Weapon:
Skills;
 (Hyaenodons if available)

Revere the phases of the moon, avoid bright light.
 Battle axe, long composite bow, morning star, two-handed sword, any pole arm
 Close-quarter fighting, hiding, hunting, observation, tracking, wild fighting, Animal training

Ecology:

Gnolls eat anything warm blooded, favouring intelligent creatures over animals because they scream better. They will completely hunt out an area before moving on. It may take several years for the game to return. When allowed to die of old age, the typical Gnoll lives to be about 35 years old.

As a race, Gnolls are quite hardy and can adapt to almost any climate (like Humans), unless the climate is too hot or cold, or the Gnolls have to work too hard to make themselves comfortable. Work is a four-letter word to Gnolls; though they are strong, they consider it beneath their dignity to



perform manual labour, which is better left up to their slaves and the females in the tribe. Of all the Humanoid races, Gnolls and Hobgoblins have the lowest opinions of the female sex. Goblins and Kobolds tend to see their females as important, though not in leadership or military roles. Gnoll women help manufacture weapons and armor to support the military, and help maintain the cohesiveness of the tribes. Hobgoblins have no respect for their females because they don't make good

Age	Gnoll
Youth	
0-5	Baby
6-10	Youngster
10-13	Teenager
Adulthood	
16+1d4	Young Adult
Seniority	
21-25	Adult
Veneration	
26-49	Mature
50+	Elder
95+2d12	Death

Warriors; the males keep them out of public sight and busy with those things they feel their women are good for — keeping house and having little Hobgoblins.

They lack the intertribal rivalry of the other Humanoid races, since they regard tribal identity as unimportant, and tribes may band together for short times to undertake raids or other profitable ventures. Gnolls' governmental systems are very loose in structure, with various agreements between individuals being constantly made and broken, or conveniently forgotten; only the threat of violence (a standard and expected tactic) seems to have any lasting effect on keeping agreements in force.

The Gnoll's resemblance to the hyena is more than skin (fur?) deep. Gnolls are hunters and scavengers; they are able to digest rotting meat without discomfort, though they prefer freshly killed food.

They frequently use "hand-me-downs" from victims of other races to equip themselves with weapons and armor, choosing not to go to great lengths. Gnolls' lairs are usually found in abandoned mines, caverns, and villages, because occupying such an area saves make their slaves manufacture such them the trouble of building any necessary facilities. Culturally, they see themselves as the masters of the world, ruled by no one, taking whatever they want commanding all lesser races (Humans, demi-Humans, and Humanoids smaller than Orcs) through fear. Each Gnoll sees himself (whenever any Gnoll talks about Gnolls, he means only the male Gnolls) as his own king, in short.

Gnolls do not mind working with those who are approximately as physically powerful as themselves, so long as they get adequate and satisfactory benefits from the cooperation. Though Orcs are less powerful than Hobgoblins, Gnolls get along better with the Orcs because Orcs are more easily dominated, and because Hobgoblins resent the Gnolls' hatred of authority and their lack of stoicism.

Gnoll Main Faith Since their migration from Nithia, the Black Moons broke apart, settling in Soderfjord and South Gnollistan. Years later, Shamans from Soderfjord brought the worship of Ranivorus. He is the patron of influence over the weak. His symbol is a screaming head with Snakes pouring out of its mouth. Followers often are pathological liars, paranoids, or maniacs with split personalities and other psychological disorders. They like to carry snakes in their personal effects, usually harmless pets. Snakes are thought to be minions of Ranivorus.

Graakhalia; Another great nation of Gnolls and Elves exists in the caves underneath the Plains of Fire of the Great Sind Desert, known as Graakhalia.





Several Gnoll Breeds

There exist several main species of Gnoll, which breed true, but are still capable of interbreeding between them. There exist unconfirmed rumours that Lupins could breed with Kobolds and Gnolls, but Gnolls don't believe this idea. All abilities are equal among the average breeds, but colours and culture do vary greatly as given herein.

Common Gnoll (*Canis erectus Hilaris*)



Hunched; light brown hair with dark or black spots and a black snout. Always seem to giggle before attacking (negating most surprise chances). Occasionally grow a tan Mohawk and wear bear skins. Common found in most wilderness and South Gnollistan of the Broken Lands.

Desert Gnoll (*Canis erectus Meridionum*)



Essentially light brown hair, often spotted with lighter or darker spots or patches, with a naturally black Mohawk for older specimens, usually wears panther skins around he waist and a leather belt. Found in most deserted areas.



Hyborean Gnoll (*Canis erectus Septentrionum*)

Darker brown summer coat(Flaurmont-Fyrmont), with reddish spots and a naturally white Mohawk. The hair is thicker and has a reddish or grey undercoat, as a protection against wind and cold. The hair becomes pale-almost white-grey in winter (which lasts in the north from Ambyrmont till Thaumont. Usually wear sheep skins and dark grey or black cloaks. Common in northern regions. The youngest Gnoll Race, which has, out of necessity created a seasonal reproduction cycle; mating is done in the last summer/autumn months(Fyrmont), while birth is delayed till Kaldmont/ They prefer to have a well-stocked pantry of prey before winter comes. In winter the female does not leave the lair..





Hill Gnoll (*Canis erectus Volatilus*)

These Gnolls look like normal Gnolls, but are somewhat more canine in behaviour and physical appearance. If it weren't for their weapons, armor, clothing, and the lack of a tail, you would think being approached by a grey wolf-like standing-up dog-like Human. Hill Gnolls were the first Humanoid race to be in the Northern Reaches after the ice caps retreated. A branch from the original Black-moon tribe chased away due their behaviour. Normal Nomadic Gnoll clans are widely dispersed in rugged regions throughout the Known World. Hill Gnolls are less formidable than Orcs or Kobolds, militarily. On their own ground, however, they are shrewd and stubborn adversaries. As the border garrisons at the Sodervirk can testify. This race of Gnolls exists only in the lands of the Northern reaches; Ostland Vestland, Soderfjord, some clans do sometimes invade Rockhome, Ethengar, or Ylaruam. But they never travelled any further away. Due this non-migrational instinct they have become a true Gnoll race. They are 5" smaller than normal Gnolls. And only wear grey or black-grey fur in many tints.

Culture

Hill Gnolls are nomadic herders of mountain sheep, and warlike predators upon other races. The culture is cruel and violent and, failing to find another foe, Gnolls will fight among themselves. Ruthlessness and skill in battle are the dominant racial traits. Social order is determined by force; the biggest and toughest have everything. Hill Gnolls seldom cooperate in groups larger than their immediate clan. Even in such small groups, fight tend to break out regularly over choice of leader, or tactics, division of spoils, or any other point of debate. Tribal warfare is unending. In battle, Hill Gnolls prefer taking captives, who then become slaves of the victor, but no quarter is offered or given. Inter-tribal battles are brief, often indecisive, with both sides withdrawing when adrenalin runs low or when quarrels disrupt the groups. These Gnoll's powerful frame, surefootedness, and hardy conditioning give them a movement advantage in rough terrain. These Gnolls treat broken land, and hills as plains, according to movement. Individually these Gnolls are as powerful as Trolls (Str/Con +1—19 max), but more numerous and better organized—more than a match for Humans in rough terrain. They've no interest in the underground, so they cheerfully ally with the Kobolds when common objectives permit. With assistance from Kobold advisors in the Gnollheim region, a few Gnoll clans are becoming increasingly effective in their use of military tactics. These clans are also reported to a superior, Dwarven-style weapons and armor obtained from the Kobolds



Worship of the Immortals

Hill Gnoll clans worship the lords of entropy. Many clans worship a specific Demon, for example, the Double-Rock River clan worships Ranivorus, and others follow Orcus, Demogorgon or worse. As with all Immortals, demons are enjoined by Immortal; law from interfering directly with the mortal world on the prime plane. However, the Immortals of entropy are less scrupulous in their interpretation of what constitutes "direct interference". Demonic artifacts have been provided to some Gnoll followers, and occasionally a Demon may involve himself in Gnoll affairs, using a disguise or magical abilities to conceal his presence from observers. Although Shamans among the Gnolls are generally regarded as weaklings and misfits, they have much influence behind the scenes in Clan politics. A chief must have the support of the Shamans or he can't command his tribe.

Crafts and Technology

Gnoll goods are primitive. Warriors wear poorly-made leather armor, and use crude shields, spears, clubs, bows, slings, and other simple weapons. Gnolls may also use plundered weapons and armor, or modern arms purchased from unscrupulous traders. Warlords and wizards elsewhere have managed to outfit, train, and field allied Gnoll armies. As yet, this has not occurred in the Northern Reaches.

Magic:

Gnollheim Gnolls do not have Wiccans or Wokani, and mostly fear magic users and their spells. Hill Gnolls rely on their tribal Shamans for healing and other Clerical spells. Minor Shamans (Levels 1-2) are numerous; most raiding parties will be accompanied by one or two such.

Northern Reaches Noted Gnoll Personalities

Kaberu, chief of the Mountain wolf Clan. Kaberu's reputation has grown to legendary stature in the Whiteheart region. His raiding parties strike swiftly into the lowlands north of Whiteheart, ambushing trade caravans and river traders along the Orofjord Valley. The border garrisons are baffled by his ability to pass the Sodervirk wall without detection, and to evade the far-ranging border patrols sent into the hills in pursuit of Kaberu's warbands. Rumours say that Kaberu has either sOrcerous or immortal aid. Captured Gnoll weapons and armor of Thyatian make suggest foreign support, but Thyatian representatives stoutly deny any contact with the clans.

Suant, Chief of the Black Cliffs clan. The large Black Cliffs clan lives in the Angesan Valley in the foothills of the Hardanger Mountains. Untroubled by Human colonists or smaller Gnoll tribes, the Black Cliffs clan is relatively peaceful under the guidance of the elderly Suant. However, young Gnoll warriors have challenged Suant's leadership, claiming that he has denied aid to the warlike northern Gnoll clans who resist the intrusions of Humans. These younger warriors, under the leadership of Chela, a charismatic Gnoll war leader, have secretly allied with the Kobolds of the Hardanger Mountain Range. For promises of magical and technological treasures plundered from the caverns of the Gnomes, Chela and his followers have sworn to bring the Black Cliffs Clan into war against the Human settlers.





Gruugrakh Gnolls (*Canis erectus Derehquo*)

Gruugrakh Gnolls look like a cross between tall Humans and hyenas. Both males and females stand 6' 6" plus 1d12" tail. Their hair is usually very short, ranging from light brown to black. Some have darker spots freckling their fur. Mature Gruugrakh Gnolls sport manes resembling Mohawks-that extend from the forehead down to the middle of their backs.

Nearly every Gruugrakh Gnoll speaks Elven to some degree, often fluently. Elven influence extends to Gnolish behaviour, weapon choice, and sometimes even to Gnolish spell-casting. Unlike stereotypical Gnolls, Gruugrakh Gnolls are not bullies, are only slightly less intelligent than average Humans, and are neither lazy brutes nor ferocious monsters bent on raiding and stealing.

Alignment tends toward Neutral; some Gruugrakh Gnolls are Lawful. When hunting or patrolling on the surface, many Gruugrakh Gnolls prefer to use the longbow (introduced centuries ago by the elves). Few Gnolls have the weapon-making or bowyer skill, so many of their weapons are made by elves or plundered from unfortunate caravans lost in the Plain of Fire.



Average expected life span for a Gruugrakh Gnoll is less than that for a Human. Gnolls reach adulthood at about 18 years of age, are considered truly mature at 26, and are elderly by the time they pass the half-century mark,

Due to the Elven influence on their culture, Gruugrakh Gnolls produce a higher than normal proportion of spellcasters. One out of ten Gnolls has the talent and ambition to study spellcasting of one sort or another (as opposed to 1 in 20, as with most Gnolls). Of these, 50%

choose to become shamans, 25% choose to become Wokani, 15% become dual-classed (learning both shamanistic and Wokani magic), and 10% follow the Elven way (advancing on the Elf Experience Table and casting magic-user spells the same way elves do).

Graakhalian Gruugrakh Gnolls regard their females as slaves, pure and simple, and dump as much work on them as possible (which usually mean all of it). Gnolls are individualists, acting only on personal initiative and tending to disregard or ignore the desires of other Gnolls or creatures. Gnolls inherently resent and refuse to respect authority (spitting at and cursing a leader or ruler is a common minor offence), though they are also innately bound to each other by a sense of racial identity and cooperativeness. The female Graakhalian elves are treated not much better by the Gnolls, yet are not seen or used as slaves. The elves have tried to teach female compassion to the Gnolls and attempts to overthrow their discriminatory tradition, and only partially succeeded that females became accepted, ...more or less. Not all women (especially Elven) are seen and used by the Gnolls as slaves anymore, that is not to say they are equal, .actually far from it.

Gruugrakh Gnolls as PC's

At the DM's option, Gruugrakh Gnolls may be used as player characters. Gnolls may rarely adopt Elven ways to such a degree that they gain levels, fight, and can spells as though they were elves. When making a Gruugrakh Gnoll this way, roll all Ability Scores normally.

Then, adjust Dexterity by +1 and further use all normal Gnoll statistics. Maximum Intelligence for a Gnoll is 16; ignore any results of 17 or 18. Roll for hit points on 1d8 rather than the elves' 1d6. Such Gnolls have the same to-hit rolls and saving throws as elves, but cannot advance past ninth level (elves can advance to tenth level). Gnolls are not eligible for demi-Human Attack Ranks.

The Gnolls' thick fur coats confer a natural AC 8 (AV1) adjusted by magic and/or dexterity.

Most Gruugrakh Gnolls wear leather armor, bringing their AV up by 2.

Due to the cultural tradition of keeping Gnoll females as slaves, female adventures are always renegades and either are afraid of the Graakhalian Gnolls, or desire to place revenge on them. They do not expect any other treatment from a Gnoll than one trying to be their ultimate master.





Ranivorus, Yeenoghu, Anubis, Lord of Beasts, Quranha, Kabustanir, Karastan

Patron of Gnolls, Raiders, Madness, Hatred and Insanity.

Homeplane; Yeenoghu (112th layer of the Abyss)

Dogma: Gnolls, madness, raiding, destruction, deceit.

The first Gnoll culture in the Broken lands, but this was almost completely disbanded by the Shadow Elves in 1014 AC, the second in underground Graakhalia, which was invaded by forces of the Master of the Desert Nomads before 1010 AC. Rumours are some of these tunnels lead through the Shadow Elven caves, to Soderfjord, Karamaikos, the Black Mountains, and even far away Renardy on the Savage Coast, or through several intermediate caverns, through the volcano and old pyramids near Mount Khufiri, Nithia Hollow World.

Known History: This Immortal, was a Gnoll born with the name Yeenoghu. He was one of the first Gnolls bred by the Nithian wizard Kruthep around 1050 BC. He soon proved to be a charismatic leader with chaotic and destructive tendencies and grouped under his shadow many other mischievous Gnolls.

In the end, he led the Gnolls to rebel against their Nithian masters, and in the mass uprising that followed was able to flee from Nithia, guiding his Gnoll followers to wreak havoc to the four corners of the Known World. A particular destructive and nasty Gnoll war leader, who with his folly and sadism swiftly came to the attention of the Immortal Thanatos, who sponsored the bloody Gnoll on the path to Immortality in the Sphere of Entropy.

After pushing his fellow Gnolls to invade Traladara in 1000 BC, Ranivorus was in fact one of the few who were able to survive their defeat, and moved westwards rampaging the countries he met, until tribe his stopped in Hule, and there he reached Immortality in the sphere of Entropy at the end of the 10th century BC. From that day, Ranivorus's cult spread among the surviving Gnolls with few rare exceptions (the Gruugrakh of Graakhalia and some tribes of Hardanger Gnolls). He cooperated with Thanatos to corrupt the Nithian society with promises of power to its leaders, and ultimately caused the downfall of his hated masters.

As an Immortal, Ranivorus served Thanatos for quite a while by spreading hatred and insanity among the ruling class of the Outer World Nithians, speeding its culture to its premature demise. He was not yet an Immortal during the Great Gnoll attacks on the Traldar in 1000 BC, but has since then promoted many Gnollish atrocities.

Personality: Ranivorus is hateful, chaotic, and destructive. He loves to watch sweeping hordes of conquest and is always inciting the Gnolls and other Humanoids to form great bands and wreak havoc on surrounding peoples. He is probably the cleverest of the evil Humanoid Patrons, and was the chief agent of Thanatos for corrupting the Outer World Nithians. He conspired with Thanatos and Corona to corrupt Nithia and still strives to bring Insanity in Nithia and Ylaruam.

The favourite Gnoll Immortal, Ranivorus is called Yeenoghu in Gnollish tribal dialect, and called Anubis in ancient Nithian Times. In the Hollow World, Ranivorus is still sometimes called Anubis, but then it is done by Gnoll tribes. He is heavily worshipped in the hills of Soderfjord and Vestland. Legends say that he caused the downfall of the Nithian Empire (500 BC) by spreading insanity among its rulers and wizards.

Anubis also goes by his given name, Ranivorus. Ranivorus is Pflarr's Immortal enemy, and does everything he can to thwart and torment his rival. In his true form, Ranivorus appears as a giant Gnoll. Gnolls are known as dog-men due to their appearance, and Ranivorus exploits this physical similarity to mislead and corrupt Pflarr's followers.

In the Hollow World, Ranivorus is a bringer of Chaos, prompting Humanoid races to fight among themselves and to destroy other cultures to satisfy their own sense of spectacle. Heroes in the Hollow World will occasionally run into Humanoid tribal movements and wars brought about by Ranivorus.

Ranivorus was a good pupil of Thanatos, and has become a hateful, chaotic and destructive deity. He loves to watch creatures harm one another; he revels in bringing madness and desperation in the mortals' souls, and enjoys corrupting the weaker spirits with evil deceits. He often uses his shamans to rally Humanoids in warbands and spread violence and chaos on Mystara.

Appearance: Ranivorus appears as a huge 17' hirsute yellow furred Gnoll (Humanoid, furry, with a roughly jackal-like face) with huge, powerful, drooling crunching jaws and spiked fangs, wearing a black plate mail armor, carrying two footman flails, one in each hand. He can animate any statue of himself, generates a Charm Person / Charm Monster effect at will. The Immortal hates all thievery of any type and when a tomb is being robbed there is a 5% chance that he will try to punish or kill the robber. If one of his statues is in the tomb there is a 25% chance he will animate it.

Often Ranivorus will don white linen robes and jewellery to mimic the appearance of his adversary Pflarr, but when he is being himself, he wears spiked black plate mail and wields twin flails in combat.

Allies: Since his "apprenticeship" to Thanatos ended, Ranivorus has had no specific allies among the Immortals. Sometimes he still teams up with Thanatos, as both often have similar goals.

Enemies: Ranivorus hates Pflarr (patron of Nithians, who hates Ranivorus for his role in the destruction of the Outer World Nithia) and Halav (patron of Traldars) with fiery passion. He competes with Karaash to gain more followers among the Humanoids, because Ranivorus keeps inciting Karaash's followers, the Krugel Orcs of the hollow World, to acts of conquest contrary to Karaash's plans. Garal is also viewed as an enemy, because he represents a part of his ancestry which he despises (since Gnolls were created mixing gnomes and Trolls). Since the Shadow (Dark) elves of Aengmor tried to eradicate the Gnolls of Gnollistan, took control of their lower domains, Ranivorus despises Atzanteotl, and prepares a major Stroke both in the Hollow World and the Outer World, which will cost Atzanteotl at least 10% of his power, or more if successful. A new enemy on either list in the future.

Followers Alignment: Any not Good, but Chaotic preferred above Neutral, which is preferred above Lawful.

Follower Powers; Gain the ability to act and speak in strange, scary ways, reducing foes' moral by 1 point per Charisma Adjustment.

Taxes; Followers were taxed 15% of their annual income by the temple.





Shaman Powers; Once a day, cause an intelligent being to have violent convulsions, totally disabling the victim for 1d4 rounds (save at -2 vs. spells). The victim can do nothing more than drool during that time). Affect 4 levels or HD, +1 per Shaman Level.

Skill effects; Extra Fighting Frenzy

Accepted Weapons and Armor; Standard, Footman's flail. These clerics are also able to wear Plate Mail armor and use the flail without suffering any cultural (Hollow World) penalties, as these are the favoured equipment of Ranivorus. Of course, since these items are the hallmarks of Ranivorus, it is not always desirable to use them.

Holy Symbol:

Ranivorus' symbol, by the way, is a Human head with five snakes issuing from its mouth.

Vestments; during ceremonies, the priests wear white tunics with bright red surplices, and they wreath their heads with shoots of vine.

Adventuring Gear; When travelling or working, the priests wear earth-brown tunics instead of their brightly-colored vestments.

Daily Activities: Ranivorus' clerics are a deceptive and foul lot. All Clerics of Ranivorus have two life-goals. The first is to destroy Nithia by spreading hatred and insanity among the ruling class. The second goal is to establish a Kingdom of Gnolls as the rulers of the Hollow World. Of course, the Hollow World's Spell of Preservation prevents either of these from directly occurring. However, Immortals are very ingenious, and subterfuge can work where direct action is useless. Because of this, those not aligned with Entropy must maintain a constant vigil.

He is heavily worshipped in the hills of Soderfjord and Vestland.

Northern Reaches Gnoll clans worship the Lords of Entropy. Many clans worship a specific demon; for example, the Double-Rock River Clan worships Ranivorus (as most Gnolls do), who is a roaring demon.

As with all immortals, demons are enjoined by immortal law from directly interfering with events on the Prime plane. However, the Immortals of Entropy are less scrupulous in their interpretation of what constitutes "direct interference". Demonic artifacts have been provided to some Gnoll followers, and occasionally a demon may involve himself in Gnoll affairs, using a disguise or magical abilities to conceal his presence from immortal observers.

Although shamans among the Gnolls are generally regarded as weaklings and misfits, they have much influence behind the scenes in clan politics. A chief must have the support of the shamans or he cannot command his tribe.

He can animate any statue of himself, generates a Charm Person / Charm Monster effect at will. The Immortal hates all thievery of any type and when a tomb is being robbed there is a 5% chance that he will try to punish or kill the robber. If one of his statues is in the tomb there is a 25% chance he will animate it. Often Ranivorus will don white linen robes and jewellery to mimic the appearance of his adversary Pflarr, but when he is being himself, he wears spiked black plate mail and wields twin flails in combat.

Holy Days: None.

Days of prayer; Tserdain; Priests pray at noon, no more than 3 hours after awakening, and still rested (i.e. not acted strenuously in any way).

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Peaceful -3, Loyal -1, Honest -2.

Dead: enclosed in a cairn where died.

Birth: Baptized in Holy Water with sacrificial blood.

Colours: Blue, purple, grey, Black.

Incense / Oil: Vinegar, Pine, Thyme.

Symbols: Mace, Flail.

Stone / Metal: Onyx, Jet, Agate, Alloys, Tin, Gold.

Plants: Juniper, Pine, Ahorn.

Animal: Hyena, Dog, Wolf.

Chant: None

Extra Spells;

Death Candle

Range: Special

Duration: Special

Effect: 1 creature

Save: None

Casting Time: 1 round

Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell.

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle. As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died. A Death Candle sheds light like a weak normal candle in a 5' radius and can be seen 100 yard afar if unblocked in darkness.

This spell is Common to Gnoll Followers, Uncommon to other Humanoid Followers, and Very Rare to others.

Ghoul Production

Humanoid Shaman 3, Wokani 3 spell.

Range: Touch

Duration; Permanent

Effect: Special

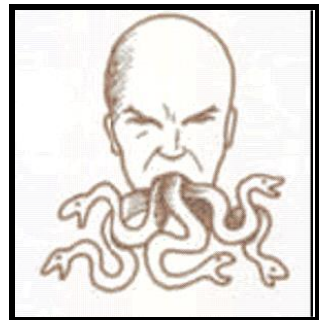
Saving Throw: None

Components: a corpse and special Ghoul infusion.

Casting time; 1 Turn

To create Ghoul one corpse is required. The Shaman or Wokan can produce only one Ghoul per spell. The body must be infused with following special liquid. The process takes one hour to prepare the body (i.e. to leach it of all blood) and one turn to cast the spell. The Ghouls created with this spell can't "procreate", further they are like normal Ghouls in all respects. Only Magics like remove curse, wish, restore can remove the curse on the corpse, so that the chance of resurrection would become as normal. Be aware though that the time of Death counts according raise dead(fully) or reincarnation spells, and the longer the corpse is possessed, the harder it will be to bring it back to life, and the more chance there will be to permanent harm (system shock, and so on).

The Creation of Ghouls is an Evil Act!!!



Oenkmar-Aengmor

A brief history

2200 BC: Elves settle in North Grondheim, founding the realm named Aengmor. Aengmor is actually a combination word; *Aen*=be it that, *Eng*=Path, *Mor*= Darkness=> "**Be it that Darken Path**". This suggests the location was a sort of last resort for these elves, and that though a harsh (and Dark) life will be; they are alive and must continue.

1750 BC: The region around Grondheim/Anur lake has become the great fairy/Elven nation of Aengmor. Many settlements are still be found, but most are ruins today. http://pandius.com/KnownWorld_1750BC.png

1722 BC: King Loark invades Norwold

1710 BC: Though losing terrain on the Ethengar side of the Anur/Grondheim Lake due King Loark's attacks, the Elven nation Aengmor now encompasses all of future Glantri and mountains west of Grondheim Lake, as king Atziann forces all elves and Humans to join the realm

1709 BC: King Loark settles along Grondheim Lake

1700 BC: Aengmor taken over by Loark, Elves enslaved King Atziann tries to activate the recently discovered RCC collider thinking it is a weapon to destroy Humanoids The Machine causes a immense explosion igniting the shaping of the Broken Lands. Atziann escapes to the Hollow World. A small ice age starts due dust of the explosion.

1550 BC: The volcano on the Plateaux of Gnollistan ceased its activity, and seemingly died. The large "cork" that closed the crater falls down in the now empty magma chamber, and will later become the "Rock of Oenkmar" resting on the floor of the small upper magma chamber of the dead volcano.

1500 BC: Broken lands continue to geologically shaping themselves. Grey Orcs rule

1468 BC: Atruatzin and his follower refugees from the Hollow World Azcans find a resting place after years of travelling underground within the underground chamber of future Gnollistan. Here they build a temple to the old gods on the huge rock of Pumice (volcanic Floating stone, a fallen "cork" stop in the surface inactive crater, as this is the only flat and sturdy surface to build upon. A small temple and several structures were erected... They name it **Mictlan**, after the legendary land of the dead.

1420 BC: While following the guidance of the Immortal Atzanteotl, wandering underground, the Shadow Elves stumbled upon a very deep cavern below the Broken Lands (Lower Gnollistan). Here they found a temple (**Mictlan**), built in a strange and unfamiliar style and the centre of a community of barbaric Humans, the Azcan. The elves drove the Humans out after prolonged battling, and occupied the area. Those Elves who had been seduced by Atzanteotl declare that the temple is sacred to him, and he has given them victory over their enemies, and a place to call home. Most elves are still uneasy about this alien immortal, but they are weary, and so they settle and changed the central religion of the Humans of the Old Gods, into their new God; Atzanteotl, and around. Over the former Mictlan temple they erected a much larger pyramid temple and built a great city, which they named Aengmor using the name of their former nation, Aengmor.

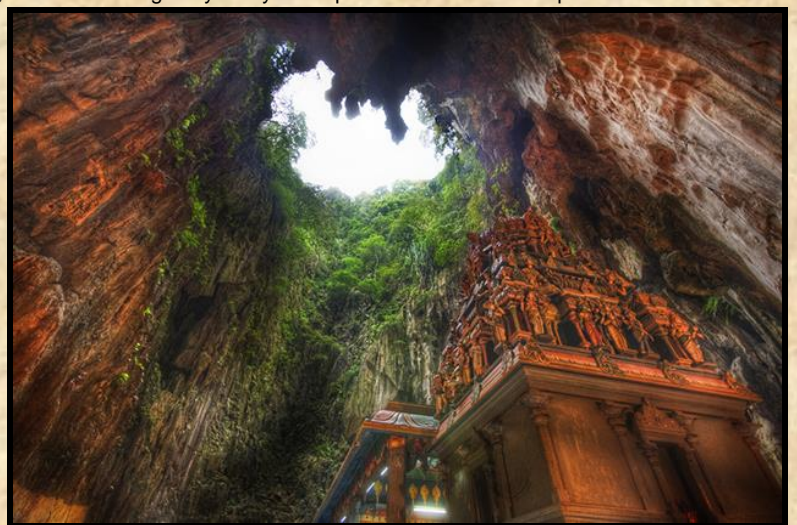


Shadow Elves attacking Mictlan, the light of the surface shining upon the small temple

Around 1400BC: A group of Schattenalfen were driven out of Aengmor (by the will of their patron). They retraced earlier expedition's path to the Hollow world and became the Schattenalfen.

1352 BC; The Shadow Elves finished the construction of Aengmor city. The Elves could not rebuild their nation however, as the region was not fully settled from the earlier happenings, and is still ravaged by many earthquakes and volcanic eruptions.

1290 BC: A mere 62 years later, the inflow of water from Lake Grondheim renewed the inflow of magma caused by the build up of pressure from below. Clogs in the flow directed most pressure to the larger magma chambers in the North East. With this, magma surrounded the Rock of Oenkmar, lifting it up back to the cavern's vault into the crater of the volcano. The city was then thrust upward, allowing Aengmor's temple, the city's highest structure, to fill the bottom of the shaft exactly. Lower South Gnollistan is mostly filled by Magma. Aengmor/Oenkmar was "locked" in its current position, with only the Temple surfacing within the crater. Nearby Shadowelf structures are either crushed in the disaster by pressing it against the ceiling, or are buried between the Floating Rock of Oenkmar and the Ceiling. Many elves died from toxic fumes or the overwhelming heat, but a fair number escaped through the use of magic. The survivors moved on to even deeper places, abandoning the city of Aengmor forever. Several sources claim that Atzanteotl caused this to happen, to further increase the power and input of Humanoids on the world. With the Elves gone, the input of the Humanoids on the region greatly enhanced.



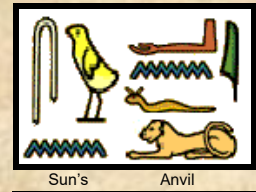
The top of the great Temple pushed up into the higher crater

1290-1269 BC: The higher magma chambers began flowing back down. In this process the magma underneath Oenkmar Rock started to solidify and crystallize into fine sand-like particles, which do not adhere to one another. The Rock of Oenkmar was still

stuck high up in the top section of volcanic shaft; it was originally the "cork" of. Thus high, that on top of the temple you could look over the Broken Lands. The small upper magma chamber was fully filled with this crystallized sand. This "sand" was later traded and was the prime source for the dwarves who invented glass.

1190 BC: Descendants of the Great Horde resurface in the Broken Lands. The Tribes meet again and discover the Rock of Oenkmar within the volcanic crater, and the city of Aengmor (they bastardize the name to Oenkmar) on it, and a knife they mistake for one of their legendary artifacts. End of the Quest for a Blue Knife, a truce is proclaimed. The "nation" of the Broken Lands is founded.

1050 BC: Nithian Priests of Horon visited the Shamans of Oenkmar and again offended the Immortal Atzanteotl. The "theft" of magical knowledge earlier by Kruthep was grudgingly accepted, as the Humanoids did not understand it, and what he took, was only a fragment of the old Elven knowledge hidden within the temple. Yet allowing Lawful Nithians into Oenkmar was beyond his limit of acceptance. He spurred the first anti-Nithian sentiment, and these Nithians instead of settling in Oenkmar, were forced to settle on the barren unwanted Plateau, which they named; "Sham sndan alhudad" or "Sun's Anvil". Nithians and Humanoids create new structures next to Aengmor/Oenkmar or on the plateaux.



1000 BC: Oenkmar Empire; Broken Lands overpopulated. Most of the Known World was dominated by the Humanoid city of Oenkmar, which directly or indirectly controlled a large empire from Atruaghin lands to Ethengar, from Glantri to the modern Five Shires. It's quite probable that the documented attacks of the Ogres and the Gnolls against ancient Sind, of the Gnolls against Traladara and of the Hobgoblins against the Ethengarians were all sponsored by Oenkmar. The brutal sacrifices on the Great Temple horrify the Nithians and others alike. Gnolls invade the Traldar lands from the west, starting a brutal war. The Hutaakans whip up patriotic fervour in the Traldar to defend the lands, and then retreat to their valley at the command of their High Priestess Baistqet. The Gnoll invasion puts an end to Traldar pirate raids on the coasts of the Deep Land and attacks on the Gentle Folk. The King of Krakatos is killed in battle against the Gnolls.



The Nithian Empire reaches its zenith, featuring monumental architecture, large urban complexes in the River Nithia delta, the peak of its territorial holdings and development of sophisticated arts and culture. Nithia settles the Colony Isles, enslaving the native Makai, but ignoring the inland Malpheggi lizard men. The Nithians bring black Goblin slaves (from Oenkmar) and plantation style agriculture to the isles. Nithian expansion into the lands of the Toralai and Traldar is prevented by hostile Humanoid tribes of the Oenkmar Empire in the Altan Tepes. The Gruugrakh Gnolls migrate to the Khurish Massif via the Broken Lands. Some decide to work as servants to the Sindhis for reliable food; others move on to the Plain of Fire and founded the lands of Graakh (harsh) underground.

792 BC Fyrmont 12, a Shadow Elf expedition from the City of Stars reaches the inhospitable Sun's Anvil in the Broken Lands. They reported back to the City of Stars that the surface world was still inhospitable and probably would remain so forever. At this point, the Shadow Elves abandoned hope of returning to the surface world

501 BC: Atzanteotl places a Nightwing in the basement of the temple and starts creating a special gate to relay powers through the creature on Oenkmar. (Source; Gazetteer 10 adventure "Requiem for the Orcs"). He instructed the Humanoid high priest to leave it chained, for great havoc would otherwise befall the city. In fact, the Nightwing is a living portal to the Pocket Plane of Atzanteotl from the Sphere of Entropy from which the temple drains power needed to make the Rock of Oenkmar impervious to the continuous heat of the Magma and thus enable the city to sustain itself over the magma. Anything the Nightwing swallows ends up in the Pocket Plane of Atzanteotl. If freed it ignores anybody, immediately enters the astral Plane, It pops back outside the pyramid spreading death and destruction in Oenkmar, eventually returning to the Plane of Entropy (leaving his portal to Atzanteotl's realm open and thus drawing intense cold in the magma), after which the bottom of Oenkmar solidifies (by the intense cold) and the city is immobilized. If destroyed, the city would start sinking at the rate of 1 yard/turn.

500 BC: Five hundred years later the political situation of the Known World was much changed. Oenkmarr experiences a quick decline, and would disappear in the matter of a few years. The arrival of the elves of Alfheim and the creation of the Canolbarth forest, together with the defeat of the red Orcs and the raising of the Atruaghin plateau, were instrumental in limiting the power of Oenkmarr. Several Nithian priests visited the Great Temple of Atzanteotl in Oenkmarr in the central Broken Lands, in search of new magic. Nithians were still very offended by the many of their (and others) lying sacrificially slaughtered upon the Temples steps. Soon many of them join the stack of dead upon the feet of the stairs, the others flee, and decided to war upon the Oenkmarians. Many Humanoids and Nithians perish, but some Nithians succeed in entering the city of Oenkmarr. Atzanteotl is again offended by the Nithians, and this time takes measures to his own hand, and causes Oenkmarr to sink into the earth, sealing the volcano shaft.



With the geological changes in the broken lands, magma started to melt the crystalline sand underneath the Rock of Oenkmarr, causing with the sinking of crystalline sand, the Rock of Oenkmarr followed down, but instead like before settling on the ground of the smaller upper magma chamber, it slid into the now widened shaft leading down. The Rock of Oenkmarr, impervious of heat, created in a volcano, sank into earth, even through the sinkhole.... Deep into the Magma chamber floated on the Magma, trapping the Humanoids on it. Only Atzanteotl's faithful followers survived the descent. This was the end of the Humanoids golden era, the end of the age of the Empire of Oenkmarr. At the same time this happens two new descending magma chambers spawn, lowering the level of magma in the Great Chamber. As thus stopping any volcanic activity from this chamber. Aengmor/Oenkmarr will thus reside within the magma chamber until it is fully filled again (and this does happen in 1012 AC by the Shadow Elves.



The Fall of Oenkmarr however would bring more Humanoid invasions, in particular Queen Ubdala's attack on Dengar and Leptar's attack against Traladara. Both would be eventually repelled, but Humanoid activities remain high in all the Known World in the following centuries.

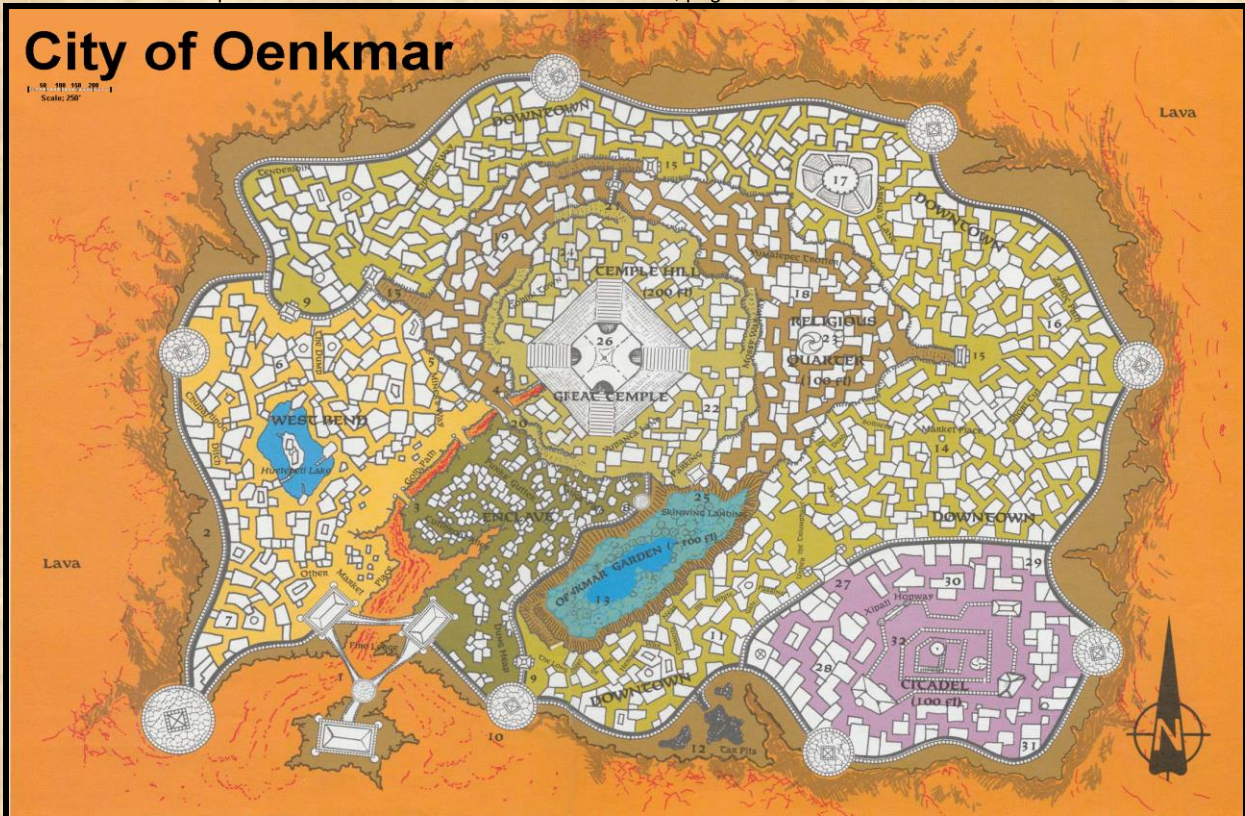
As a new Immortal, Ranivorus (Yeenoghu) served Thanatos for quite a while by spreading hatred and insanity among the ruling class of the Outer World Nithians, speeding its culture to its premature demise. He was not yet an Immortal during the Great Gnoll attacks on the Traldar in 1000 BC, but has since then promoted many Gnollish atrocities. Legends say that he caused the downfall of the Nithian Empire by spreading insanity among its rulers and wizards.

Despite the personal intervention of Thanatos (and his secret ally Corona) opening gates and summoning creatures, the Immortals destroy the Nithian Empire. The immortals defeat Thanatos in a tremendous battle, sealing with impenetrable glass his wormholes and scarring the land which now becomes the Dead Places. They divert the headwaters of the River Nithia drying it up by lifting up the Northern Highlands and sinking the Alasiyan Basin, change the weather patterns, promote social unrest, drive the rulers insane, deny spells to clerics and take other actions to ensure the Empire's downfall. The immortals wipe all memory of Nithia and the Nithians and place the Bead of Oblivion (created by Ranivorus, the Old Man of the Sea & Cretia) deep under the ruins of the Nithian Royal Catacombs in the town of Surra-Men-Raa. Rathanos and Pflarr cleanse the capital city of Ranak of Entropy and transport it to the Hollow World.

Nithian followers of Horon* (Ixion) located in the remnants of the Oenkmarr empire on the Sun's Anvil, or within Nithia or its colonies are spared by the immortals and transported to an Outer Plane. Their settlements and other structures they leave behind. Horon persuades the Immortal council to allow an outpost of his followers to exist on Mystara to safeguard against a re-awakening of the dark powers of Nithia; however the outpost followers must never speak to outsiders. Druidic followers of Horon are placed on White Island in the Colony Isles, forming Whitenight Abbey. Osiris and Horon are both hawk-headed.

The arrival of the elves of Alfheim and the creation of the Canolbarth forest, together with the defeat of the Red Orcs and the raising of the Atruaghin plateau, were instrumental in limiting the remaining political power of the Empire of Oenkmarr. The Fall of Oenkmarr however would bring more Humanoid invasions. Humanoid activities remain high in all the Known World in the following centuries.

Here the readjusted restored map of Oenkmar from Gazetteer 10 Orcs of Thar, now with a normal scale;
 Use the location descriptions as mentioned in Gazetteer 10 DM booklet, pages 20-30



Oenkmar upon the Rock of Oenkmar floating in the Great Magma Chamber 500 BC to 1012 AC, when the Shadow Elves takeover.

5 AC; Skoldar is emancipated from the Thyatian Military where he served as a Captain of the Guard and learned Thyatian military culture. Skoldar returns to the Broken Lands and founds the Kobold horde of Kol which battles with the other Kobold hordes.

5 AC-1005 AC; Generally Stable, The Gnollistan Plateau will continue to rise, the settlers in Oenkmar live their secluded life, some Shadow Elf Wanderers found their way here, some of these abandon Rafiel, and honour Atzanteotl instead, and others remain faithful to Rafiel. Some Oenkmarian venture out in the Broken Lands, influencing the tribes, others are discovered by the local Humanoids and are killed. There is still geological activity, though not as strong as earlier. Some rare Humans (?) discover Oenkmar and settle. Others adventurers penetrate deep within and retrieve valuable magic items and/or knowledge.

1005 AC: Magic altering attack on Canolbarth prepared

1006 AC summer: Meteor impact

1006 AC autumn: Magic altering attack on Canolbarth started

1006-1012 AC+: Canolbarth sickens and altered. In 1010 AC brave Dwarf scouts found the lost City of Aengmor floating on a lava lake in the caves beneath the Eastern Broken Lands. The mighty dwarvish army left Rockhome to defeat the hated Orcs and conquer the fabled city in Flaurmont AC 1012, after many bloody skirmishes, the Humanoids surrendered to the dwarves, but joy was to last very short, because shadow elves attacked the city. In the following months Aengmor was conquered and lost many times by dwarves, Shadow elves and Humanoids with heavy losses on all fronts. Dwarves abandoned the city in Felmont 1012AC, Alebane's Ogres ransacked the city in Ambyrmont just a few days before the Shadow Elves' final attack.

, Alfheim taken over by Shadow Elves

1012 AC, 15 Vattermont: As the Dwarves discovered an ancient Humanoid City with the name Oenkmar in 1012AC; they proudly started a war with the Humanoids for all the treasures buried within this lava-floating island city. However, halfway the battle the Shadowelves learned of their exploits, and decided that Oenkmar must be Aengmor, their ancient city lost sooo long ago by them. This Rediscovery of Aengmor by the Shadow Elves ignited a holy war. Already battle-beaten, the Dwarves could not resist another army attacking from behind and had to retreat....

1012AC, 16 Ambyrmont: Re-conquering Aengmor, Disillusioned Shadow Elves retreat back to the underworld, others (often the rebellious young) venture to Aengmor where more freedom is under the guidance of a new Immortal Atzanteotl.

1013 AC: Many Shadow Elven wars in the Lower and even Upper Broken Lands to drive Humanoids away.

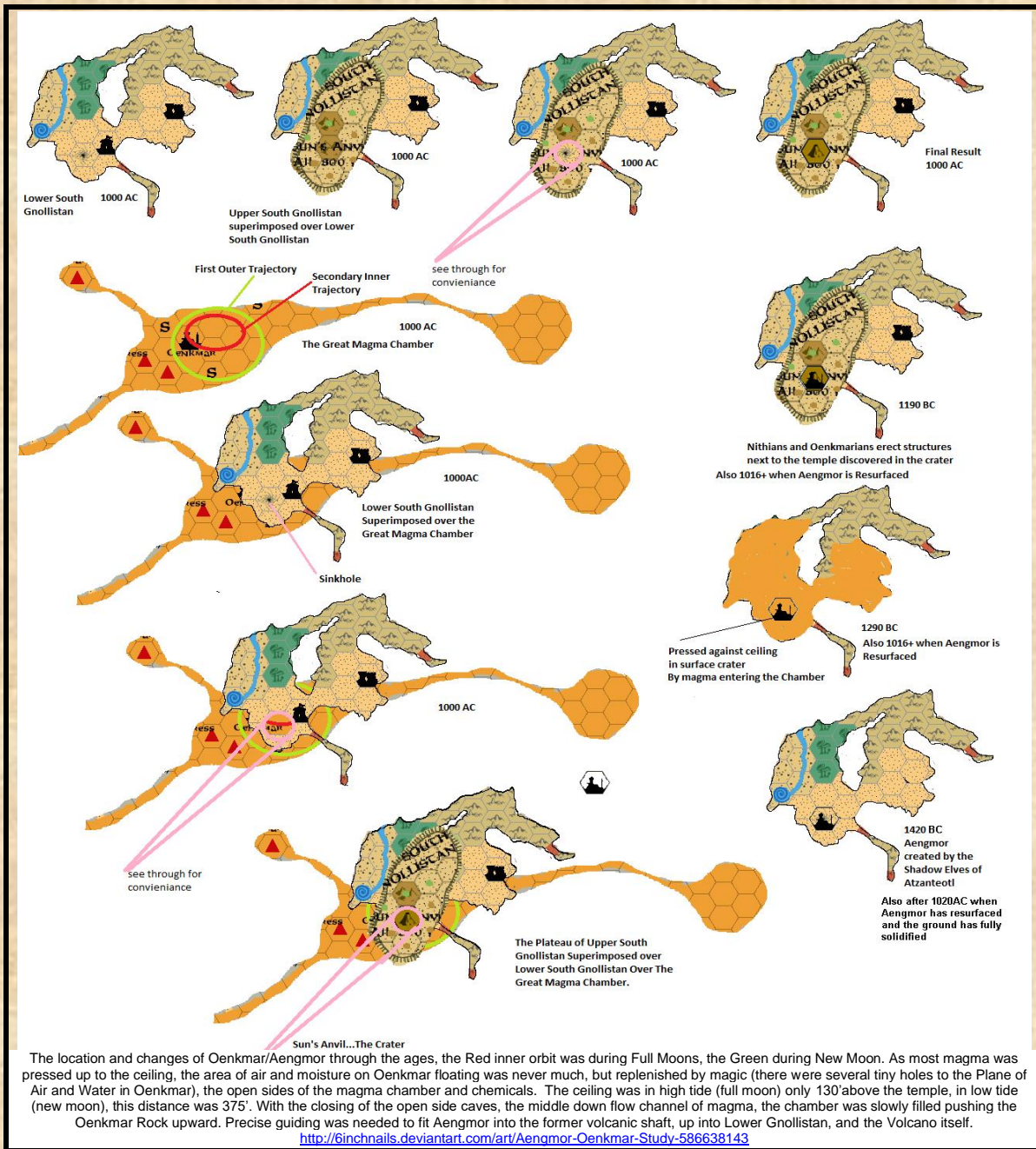
The first Shadow Elves start changing physically into Dark Elves, (accompanying Deimos a lich and later a red Dragon named Synn in their evil exploits). All others Aengmorian followers of Atzanteotl follow later.

1013 AC: Atzanteotl gets new followers amongst disillusioned Shadow Elves. They start planning the raising of Aengmor towards the surface or as close as possible). To enable the Shadow (dark) elves raising Aengmor, they need to keep the Nightwing alive, and as being followers of Atzanteotl, they surely would be informed. First when the rock becomes stuck in the old shaft, and Aengmor is stabilized, then the Nightwing is released while remaining under control of the current High Priest.

1014 AC: Shadowelves used their ground altering magic they closed of several side passages of the great Magma chamber below, but also a major down flow channel. As thus the great chamber slowly filled, carefully they guided Aengmor to beneath its original location, while it was pushed upwards with the rising Magma in Lower South Gnollistan. In this process many caves below were altered, locked out from the magma, or were wholly or partially filled with magma.

The wicked, renegade Shadow Elves, who live side by side with Orcs, serving the evil cult of Atzanteotl, trying to spread chaos in the western Old World and beyond. After the recent Shadow War about a thousand of Schattenalfen found shelter in the City of Aengmor. Rumours say that even some Human brigands moved to the evil city.

After the Shadow Elves' civil war two years ago, rebel followers of Atzanteotl selected Aengmor as their stronghold rallying the few scattered Humanoids in the area and using them as slaves. The survivors from the disastrous Schattenalfen assault on the City of the Stars took refuge in the city of Aengmor in AC 1015.



And the Gnollistan Plateaux was again on the Rise. They held city up within the shaft, but not totally up (as the Shadow Elves are vulnerable to the sun, due genetic alteration or the wasting disease of the past.

Lower Gnollistan was radically altered, first it was filled with magma again, when this hardened, the Dark Elves removed much of it to free the cave again, reopened the waterways, and thus making the area accessible. With the residue of magma chemicals the Funghi almost exploded within the region, making it very fertile. Several towns were created and Lower Gnollistan became the new nation of New Aengmor. The Southwest corner filled with magically summoned rock, held within the shaft the Rock of Oenkmar with upon it Aengmor. The old tunnels were restored or re-opened and Aengmor became a fact.

While doing so, the Shadow Elves of Aengmor religiously diverted to the Immortal Atzanteotl, an evil entity. At first the Shadowelves evicted all Humanoids from the city, then from the lower caves, and then even attempting doing the same on the surface. When in the wars with the Humanoid some Humanoid heroes finally defeat the Nightwing, and the portal it had active to transport sacrificed victims to Atzanteotl's realm drew in intense cold in the area keeping the ceiling from the Magma chamber from melting. Temperatures are now stabilized to between 4 and 24 Celsius in the new caves of the Shadow (dark) elves.

1020 AC: More disillusioned young Shadow Elves travel to Aengmor. The ruined remains of the Humanoids are now all removed or reused to make new structures. All these are based upon the old scriptures that were hidden within secret rooms within the Great Temple. All in all, Aengmor resembles more and more an Azcan city. See map below.

1100 AC: Shadow lands deprived of water, hunger. Request Rafiel for Help.

1121 AC: New Dark Elves Immortal Lolth appears. Read http://pandius.com/Threshold_10.pdf to learn to know how and why.

1200 AC: Evil Shadow Elves mostly called Dark Elves, or Drow by now are located underground in Eastern Broken Lands, Followers of Atzanteotl and the New (*former Shadow Elf*) Immortal Loth, Darker skin, lighter Hair, Love for Spiders, and Evil to Neutral at best, mostly Neutral to Chaotic. Have normal Elf Wizards and Elf Clerics with mostly Loth's spells. They no longer have Shamans; these have become full fledged Clerics.



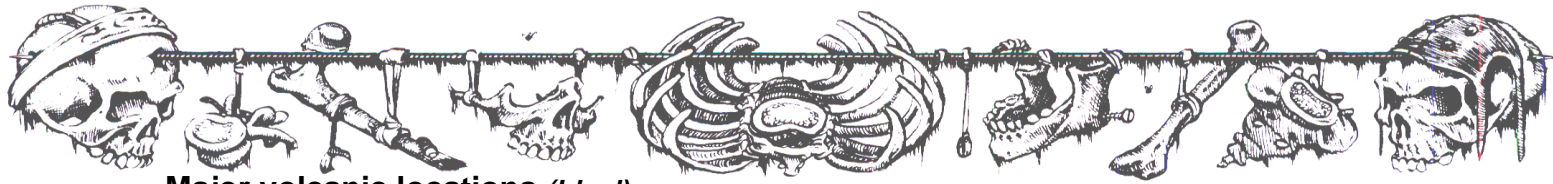
Here the Map of Aengmor after 1012 AC; <http://6inchnails.deviantart.com/art/Aengmor-1012-AC-635224294>

Poor Wizard Almanac; *Situated atop a rugged lava hill in the central Broken Lands, Aengmor is a walled partial underground city full of mysteries and dangers. The city is a nightmarish maze of winding streets and narrow alleys, surrounded by heavy stone walls and steep lava cliffs that make a massive assault impossible and a flight from inside very difficult. The city is built on a series of concentric plateaus over what was probably the top of a rocky hill. Though usually wrapped in smoke it is sometimes possible to see a huge maze of narrow, chaotic streets. Except for the heavy walls there are a couple of notable buildings in the city. On the top of the central plateau there is a big temple, not different in shape to the Temple of Rafiel in the City of the Stars. Northeast of the temple there's a circular arena, much smaller than the Thyatian Colosseum, but similar in shape. The city has also a park and a couple of lakes with a dark fungal forest, with lots of spiders and other dangerous creatures that I hope you will never meet.*

"Soldiers told me that the Shadow Elves conquered all the Eastern Broken Lands [11,600 sq. mi (26,100 km²)] killing or enslaving all Humanoids out there."

"The road is completely blocked, you can no more cross the Eastern Broken Lands now. Before it was dangerous, now it's suicidal. Shadow Elves kill Humans on sight. The only way to bring these Ethengar carts back to Darokin is crossing through New Kolland and the Great Crater, unless you want to travel the long way through Fort Sablestone and the Sind desert

One thing that might be of interest to the reader is how the shadow elves distinguish the city of Aengmor and the nation of the same name. Apparently, they don't have the same name. Both Shadow Elves and Elves confirm that there is a difference between the two, but Humans (and other demiHumans) can't hear it. They claim it has to do with the sensitivity of their Elven ears. Of course, when Humans talk about Aengmor to the Elves, the Elves become just as confused because the Humans can't pronounce the difference either.



Major volcanic locations (*Irkud*)

Kalazyrd and these two (actually a few more, but they fall beyond the Broken Lands area) volcanoes came to be very active shortly after the thawing of ice and snow from the Colossus mountains, however, it is proven that, before the Great Rain of Fire they existed, but in a much smaller and less active state. It is thus assumed that these volcanoes were hyper-activated due the pressure of the ice. Other sages say is has to do with the giant magma chamber to the south.

Gvozdenzuba

Western of the Twin Volcanoes

Height; 5705' above sea level, height from surface about 2700'

Epicentral Area; 5 miles radius

Eruption 50% chance each month; Plume 1d600 meters high, Gentle Flow, Eruptive volume, 353.000+ cubic feet.

Ježibaba

Eastern of the Twin Volcanoes

Height; 5725' above sea level, height from surface about 2700'

Epicentral Area; 6 miles radius

Eruption 50% chance each month; Plume 1d600 meters high, Gentle Flow, Eruptive volume, 353.000+ cubic feet.

The Twin Volcanoes are of the Stromboli type, but in a weaker but more active version. Strombolian eruptions are a type of volcanic eruption, which has been erupting continuously for centuries. Strombolian eruptions are driven by the bursting of gas bubbles within the magma. These gas bubbles within the magma accumulate and coalesce into large bubbles, called gas slugs. These grow large enough to rise through the lava column. Upon reaching the surface, the difference in air pressure causes the bubble to burst with a loud pop, throwing magma in the air in a way similar to a soap bubble. Because of the high gas pressures associated with the lavas, continued activity is generally in the form of episodic explosive eruptions accompanied by the distinctive loud blasts. During eruptions, these blasts occur as often as every few minutes.

These eruptions last 1d8 hours, are preceded by 1d4 hours of medium tremors, and 1 Turn heavy tremors, and are characterized by short-lived and explosive eruptions of lavas with intermediate viscosity, often ejected high into the air.

The fiery columns can measure hundreds of meters in height. The lavas formed by Strombolian eruptions are a form of relatively viscous basaltic lava. The relative passivity of Strombolian eruptions, and its non-damaging nature to its source vent allow Strombolian eruptions to continue unabated for thousands of years, and also makes it one of the least dangerous eruptive types Strombolian eruptions eject volcanic bombs and lapilli fragments that travel in parabolic paths before landing around their source vent (5% chance to be hit per round or suffer 2d6 impact and 1d8 heat damage). The steady accumulation of small fragments builds cinder cones composed completely of basaltic pyroclasts. Strombolian eruptions are very noisy, produce no sustained eruptive columns, and do produce fewer molten lava flows (although the eruptive material does tend to form small rivulets)

People inside structures will suffer 1d6 damage for partial structural damage, 2d6 for severe structural damage, and 4d6 for collapsed structures, knocked out if they fail a save vs. Death Ray, and a 25%+10% for Severe, and +20% for Collapsed damage to become entrapped by the debris.

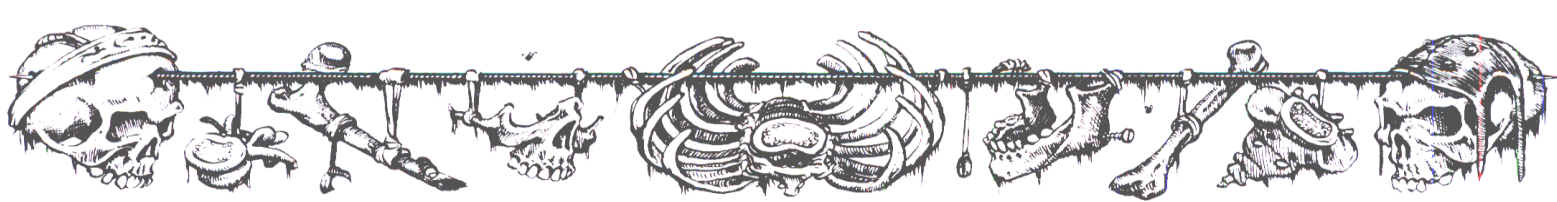
Tremors last as long as an eruption or only 1d10 minutes at most without an eruption. And cannot take effect or be sensed beyond their range.

Goblins name each volcano, for to them, they hold a spirit, which must be feared, acknowledged and respected. (see also [Baba Yaga](#)).



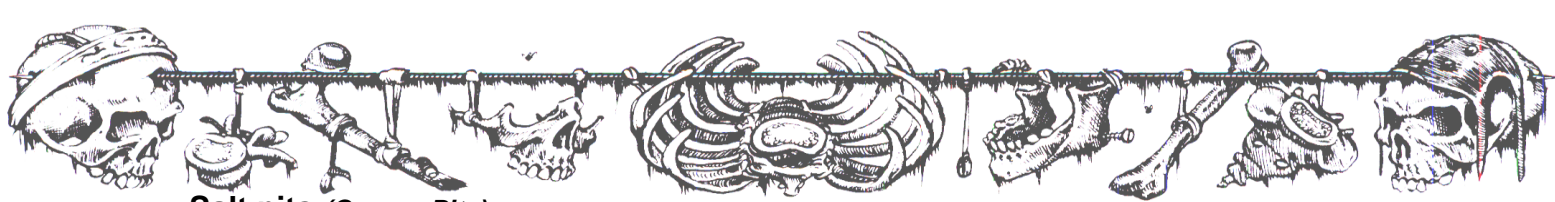
Gvozdenzuba and Ježibaba in rest and active





Type Event	Area of Effect						Effects		
	During Eruption	During Quake	During Heavy Tremor	During Medium Tremor	During Low Tremor	During Micro Tremors	Chance	Structural damage	Personal damage
Eruption	Epicentral area (see volcano)							Lava streams, ash showers, and bombs	varies see tekst
Minor Earthquake	1d3 x Epicentral area	As Epicentral area	As Epicentral area	As Epicentral area	As Epicentral area	As Epicentral Area	2% per Year	Most buildings collapse whole or partially Well Designed structures receive some damage Trees may Topple, Ground may break open	Outside Topple&Prone 1d4-AV
Heavy Tremors	As Minor Quake x2						As Epicentral area	As Epicentral Area	1% per week
Medium Tremors	As Heavy Tremors x 2			As Epicentral area	As Epicentral Area	4% per day	Most sturdy structures recive minor damage Poor structures receive various damage	Outside Dx check or Topple	
Low Tremors	As Medium Tremors x 2				As Epicentral area	25% per day	Almost no damage, shaking loose objects noticeable	Felt by most	
Micro Tremors	As Low Tremors x 2					As Epicentral Area	90% per day	No damage, water vibrations only	Sensed by animals only





Salt pits (*Cusom Pite*)

Mud, salt, iron stains, halophile algae and hot spring activity produce a colourful but dangerous landscape. A continuous flow of super saline hydrothermal water feeds the colourful lakes and alters the original eruption site

Several times during the formation of the Broken Lands, water has overtopped, flooding the Red Orc Land basin with salt water. Thick evaporate sequences were deposited in the basin as the salt water eventually evaporated in the hot dry climate. Some of these evaporate deposits were formed by evaporating runoff water and evaporating hydrothermal brines.

Much of the floor of the region North East of Red Orclands, (known by the Local Goblins as "The Mountain that Died", is covered by salt flats. Other areas are covered by basalt flows, shield volcanoes and cinder cones. Several craters up to a mile across can be seen on the salt flats. These are thought to be maars formed by phreatic eruptions.



Phreatic Eruptions (*Cusum Plat*)

The explosions that form a maar are known as phreatic explosions. They are driven in part by the enormous and instantaneous volume change that occurs when water flashes into steam.

When suddenly heated, one cubic meter of water converts into 1600 cubic meters of steam. If this happens below Earth's surface, the result can be a vertical eruption of steam, water, ash, volcanic bombs and rock debris. The volcanic cones produced by these eruptions are made up mostly of ejecta and are usually of very low relief - only a few tens of meters.

In the past centuries, volcanic areas in the area around the Twin Volcanoes have been frequently visited by Caravans. These excursions can be risky because of the severe climate, the remote location and repeated attacks on Caravans by Humanoids. Armed guards accompany many of the Caravans for this reason alone.



Poisonous and Noxious Gases (*Haghis Mislijg Gas*)

Poisonous Gases present an unseen but real menace to all creatures that must rely on oxygen for life (all carbon- and silicon-based life forms, but not Elementals, Devils, Demons, and many Outer Planar Creatures). These gases can be of natural origin, such as the sulphur dioxide commonly created around areas of volcanic activity, or can be of magical or manufactured origin. Obviously, the use of poison gas as a weapon of war is greatly enhanced in the constricted conditions of the underworld.

Volcanic activity can create deadly emissions of sulphuric gas that are every bit as poisonous as the bite of a venomous creature, or can generate noxious gases such as methane whose smells are so overpowering that characters have a difficult time breathing them. The occurrence of such gases is primarily a campaign function to be handled by a DM at the appropriate time. As in most situations involving poison, poisonous gases generally require characters to make saving throws vs. poison. Noxious gases should force characters to make Constitution Checks every round; failure results in a general lowering of ability scores by three, with a similar penalty applied to attack rolls. The modern example of tear gas falls into this category. Characters can be rendered quite helpless by the effects of noxious gases (when all ability scores are reduced to 0), but they are not killed because there is no loss of hit points (when constitution falls on 0 the character is unconscious until removed). Ability scores are raised at the rate of 3 per turn when the character has a chance to breathe fresh air again. Modifiers to the saving throw or Constitution Check can be applied as the DM sees fit, to account for exceptionally lethal or mild poisons or to simulate degrees of noxiousness.

Certain types of gases, such as natural gas, are either odourless or possess such a mild odor that the characters may not be aware that the gas is present until they start making checks or saving throws. Other types of gases, such as sulphur, carry such a strong odor that the characters might have a chance to hold their breath before the full force of the gas can take effect.

Natural gas, often encountered in regions where coal and oil are common, has the additional hazard of being explosive. If characters encounter natural gas and are carrying a torch, candle, lantern or any other source of open flame, the natural gas has a base 20% chance per round of exploding. Such an explosion causes 1d6 points of damage to all characters and creatures in the area with the gas. Characters entering a region containing natural gas in such quantities might be allowed to make Wisdom Checks if they are moving slowly and investigating their surroundings carefully.

More heavily concentrated natural gas, or other types of explosive gases, are possible. The DM can modify the gas's chance of exploding and damage inflicted upward as follows: each 10% increase in the chance of explosion adds another 1d6 to the damage inflicted to the characters. Higher concentrations should also increase the characters' Wisdom scores by 1 per 10% potency increase, for purposes of this Wisdom Check only. Note that if a gas is completely odor-free, no Wisdom Check should be allowed, since the check represents the character's awareness of the gas's odor and an odourless gas gives no opportunity for a check.



Any gas, whether poisonous, noxious, or harmless, can cause problems to characters by replacing the oxygen in a given area. In this case, the effects should be treated as if part or all of the oxygen in a location has been used up. Certain creatures, most notably small birds, are more sensitive to poisonous gases than Humans and other character races are. A small bird becoming exposed to a gradually increasing amount of poisonous gas (not including noxious gases), the DM should make a saving throw vs. poison for the bird one turn before the characters must save. The bird saves as a normal Human-2, and if the saving throw fails, the bird dies. Note that this procedure is of little help if gas is suddenly introduced to an area in high concentration. The party must encounter a gradually increasing amount of gas in order for a bird to provide any early warning.



The Toxic Lake and Toxic Puddle (*Haghis Nekhigh, Haghis Plum*)

The Side streams feeding the Streeel River here already did exist before most of the broken Land was formed as it is today. The oldest correct map (not one with the same basic flow flaws like the canon maps have) was that of 2300 BC. Here you can clearly see a single river springing north-west from the Twin Volcanoes, flowing North-East towards Anur Lake/Lake Grondheim. It is assumed the other creeks did exist in those days too or where "born" later. This early river Flowed down an area of hills, into a grassy plain.

With the rising of the Gnollistan Plateaux since 1700 BC, this river was broken of. Its course can still be discovered on the Gnollistan Plateaux, where the eastern section of the river old bed fed by Sun's Anil's creeks now flows partially as it did earlier North-east emptying into Bloodspray Falls. The Midsection is still dry, but the western section, also fed by small streams from Sun's Anvil streams back along the old bed down into the Nankoweap region and the Streeel River.

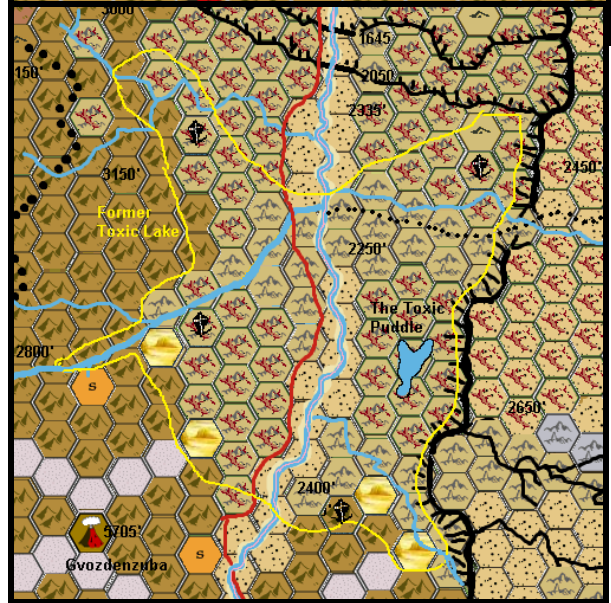
But there was a time (1550 BC) when the river could not flow away. The water flowed together and slowly formed a lake in an shallow forested depression formed north of the Twin Volcanoes.

In the following centuries the area suffered many eruptions of both the Twin Volcanoes and Kalazyrd. Sulphur and other nasty chemicals were expunged by these monsters and together with rain and streams mixed with the water of the new lake. The noxious gasses, the toxic acidic water, the layers of ash, the raising of the area, all these contributed to a major ecological change. The forest died and much of it still can be seen on the area. As the toxic air also killed off most vermin and bacterial life, all the tree logs were somehow preserved. Even those which were below the water of the rising acidic toxic lake were not affected by rot or decay. They slowly fell apart by the acid, but the logs remained.

In 1420 BC the water-acid mixture was thus high it started to flow down into Grondheim Lake, forming the Nankoweap region. It even seeped into the porous rock creating many of the upper caves today. And finally, together with the Volcano Thanos Breath in the Colossus Mountains it killed all life in and around Grondheim Lake.

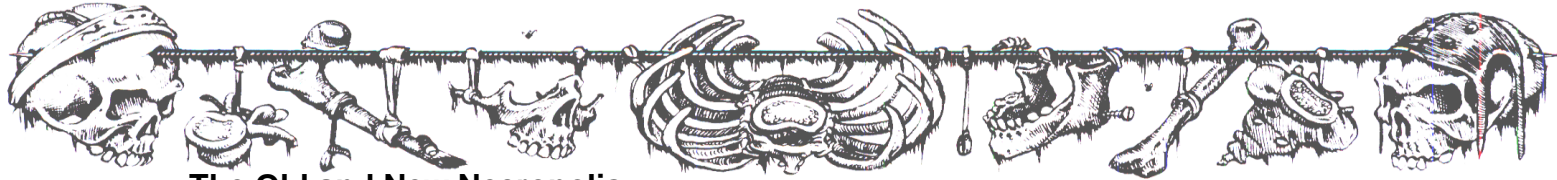
Somewhere before 500 BC the great change came, and the water of Grondheim Lake started flowing uphill, between the Twin volcanoes, thus forming the current Streeel River. This caused also the Toxic lake to deplete, and slowly but steadily it disappeared, until a few years before the Crowning of Thyatis Emperor it was almost gone. Up to today only a small 1 mile by 1.5 mile area still contains toxic water, as this was broken off the Streeel Flow earlier. The water is deadly to consume. The smell is acrid, but mages and sages and even students of creatures would desire this fluid (*if they knew of its existence*), as it preserves the decomposition of matter. It still works as a preservative.

There are Gnolls willing to sell this water for tools, weapons or Gold, this is done about once a year, on the Trail close to the Natron Creek is north (*So the merchants think it originates there*). Each quart of this water is valued at 50 Silver to the Gnolls but could be sold for triple to ten times that value in Glantri, Darokin, Corunglain.



Beware... Ethengar does always think the water is used to poison the plains or wells of Ethengar, do not go there with barrels filled with this special water...it would be your last day.

One also could desire to get the water your self, but the local Humanoids and other vermin, would be a great hindrance, not counting the difficulty of locating this area, getting there, and the dangers of the nearby Twin Volcanoes would make the risk and cost mostly much higher than the profit would bring.



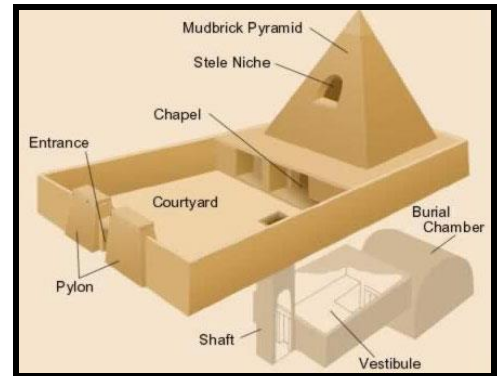
The Old and New Necropolis



The Old Necropolis the Nithians erected was not even on the Plateaux, but north of it, only 3 miles from the village Olech. As this region has had fewer earthquakes in the whole history of this area, they decided this must be the safest place. Within the Broken lands each family got a tomb. All members of the family were interred within, no lower ranks outside. Each tomb resembles a small pyramid and tomb in one. The dead were interred in their own burial chamber underneath the structure, in a 30-40' vertical shaft (so when they arise, they can't get out), and a consecrated chapel above. The minor detailing, courtyard and wall scriptures reflect the importance and rank of each family and the names interred.



The Gnolls later copied their Old Nithian masters in many ways. One of these was their belief in the afterlife and how to deal with that. As their Nithian masters made cities for their dead and erected massive tombs for their kings, so did the Gnolls.



When the Gnolls arrived in the Broken Lands, they soon returned to collect their fallen comrades and give them a chance of their perceived afterlife. Near the Sun's Anvil Mountain on the Plateau, seven miles from the village

Minthi, along a small mountain creek with a natural rock resembling a pyramid in the middle, they erected their first (new) Necropolis. It soon became a vast chaotic city of simple tombs and houses for the dead. With the centuries passing more dead were interred, and with each tomb the city grew. Until it became a true maze of tombs, connecting to or even build over other tombs, Time, erosion, and many earthquakes devastated many of these structures thus the city became a settlement of ruins with only a few structures still resembling something of their earlier virtue and meaning. Then in 800 AC the Orc Wars came after brutal attacks by the Darokinians and Ethengars. With these invaders came a disease; the Plague. And as the Glantrians suspected the Dwarves, so do many Humanoids even up to today. The many Gnollistan corpses were interred in the Necropolis. But then something did happen; many of the dead, earlier and more recent were reawakened, and started to wander. Humanoid Desert Zombies, Mummies, Ghouls, Wights and Wraiths and even Human vampires, started to prowl and search for victims.

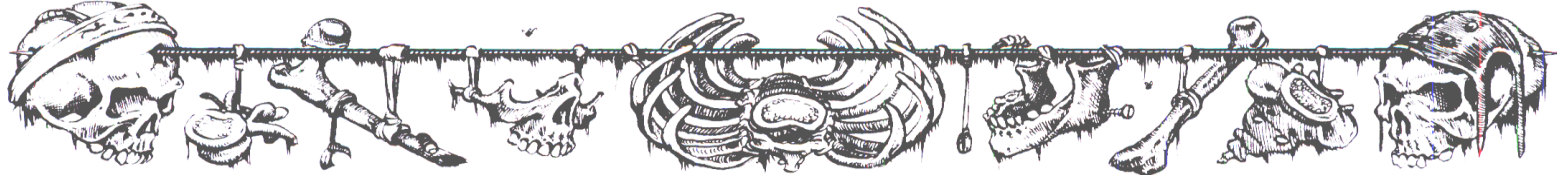


The Gnolls reacted simple; Beat the undead to pulp and wall up the Necropolis. They continued to inter their dead, but always closed the doors after. The solution seemed to work, but since the meteor slammed into the west, many sections of the walls were destroyed in the massive earthquakes, and many Undead started to wander about. Not in their great numbers as before, but still; since then it can be that aforementioned undead can be found wandering around on the Plateaux. It is rumoured that a powerful Gnoll lich or vampire lord rules them all. But these are Human rumours. The Gnolls know there was never a shaman powerful enough to become a lich,...but a Greater mummy...that could very well be, they even have a suspect; "**Temptypof**". Originally a Shaman Gnoll in 233 BC, follower of the Dark god of the Dead, was murdered by one of his own follower shaman. And interred by his loyal followers, no others were

allowed to witness the scene. It is he they suspect bringing all the harm. .

To know more about the undead mentioned above; see my Monster Manual Compilation Book chapter Undead, **Desert Zombie** page 1163, **Greater Mummy** page 1254 <http://pandius.com/mnstrmnl.html>

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The Black Pyramid

This strange structure is something the Gnolls have always wondered about. They do not remember ever erecting it, and the stones are dark black and absolutely not indigenous of the region...in fact; no region they are aware of anywhere. It was discovered by some guards in 121 AC. And there was no entrance visible. They send hero warriors to examine, but the pyramid was completely disappeared in the storm of the night. There were only hills and dunes of sand. The Gnolls were completely oblivious. The pyramid returned and went away regularly and the Gnolls never understood why. With the impact of the meteor in 1006 AC, the Black Pyramid was damaged; the sharp tip collapsed revealing a very deep shaft. From above several rectangular openings to this central shaft can be seen from all sides at different heights. After about 250' down it slants to the South. The few Gnolls who dared to investigate, threw torches within, and heard strange sounds coming forth from below and others from the side chambers. The pyramid is estimated 200' or even more high, of which only the smaller top breaks through the sand between 50 to 60 feet, but is regularly covered by moving sand dunes. The top 45 feet is destroyed and a rough 20'x20' area reveals the 8' diameter shaft. Two days before the Shadow Elves re-conquered Oenkmar and started their campaign of killing Humanoids, a strange eagle came from the pyramid, settled on top build a nest. The creature behaves like a normal eagle, but looks like as if made of precious stone, green colored-Copper legs, Lapis-Lazuli wings, and a grey marble body, the beak and claws seemed golden, and the eyes resembled rubies.



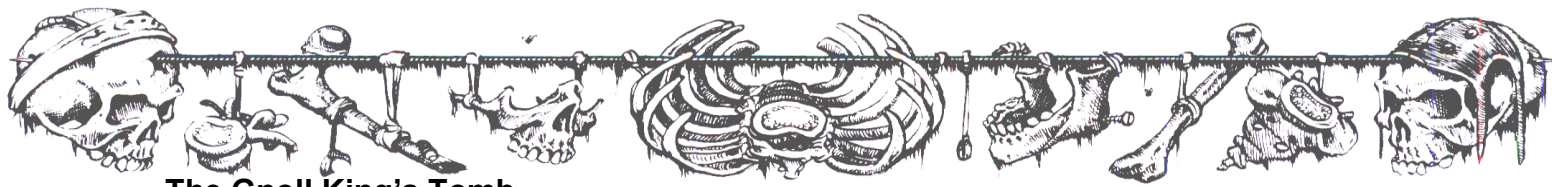
The following text is for DM eyes only. Do not spoil your fun by reading if you are a player.

is 100 feet+ above a lake on the ceiling. Very inaccessible, and even if discovered, near impossible to venture up. soon as the passed the exit, and look back it seems to be disappeared, except with Second Sight or Treusight, but even here it flying or sliding) after a mile down, the Characters will end up in an abandoned corner of the realm of the Shadow Elves. As contents of each room. The lowest level (10) is where the shaft continues but in a slanted angle. If this is entered, (only possible sides of the shaft except one, which is mostly a different side than the higher level. Adapt and change the monsters, and So DM grab your B4 Lost City adventure; insert the vertical shaft in the middle, when passing through open rooms close all adapting, and changing. All in all it will be a shock and a boon to the world. And a great reason to explore Ylarum.

Natural magic, will no longer be suppressed and available to those surviving; Mystara. However, a remedy is also within this enormous amount of information; We speak here of the Radiance, and how it will eventually destroy all magic on Nithia. corrupting source of magic which had replaced natural magic even in the days of bad becomes known to the world. But it also becomes known that there is a When this knowledge is brought into the world, Nithia, and its history, good and cast differently. stored, but they all hold common spells, but all described, researched, and even Elves, dragons and other magical creatures. There are some spell descriptions magic and alters it, making it easier, suppresses natural magic, even affecting holds magical knowledge, referring to a strange source of magic that infests all census, and general information of 500 years of Nithia before 500BC. Only 1% but mostly stacks of preserved parchment, 99% with only historical, political, may add a Ghost to the list of inhabitants. All rooms are storage, tools, empty, Madarua, Zargon or reference thereof, traps however are similar, a good DM only the Pyramid itself. No references to Cynidicea, or Gorm, Usamigaras, guards and intruders are available; there are NO other exists, no lower caves but



DM: This Pyramid holds the secret of the few lawful priests took all they had, under dominion of the lawful god Horus and protected the best knowledge they could hide. In fact the Pyramid holds an ancient library (guarded with priests (turned into undying Minotaur), Stone (undead Fire and Earth Elementals), Shadows and Desert Zombies (former workers), Mimics, Floating Death Head's, Doom Guards, and as vermin; Spitting Snakes, Fire Beetles, and Winged Vipers. Recently a group of wandering Manscorpions used magic to decent and tried to plunder they can, until they discovered they have no magic to leave, and there are no doors. This the Pyramid in Adventure TSR 9049, B4 The lost city, but only aforementioned



The Gnoll King's Tomb

The Gnolls tried to emulate the Nithians when ever having a chance and knowledge. This all in an attempt to prove themselves and others they were better than their former masters. One of these traditions was royalty. In their rebellion the Gnolls were led by Yeenoghu, one of the first (if not THE first) Gnolls created by the wicked Nithian sorcerer Kruthep.

Yeenoghu was powerful and brutal, and the other Gnolls accepted his rule willingly. The warred and conquered, won and lost over the ages, with great brutality. Within this time Yeenoghu had several female partners; amongst these were Kar-Theti, Mur-Biyanni, and Alaf-gognu. They all battled amongst each other to mate with Yeenoghu, with weapon, with magic, with guile, with trickery, with violence and assault. One by one the females each lost their own soldiers, friends, and workers. It was this brutality Yeenoghu liked, and in the end he mated with all three. After a few months each female Gnoll bared a litter of three young. Kar-Theti bared two dead boys, and three females, Mur-Biyanni bared the greatest litter, seven, of which 3 were female and four were male, Alaf-gognu bared three males, of which one was different, he had a pure black skin and fur.

The young were all tossed in a family pit, and the three mothers each took their turn in feeding them. The Black boy was called Asud-Layl (Black Night in Nithian). The names of the others were forgotten, although all which survived their childhood later became great Gnoll chieftains (one of them was the main agent in the Gruugrakh Gnolls development). The childhood was not easy, from the moment of beginning. The first two weeks they suckled on their mother's teat, but Asud-Layl was the first to lick on the remains of Kar-Theti's offspring (which she kept with the litter, for who knows if they would still spring alive—they all did not understand anything of life, birth and death and had to learn the hard way). Asud-Layl started to nibble upon the rotting remains in his 4th week, while his teeth were starting to develop. Due this source of food Asud-Layl became the strongest of the merged litter. Within the upcoming months, all of the females were slaughtered and eaten by the males, except two of Mur-Biyanni (she stole these and fled with them to the north where she joined the Hill Gnolls Later).

Asud-Layl grew and became a young powerful and brutal Gnoll like his father (he actually never met). During the raids in Traladara, he discovered a settlement call Xitaqa. Here he murdered several Hutaakan priests, "*Weaklings he thought*". Amongst their belongings he found a large tapestry he tossed away, and some scriptures he could not read. The only word he could recognize was Hutaaka, but even that he did not understand.

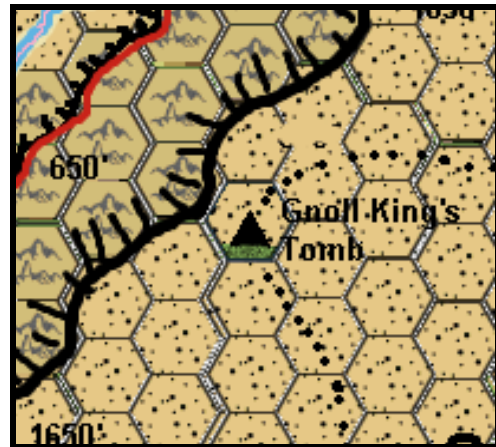
He thrashed the room in the high tower, and while just discovering a box with metallic potions labelled "*Ambrosia*", he was attacked by several Jade statues. These he could not battle and he fled.

When he was finally safe, he explored the potions. Asud-Layl had learned that Nithian potions could heal damages or give immense strength, or even become a ghost. So he swallowed one. The potion did his work but Asud-Layl did not notice...at first. He discarded the box as being flawed in the West Cruth Mountain cave they were in.

More battles followed in the next years, but Asud-Layl never noticed the effect of the potion. Others however did; His regeneration was tripled. After about ten years, his situation normalized, the potion's effect had finally stopped. He send a pair of Gnolls to relocate the cave they were in so long ago, but did not tell them why, and ordered them to keep the box closed and taken with care for it would hold the blood of Yeenoghu, and that must not be spilled. The Gnolls did what was ordered, although during a battle in the future Shires, the box tumbled down a crevice opened and a few bottles fell out, when landing on the floor, the box fell closed again. The Gnoll warriors never noticed what had happened when they retrieved it later.

Asud-Layl swallowed the potions every time whenever he felt his regeneration started to falter, and although decades passed he did not grow older. The aging repressive effects of the potion seemed to increase..., centuries had passed already, Asud-Layl was clever but also careful. He kept the potions a careful secret. Due this he never became as powerful as his father, and no Immortal took notice of his deeds, he was never target for plans of Immortality by any of them. It was he who finally decided to travel to the Broken Lands, It was under his command the Gnolls settled upon the Plateau, in the abandoned Horon Nithian settlements. Here Asud-Layl became the first Gnoll King. More decades past, and Asud-Layl became afraid, there was only one potion left, where three should be.

He thought of thieves, but never found any, and when he finally discovered what could have happened, he already had swallowed the last one. He send out more warriors to discover the crevice the first warriors told the box had tumbled within. They never located it.





When 12 years later Asud-Layl the undying King grew old and fragile finally died, the Gnolls erected a simple step pyramid tomb for him. A simple Mastaba with magazine storage tunnels, and in the centre the Burial Vault, with on top of that the Step Pyramid, similar but clearly different from what the Nithians did build. Some say the Gnolls did not even build this tomb, but the Horon Nithians did for their own ruler, but never finished it. Either way, the Gnolls took use of the structure.

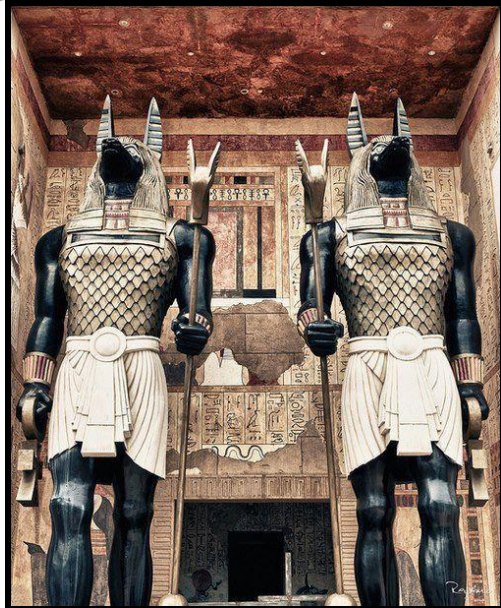
The original access is guarded by two large black Gnoll Statues (20' tall, which will animate and attack any non-Gnoll daring to try to enter, but do not venture beyond 50', then they return or use distance attacks available—DM; Use Stone Colossus statistics from My Monster Manual Compilation Constructs chapter page 1495). http://pandius.com/Monster_Manual_5.pdf

The secondary access was originally not even connected to the lower areas of the temple, and was nothing more than two long galleries above each other for food offerings.

However, Hobgoblins from Hobgobland discovered the pyramid, and dug a tunnel down into it. When they reached the arc shaped tunnels to the lower magazines and other apartments, they were attacked by Doomguards (Monster Manual Compilation Constructs chapter page 1432).

Until this date nobody succeeded in plundering the tomb of its treasures. And these were a lot, for a plundering Gnoll King who lived several centuries.

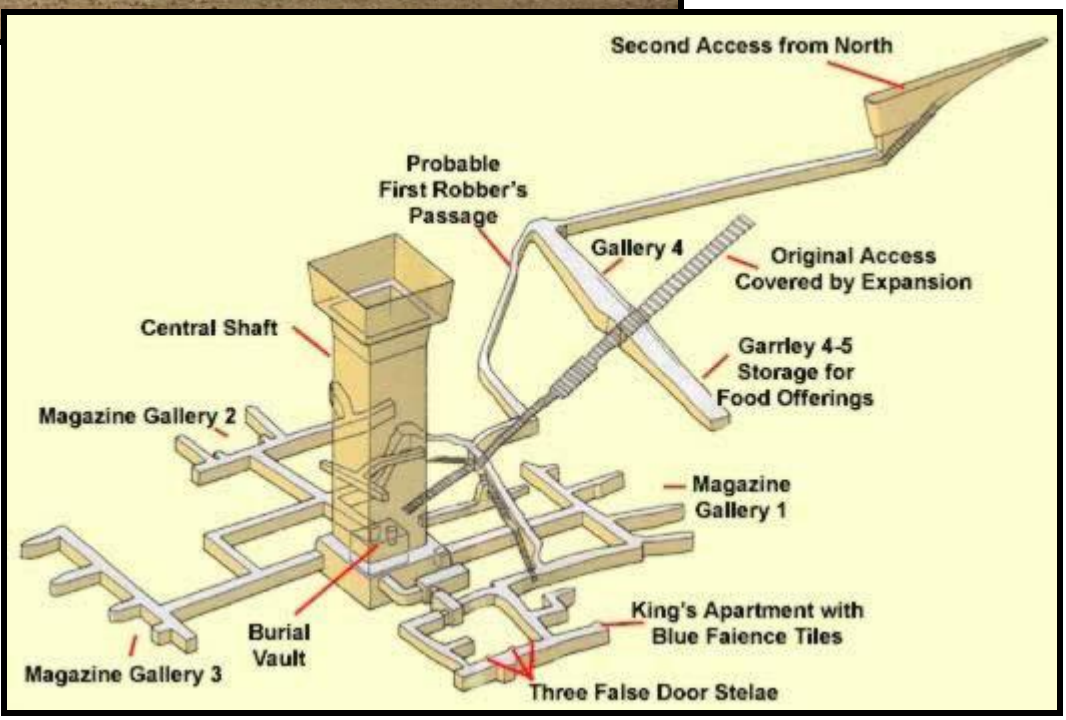
It is very well possible the King himself is a mummy, as are his wives, and some personnel, who were interred together with him, alive or not. The Burial Vault has a very wide and high shaft inside, almost leading to the



top, where it is bricked off. This is symbolic, for the Soul (Ka) of those interred within to venture up to the Afterlife.

Just like the Nithians did, but instead of Nithian Immortals Ranivorus is mentioned instead.

The tomb is a location where many Mimics have found a place to live and prosper. These Mimics were brought here from Ancient Nithian tombs long ago, while in their stabile (young) period, and as such were not discernable from similar real objects.



Mimic (*Metamorphus mimicus*)

Monster	Mimic										Killer Mimic
Type	Biological Construct										
Climate/Terrain	Subterranean										
Frequency	Rare										
Organization	Solitary										
Activity Cycle	Any										
Diet	Carnivore										
AL	N										N, NE
NA	1d4										
Size (cubic feet)	20	40	60	80	100	125	150	175	200	250	
ST/CO	16-18										18-20
IN/WI	8-10										2-4
DX	6+1d6										
CH	3-18										
Languages	Mimic (Nithian dialect)										
Spellcaster Limits;	0										
AC	7										
AV	0	1	2	3	4						
HD	1**	2**	3**	4**	5**	6**	7**	8**	9**	10**	
HP	1d8	2d8	3d8	4d8	5d8	6d8	7d8	8d8	9d8	9d8+2	
MV	30/10'										
THACO	19	18	17	16	15	13	12	10	8	7	
Attacks	1 tentacle smash										
Damage	3d4										
Attacks	1 bite										
Damage	1d3 each										
Special Attacks;	Glue										
Special Defenses;	Camouflage										
Weakness	0										
Immune to;	0										
Extra Vulnerable to;	0										
AM	0										
Saving	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	
ML	6	7	8	9	10	11	8				
XP	16	30	65	175	425	725	1250	1750	2300	2700	
IT	Incidental/ Component value = XP x GP										
Body Weight(Lbs)	10	20	40	80	160	320	640	1280	2560	5120	



Mimics are magically-created biological constructs with a hard rock-like outer shell that protects their soft inner organs. Mimics can alter their form and their pigmentation; they use this talent to lure victims into close range, where they attempt to feed on them.

When they age they become stronger, but from adult age, they lose intelligence and wisdom, this older version is often seen as a different species; **the Killer Mimic**.

Young Mimics are as amorphous as the adults, yet they do not take an offensive or defensive action and remain in their current chosen shape when approached by larger creatures.

Adult Mimics are large, and occupy about 150 cubic feet (a 3'x6'x8' chest, or a large door frame). Killer mimics occupy about 200 cubic feet or more. Mimics' natural color is a speckled grey that resembles granite. Mimics can alter their shape and pigmentation to resemble varieties of stone (such as marble), wood grain, and various metals (gold, silver, copper); it takes one round to make the desired alteration, and the same time to shed this alteration to make a single tentacle attack at the same time. They do so with a inhaling sound similar to a Frog and Cricket merged together. They cannot lose mass in this transformation (they will remain the same weight, though they may radically alter their dimensions by creating hollow

spaces within themselves). Common mimics have their own tongue (corruptions of the original Nithian language spoken by their wizard creators, sounding as above) and can also be taught to speak in common and other languages. Killer mimics are incapable of speech.



Combat:

A mimic can surprise its victims easily (-4 penalty to victims' surprise rolls). When a creature touches a mimic, it lashes out with a pseudopod that inflicts 3d4 points of damage. Furthermore, the mimic covers itself with a glue-like substance. Any creature or item that touches a mimic is held fast. Alcohol will weaken the glue in three rounds, enabling the character to break free, or the character may attempt to make a strength check against the creature to break free. Only one attempt may be made per character, and no other action, offensive or defensive, may be performed during the round that the attempt is being made. A mimic may neutralize its glue at any time that it desires; the glue dissolves five rounds after the mimic dies. The mimic is immune to acid attacks and is unaffected by Molds, Slimes and various puddings.

Habitat/Society:

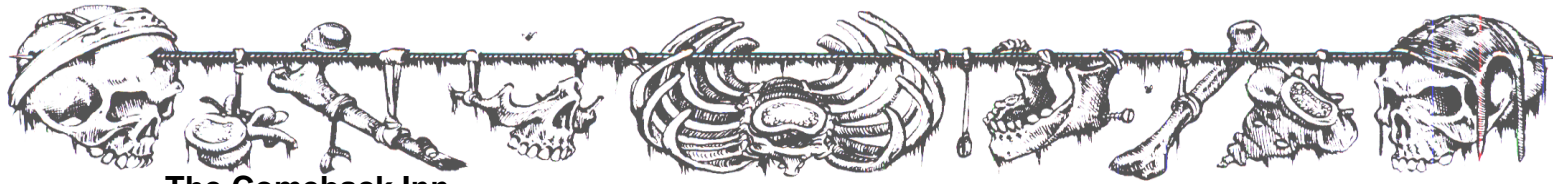
Mimics live underground, where they can avoid sunlight. They are solitary creatures; this is to ensure that each

mimic has a large grazing area. They have no culture; their primary concerns are survival and food. Common mimics are quite intelligent and will gladly offer information in exchange for food. Killer mimics attack regardless of attempts at communication. Mimics have no moral code and no interest in culture or religion. Wizards who use them as guardians have sometimes found them to be less than enthusiastic about obeying their commands.

Ecology:

Mimics were originally created by Nithian wizards in 550 BC to protect themselves from treasure hunters. Mimics were rapidly spread when the revolting Gnolls took several young Mimics with them, unaware what they brought along. Since then Mimics have reproduced by mating (there are male and female versions) and gestate 1d4 young in 6 months. Mimics are roughly as old as their Hit Dice in years. A good meal (one or two Humans) can sustain them for weeks. They reproduce by fission and grow to full size in several years. They usually appear in the form of treasure chests, but may just as easily take on the form of Urns (often in Nithian Ruins), common chests, Barrels (often in Human settlements), or even shrines, and even rarely doors. Smaller Mimics pose as stonework, doors, statues, stairs, chests, or other common items made from stone, wood, and metal. Their skin is covered with several optical sensors that are sensitive to heat and light in a 90-foot radius, even in pitch darkness. Any powerful light source can easily blind them, including direct sunlight. Along with glue, they can excrete a liquid that smells like rotting meat; this attracts smaller, more common prey (usually rats, mice), and may reveal a danger present to experienced adventurers. Mimic ichor is useful in the creation of Polymorph Self potions, and their glue and solvent sacs can be sold to alchemists. Other internal organs are useful in the manufacture of perfumes. The mimic's internal organs are also considered tasty delicacies in some cultures.

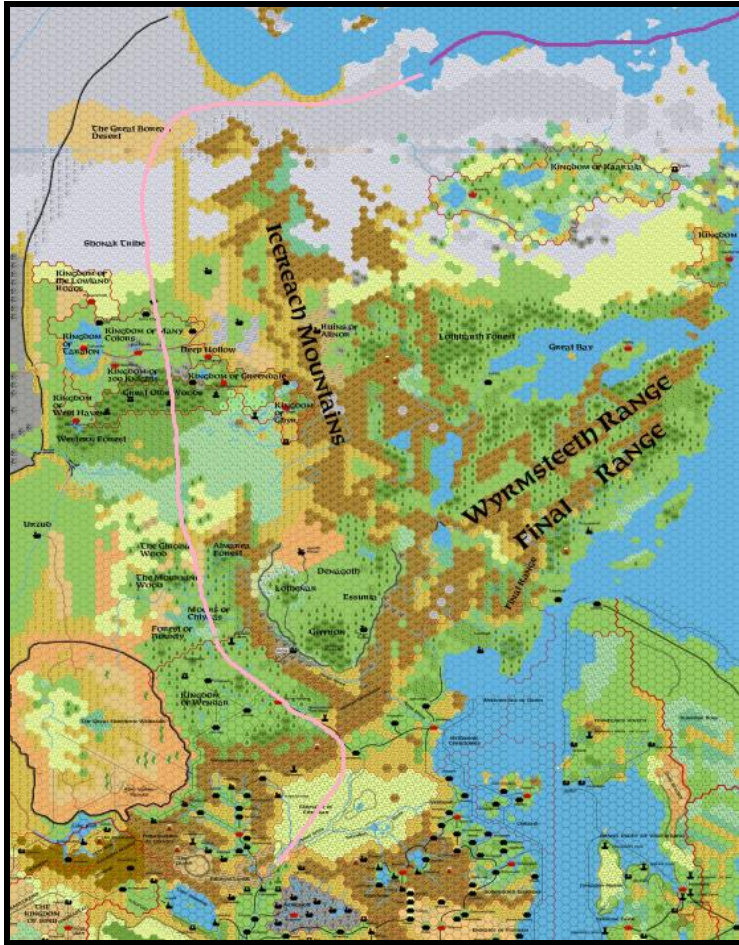




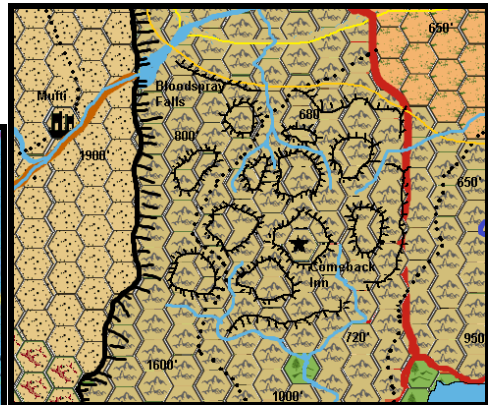
The Comeback Inn

BE CAREFULL. This section holds DM only information. Skip this section if you are a player.

This peculiar area has an even more peculiar history. Not only is the whole geological base not indigenous, it originates even from another continent. To explain we have to go back to the era of Blackmoor.



Purple; under water/ice voyage Pink; glacial voyage



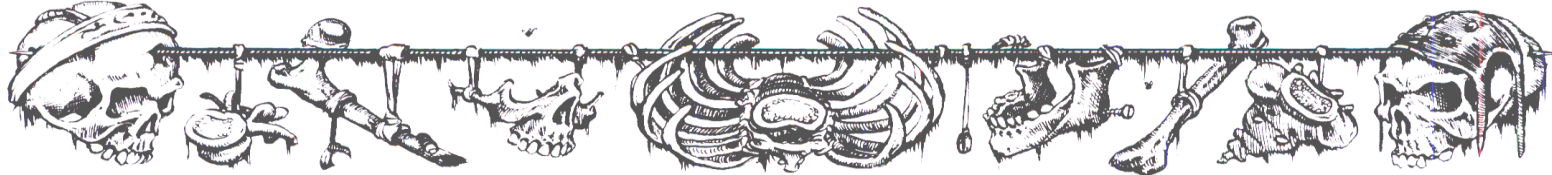
Before there was Thyatis, before there was Hyborea, before there was the land of Norwold, before the dread Alphatians fell from the sky, before all of this, there was Thonia. Full 4000 years ago and 3000 years before the crowning of the first emperor of Thyatis, that elder Thonia was torn apart and half drowned in the vastest cataclysm Mystara has known. Fearful was that time--a waking horror when the earth shook and the skies burned. And when it was done, Thonia was no more. The land existed, yes. But its cities were tumbled, its pride humbled, its culture a poor tattered thing lacking the will even to continue. Of the towns and castles of the Blackmoor northlands, there was--nothing. All were swallowed by the sea. And when the land rose again from up that vastly deep, it had been scraped clean. What was not destroyed by the cataclysm itself or the waters following were soon buried under a half of mile of ice, as climatic changes wrought by the catastrophe made the land into a howling glacial wilderness.

A piece of this glacier later broke off the ground and surrounding ice, and within a single year it drifted underwater and underneath the ice, with the summer currents towards another continent; Brun. The heavy

chunk drifted underwater in a bay where an exit hole to the Elemental Plane of Water existed or came to be (it later became an entry) and was pushed upwards violently. The glacial rock of ice was even lifted up by the expelled waters from the Gate and landed upon the surrounding ice. This wall of ice was gliding forth with the growth of these new glaciers where ice had never been before. Slowly it was pushed up and forth west, along the Icereach Mountains, over the future great swamp, over future Wendar until it was deposited in the south-west of future Ethengar. The temperature began to rise due the tilting of the planet's axis, and the glaciers began to melt, the travelling rock within was released from the ice. Over the next centuries it dried out; erosion caused it to crumble into giant pieces. Large sections of hard rock upon formerly frozen thick sections of packed earth slowly broke apart, all parts of the same singular travelling glacial rock. Upon one of these pieces was the last intact structure of the era of Blackmoor; "The Comeback Inn", protected by its powerful enchantments.



All in the former Thonian Northlands knew of the Comeback Inn, whose eccentric enchantments made use of the very bones of the earth around Blackmoor. What was known only to a few of that time, was that the complex and unique spells that gave the inn its special quality had also caused a gate to open beneath the structure--a gate that led no one knew where. Or it seemed to those who lived and worked around it. A few had tried to enter it. None who succeeded ever returned. Only the Blackmoor Iron Duke knew why his spies had sought out one of the master wizards whose skills had gone into the fashioning of the special



spells that created the gate (and affected the structure), and questioned him. The gate was a hole in time and space, where the very fabric of the universe was rent, opening a corridor to the past or future.

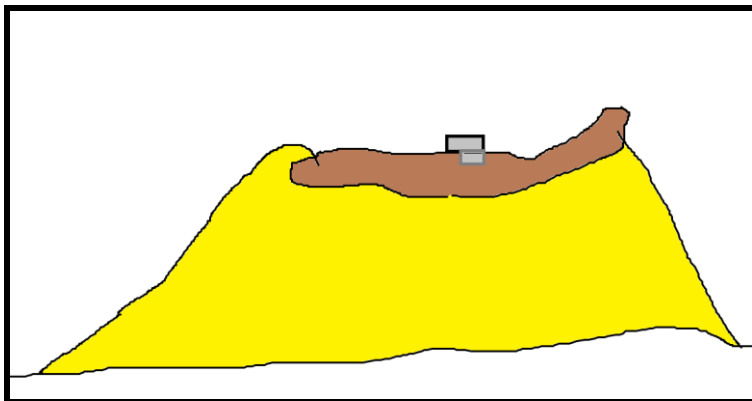
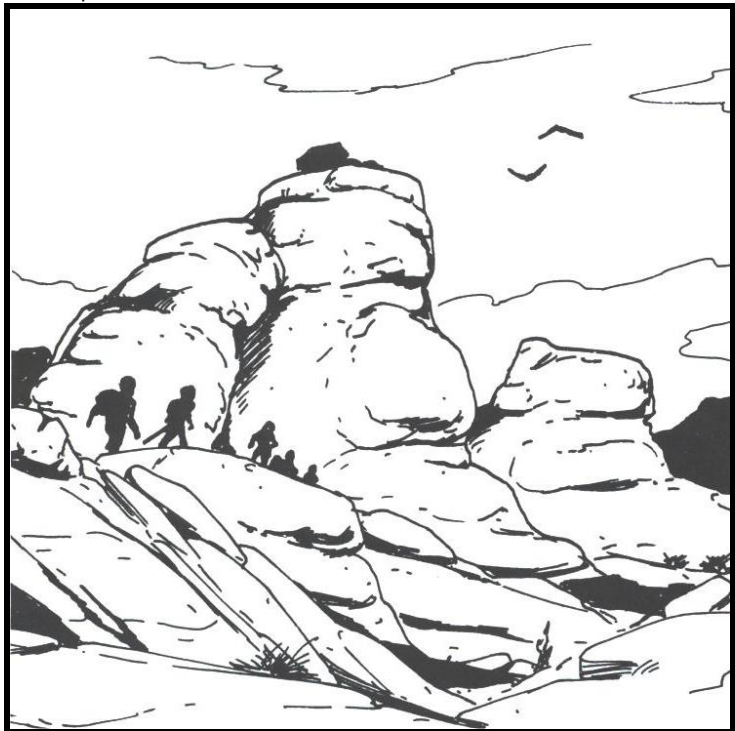
Control was gained by a master wizard to open the gate onto a specific desired time-place. There were three copies of the controlling amulet. Two were given to the Iron Duke. Thus was born one of the boldest schemes in the outlandish history of Thonian power politics. In time people were sent 4000 years forward into the future (1000AC) when Blackmoor and all of its works were destroyed. All, that is, except the Comeback Inn. Only the Inn and the remaining bedrock remained high upon a broken chimney of land, hidden from the world.

Here the Blackmoor Iron Duke established a prison in Time. The Comeback Inn of the future was cleaned and polished and restored to something of its former appearance--at least inside. No one could get past its enchantments to go outside to repair the exterior or investigate the surroundings. So it kept the weathered look it had developed through centuries of being frozen, drowned and then baked in the fierce sun of the Broken Lands save for that the Inn looked almost an exact copy of its old self.

The gate below was always open at the first night of the Full Moon, and remained open for 3 hours before and after midnight.

Important other enchantments: (40th level+)

- 1 Anyone who has immediate evil intentions towards the Inn or its possible occupants can never come back inn. All others can enter the inn without difficulty. Those inside can leave only with outside help. Any try in breaking this will cause the person to exit where he/she started.
- 2 Magic is also blocked unless attached to a person or object. Sounds do also not pass, light however does.
- 3 The Inn structure is protected from both magical and non-magical damage at the hands of those inside. Non-hostile works (nail in wall) can still be done.
- 4 The Inn repairs itself every 24 hours (midnight), tons of ale are refilled, larder stocked, and minor repairs.



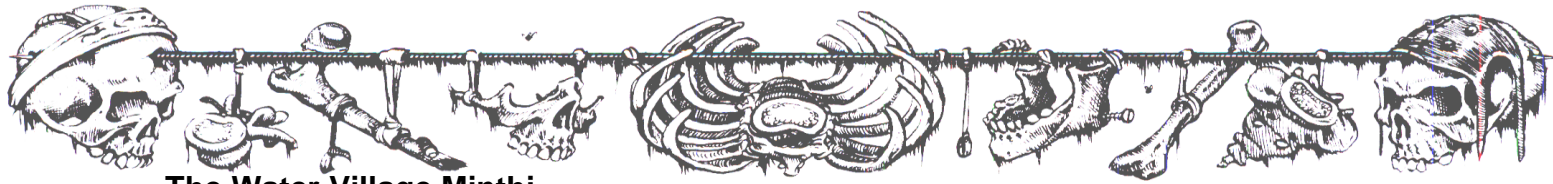
The Inn atop the magical bedrock atop the rock-hard packed earth

The owner of the Inn is enchanted as followed; Storm Giant Strength (24), Antimagic shell (undispellable by wish), teleport at will in the inn. Can dispel any magic inside (except those of the Inn) at 20th level, Can "geas "on any one person in the inn (20th level) "never to come back in". The person then can never re-enter the inn except through the time gate. The geas can be lifted by the owner by simply telling "come back in". The owner can enter and leave as normal.

To know more buy and read; TSR 9172 - DA1 - Adventures in Blackmoor and the other 3 adventures DA2, DA3 and DA4.

Humanoids often tried to enter, to find plunder and other things of value but almost none were able too. Only a few without that intent (Stupid Trolls, animals, and some investigative spirited Humanoid) went in and never returned, even with the door open. Since then the area is seen though as taboo. Only fools and Wokani come here, and then only for the minor magical effects the bedrock gives.

- 1 Any spell they cast outside of the structure, yet still on the rock has a 50% faster casting time, or a 50% longer duration. Studying spells is 10% shorter. A Cure wounds spell will thus cure its normal value and then add another bonus the next rounds for as high as the bonus is (a Cure serious Wounds=2d6+2 will thus cure 2d6+2 extra in the following round.)
- 2 Seers coming here, resting outside can experience very vivid, often horrifying dreams of past or present, as if real.
- 3 Materials, like armor, tools and weapons, and even clothing or shoes placed against the outside walls of the Inn, will be repaired in 1 to 7 days (depending on the hardness of the object). These magical treats seem interesting but cause fear to the Humanoids; a dented weapon they see as better than a shining one, strange dreams cause fear too, and spells suddenly acting differently, is very dangerous. Humanoid shaman or Wokani only use the features of the area I they need a spell effect with a prolonged duration (like healing, regenerating, etc).



The Water Village Minthi

This original Nithian village is a bit different than any other settlement. Build upon a large rock wall, with high near the top of the Sun's Anvil, a unlimited source of water. The Horon Nithian seeking asylum in Oenkmarr, were soon rejected to stay within the city. Atzanteotl had begun anti Nithian sentiment among the Oenkmarians, and although they were allowed to trade and visit Oenkmarr, they were forced to settle upon the Plateau, were nobody wanted to live. As there was no water, the Horon Nithians used all their wits to survive. Then a cave near Ahtumi was discovered, and explored. In fact this cave entry was just opened by a very heavy Earthquake hitting the region. The explorers crawled and climbed up within the mountain and there they discovered a crystal cave, with a 300 yard lake and within a natural Water Elemental Gate entering the



Prime Plane. The earthquake had blocked its way of exits down into Lower Grollistan or the Great Magma chamber, and the water now threatened to flow over and destroy the village Ahtumi, where most Horon Nithians lived. Using all architectural knowledge and even magic they had they diverted the water from entering the cave they used to discover this Crystal Lake.

Three exit ways they opened. Two were directed South and exited East and West of the crater with Oenkmarr within. Here they set up the new settlements of Liefar and Atar, named after the Initial explorers. The water stream in the West flowed into the valley north of the Twin Volcanoes, while the water stream in the East, flowed north, eventually flowing over the whole Sun's Anvil Plateaux into the ancient riverbed, cascading down the Bloodspray Falls. (Read further there).

The third stream that came to be, was naturally directed north, and the Nithians feared it would still flood Ahtumi. But their fear was not needed; the water opened two miles up on the Shamsndan alhudad Mountain a few miles away from Ahtumi. The water coming through was cool and fresh but also had absorbed many minerals from the mountain, and had a brilliant green color. The water flowed down, curving to the west also entering the ancient riverbed, but in the other direction. The first decades the water flooded down the hills, giving its roundish eroded rock sides, but then some wizards discovered that the water had magical properties. Unlike the two other streams, this stream flowed through the Crystals, down the Crystal Lake, through mineral compounds within the many cracks of the mountain down the rocks, heated by the sun.

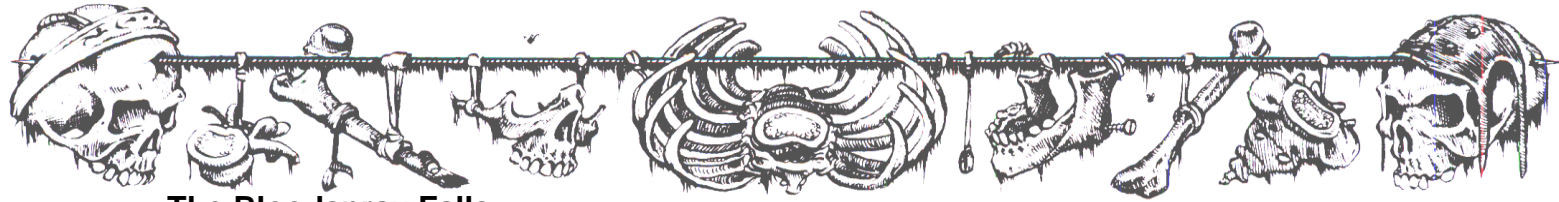
Everyday, more and more Nithians, and even Oenkmarians came to the seductive effects of the warm flowing scented water.

And then they started to create pools, roundish stone pools, attached to the walls, and with these there came houses. Although the same house design was used, each house now

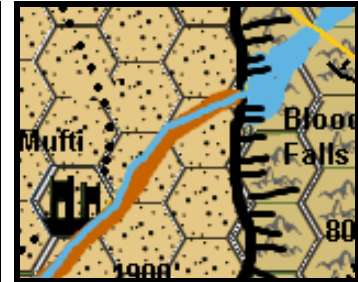
had access to a small stair and pool. As more and more people decided to settle here, more houses, more pools and more stairs were created. In the end the village had gained 211 houses in 32 layers on top of the lower ones, against the rock wall. The water flows from one pool to another; the stairs curve in-between, connecting all the houses, and pools on all the different levels. This became the water town Minthi, named after the refreshing mint-like scent and taste the water has.

The water cure all skin ailments, restores hair growth where lost, and removes hair permanently when it is just shaven. Scars slowly disappear, and age-bound afflictions like; dementia, arthritis, rheumatism, and similar disappear as long as one bath per day is made, of minimal 1 turn, likewise suppressed are venereal diseases. But the most important attraction is that, it makes the skin as if a young adult, without any age like conditions as wrinkles, marks, paleness, blemishes, etc. at the same time it makes the users euphoric and joyous, together with good food and wine, this became a paradise on itself.

When the Gnolls took over after the Horon Nithians disappeared, they discovered the pools too, and here the strongest warriors and luscious women are found.



The Bloodspray Falls



In the village Mufti are kept most slaves, here are most sacrifices, and here is done most torture by the Gnolls on those hapless victims. In fact, it is often here prisoners from elsewhere in Gnollistan are sent, to interrogate, torture, kill, eat, or partially snack upon. Here the blood of the dead (the bodies are rarely removed, except when hungry) and their rotting remains pollute the now red



colored water streaming further over the plateau, until it washes down the Bloodspray Falls.

Climbing down the small cut-away stairs you come to a location a vampire would dream off.

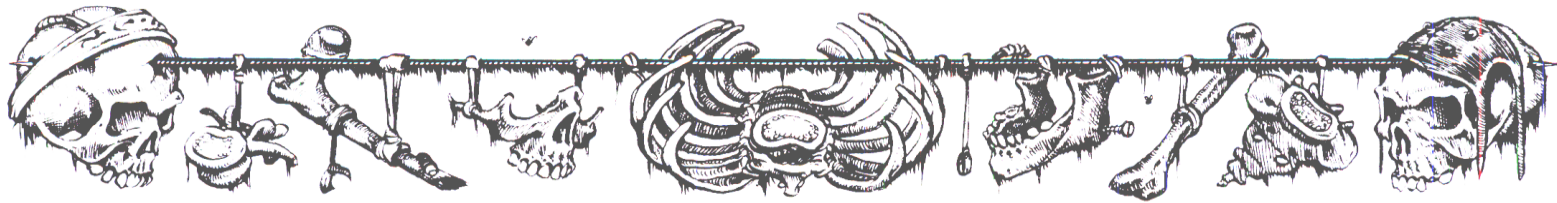
There is a magical source here the Gnolls are unaware of. There have been Water Elementals here who have died due to the blood pollution and became Undead (see *Mystara Monster Manual Compilation chapter Undead page 1397* http://pandius.com/Monster_Manual_4.pdf), aka **Blood Elementals**, and together with the blood by the tortured and murdered, they turn the water in a permanent flow of blood. The river gives the stench of fresh blood, and when it hits the ground it penetrates into the ground colouring it a dark brown due the metals in the Blood.

It slowly is diluted with soil and other creaks, and when it finally hits the Steel River only a vague Red-Brown color can be seen. Dogs and other scent predators however still smell the blood and become agitated (morale +1 to violent).

Travelling merchants/adventurers know this water is heavily polluted, and functions like a poison. (Drink; -2 hp/Round, and -2 ST/CO/DX/turn until saved, first save may be made after 6 rounds, and then once a turn.)



Lower section of Bloodspray falls with in the upper right an angry Blood Elemental.



Kol

In the Broken Lands exists Kol, also called the Republic, Kol is located in south central Broken Lands, east of the Streel River. Citizens of Kol love mimicking the empire of Thyatis, although they do not really understand the difference between a Republic and an imperial autocracy. Kol covers one of the larger areas of the Broken Lands. Half of the citizens reside in the forested region north of the Republic of Darokin. The remainder spread out among the rugged terrain that forms about half of the nation, especially along the Streel River.

The thin line of hills along the outer border is mostly deserted, being a bit too close to Alfheim for the citizen-Kobolds' taste.

The hills are covered with thorns and high bushes. Geysers and tar pits are common in the Broken Terrain. Citizens keep wild pigs in the forests to support most of their needs. The forests are hard to invade because of numerous thorns, traps, and organized ambushes. **Upper Kol 1620 sq miles**



Its surface citizens are primarily 3145 Spotted Kobolds (*Canis minor Punctata*) and 3195 Gey Kobolds (*Canis minor Numerus*), 3400 Brown or Mountain Kobolds (*Canis minor Militaris*), 1575 Red Orcs (*Orcus rubeus Vulgaris*), 1170 Spotted Gnolls (*Canis erectus Hilaris*), 550 Yellow Orcs (*Orcus C. Oriensis*, including also some 100 or so *Orcus facies Ratis*), although non-Kobolds are perhaps considered a-bit-less-equal-citizens.

Lower Kol occupies one of the larger caves, 1500 feet below the surface.

Its Lower Kol citizens are primarily 1575 Spotted Kobolds (*Canis minor Punctata*) and 1600 Grey Kobolds (*Canis minor Numerus*), 1700 Brown or Mountain Kobolds (*Canis minor Militaris*), 650 Red Orcs (*Orcus rubeus Vulgaris*), 550 Spotted Gnolls (*Canis erectus Hilaris*), 210 Yellow Orcs (*Orcus C. Oriensis*, including also some 50 or so *Orcus facies Ratis*), although non-Kobolds are perhaps considered a-bit-less-equal-citizens.

A secondary cave, called The Shining One's Arm, widens 30 miles south. The High Doge's stronghold, Kol-Khat, is built in a 200' long stalactite hanging from the vault, 100' above the ground. The fortress can be accessed only through a crude system of counter-weight powered elevators prone to malfunctions. The mighty republic hasn't yet mastered the concept of brakes. Despite its problems, Kol-Khat still remains a formidable stronghold that has resisted all but King Thar's Hordes. The Republic maintains two camps, Kol-Slah to the North, and Kol-Tarkee to the south. Two fortified gates have been built in the tunnels leading to Red Orland, and another east of Kol-Khat, in the passage leading up to South Gnomistan. A natural bridge of volcanic rock arches over the Kol-Dahk River. Surprisingly, the Kol-Dahk is a dark red, bubbly river that springs forth from The Shining One's Arm and near Kol-Tarkee, and falls into the lava flow to the south, creating a thick brown fog (visibility 10'-100'). The river and its fumes are notorious for causing inebriation.



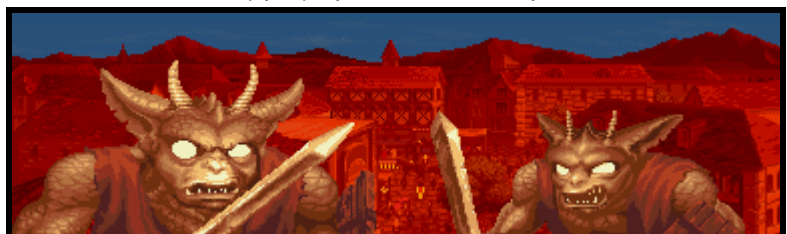
Citizens of Kol survive from the thick fungal forests that grow along the Kol-Dahk. There they gather fungous fruit hanging from Giant mushrooms. Aside from the monstrous wildlife thriving there, citizen-hunters track the Purple Worm that hides under the black dunes near the lava flow, a perilous but rewarding task that feeds hundreds for weeks. Citizen-hunters wear masks to resist the Kol-Dahk's fumes. Fortunately, the worms are often drunk. And taste like Kol-Dahk—a delicacy the Republic has no difficulty trading for other Goods from neighbouring tribes.

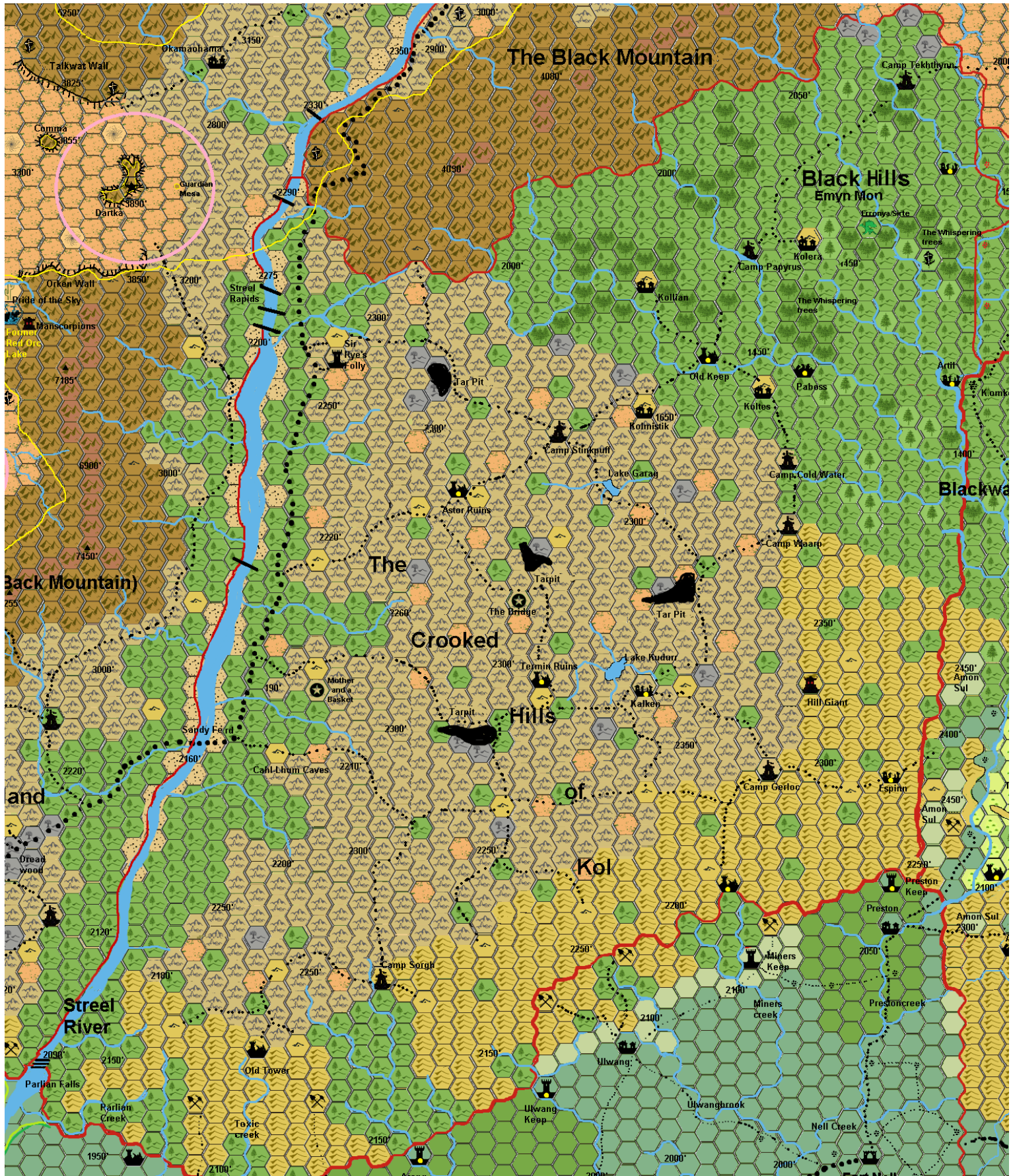
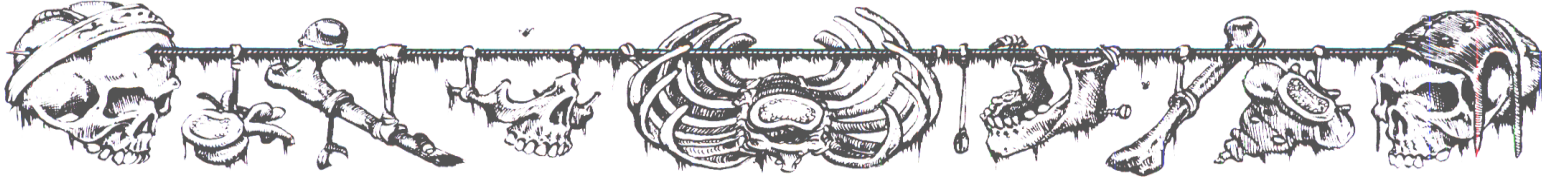
The republic is often at war with Red Orc land. When things start getting bad, they usually call upon King Thar to re-establish peace and former boundaries. Kol is closely allied to Thar and on reasonable good terms with Gnomistani with whom they trade a good deal of food in exchange for peace in Upper Kol. Citizens of Kol hate High Goblins, whom they find unduly arrogant and undisciplined.

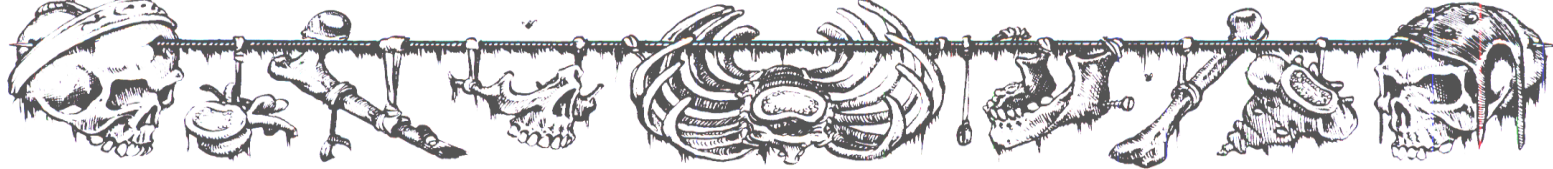
There are 14 hordes, 6 on Upper Kol to raid Darokinian caravans and farms

Keep in mind after 1009AC The Republic of Kol is mostly abandoned. About 90% of all Humanoids have left together with Kol into the Crater. The remaining are Old or stubborn, and there is a new influx of Gnolls, Hill Giants. This will change over time as the remaining Kobolds now have more space and available food and multiply rapidly. Kol will within 15 years have the same number of Kobolds as before, under another ruler, and possibly a new name.

The 1014 AC events caused the Kobolds to resurface in Kol and even attack Corunglain (Source; Tower of Doom arcade game staged at 1014 AC)







Climate

The following table gives the chances of finding something within a 10,000 square yard area. This can be along the route covered 25 yards on either side of the passed route for 200 feet length, or in a roughly 100 x 100 yard area. This takes 1 Turn of time (either real time or delay time while travelling), and a successful survival skill check if available. As you can see evaporation of fallen water is included in this system. Always count 24 hours back. If within this time there has been 3 hours of rain, add the bonus percentage x3, you will keep the bonus for that whole time until those hours have fully passed from the last 24 hours.

Chance of Finding;	Drinkable water	Medicinal / Edible / Functional plants	Fuel for Fire	Wandering Monsters, Creatures or Humanoids
Streel Valley Winter	20%	23%	40%	1 on 10/Hr
Streel Valley Spring	35%	32%	70%	1 on 8/Hr
Streel Valley Summer	20%	28%	70%	1 on 6/Hr
Streel Valley Autumn	30%	30%	60%	1 on 8/Hr
Plateau Winter	3%	5%	2%	1 on 12/Hr
Plateau Spring	5%	8%	5%	1 on 10/Hr
Plateau Summer	2%	2%	2%	1 on 12/Hr
Plateau Autumn	7%	10%	2%	1 on 10/Hr
Remaining Terrain Winter	15%	15%	20%	1 on 8/Hr
Remaining Terrain Spring	18%	20%	30%	1 on 10/Hr
Remaining Terrain Summer	8%	10%	40%	1 on 6/Hr
Remaining Terrain Autumn	15%	20%	40%	1 on 8/Hr
	+5% /hr rain in last 24 Hr).			x2 if making noise x3 if making visible signs

Wandering Creatures

Almost all other Creatures listed in the following tables (for each Humanoid nation in the Broken Lands) can be found in TSR 1071 The D&D Rules Cyclopaedia, TSR 2501 AD&D2- Mystara Monstrous Compendium, TSR 9438 - DMR2- D&D-Mystara-Creature Catalogue, TSR 9173 - D&D - AC9 - Creature Catalogue or otherwise in my Mystara Monster Manual Compilation books <http://pandius.com/mnstrmnl.html>. Some, however, might vary a bit and are explained next to the table were they are mentioned.

Common Rodents; Mice, Hamster, Guinea pig, Mountain Mice

Common birds; Blackbird, Sparrow, Mousebird, etc.

Animal Herd Hills; Fallow Deer, Moose, Boar, Wild Sheep Mountain; Capricorn, Wild Goat.

Herd of... usually accompanied by 1d2 of the ruling race of the region

Merchant & Company; These are often parts of a attacked caravan, without maps and mostly desire to leave the area they are in to reach their destination. 1d6 people on 1d4 wagons, with or without sufficient draft-animals, and guards.

Sirte the Witch or Eronya Green Dragon

See [Dragons in the Broken Lands](#)

NPC Party

These are rolled as explained in the Rules Encyclopaedia or chosen by the DM. In the Black Hills these might be 50% be Elven.

Wandering Dragons See [Dragons in the Broken Lands](#) but mostly Green, Black or Blue and rarely other.

Humanoid Troops (like Kobolds, Gnolls) are always prepared for combat, other **Humanoids** not, they might be foraging, herding, gathering stones etc.

Bandit; There is an outstanding reward of 2d10x100 gp for each Bandit captured alive and transferred to Darokinian law.

Undead Skeletons are mostly tools of local Wicca or Shaman, and set to guard or patrol, they are of various racial build-up.

There are several individual **Cyclops** living in Kol (and Darokin, Ogremoor, Orcus Rex, Karwenna). These are sometimes used as servants/slave, as the much smaller Kobolds easily outwit most Cylops. They all are sheep/goat herders, and sometimes willing to sell wool or milk, yet never a live or dead beast.

Crooked Hills of Kol			Black Hills		
1d100	type Encountered	number appearing	1d100	type Encountered	number appearing
01	Giant Bee	1d3	01	Giant Bee	1d3
02-03	Kobold	5d4+50% 1 caster	02-03	Kobold	5d4+50% 1 caster
04-08	Kobold Troop	3d6+ 1 caster	04-08	Kobold Troop	3d6+ 1 caster
09-12	Goblin	2d6+ 50% 1 caster	09-14	Goblin	2d6+ 50% 1 caster
13-14	Chimera	1d3	15	Chimera	1d3
15-18	Hill Giant	2d4+50% 1 caster	16-18	Hill Giant	2d4+50% 1 caster
19	Griffon	1d4	19	Sirte the Witch	1
20	Harpy	1d4	20	Harpy	2d4
21-24	Manticore	1d4	21-23	Manticore	1d4
25-31	Insect Swarm	1d4	24-26	Hell Hound	2d4
31-32	Rats	2d10	27-32	Common Birds	3d20
33-34	Common Rodents	2d12	33-34	Common Rodents	2d12
35	Cave Bear	1d4	35	Brown Bear	1d4
36-38	Herd of Sheep	2d12	36-39	Herd of Goat	2d12
39	Herd of Goat	2d12	40-42	Eagle	1d8
40-42	Eagle	1d6	43	Gnoll	1d8
43	Roc, Small	1d3	44	Gnoll Troop	2d6+50% 1 caster
44	Roc, Large	1	45	Werebat (5 active)	1
45	Roc, Giant	1	46-50	Stone Giant	1
46-50	Stirge	2d10	51-52	Mountain Lion	1d4
51-52	Mountain Lion	1d4	53-54	Cockatrice	2d4
53-54	Wolf	1d4+1	55-56	Wandering Centaurs	1d3
55-56	Dire Wolf	1d3	57-58	Dire Wolf	1d4
57-58	Bandit(Darokinian)	1d12	59-60	Wolf	2d6
59-60	Snake, Viper	1d4	61-65	Wyvern	1d6
61-65	Giant Hunting Spider	1d12	66-69	Great Eagle	1d2
66-69	Giant Ant	4d6	70-73	Randara	1d2
70-73	Randara	1d2	74	Robberfly	2d4
74	Robberfly	2d4	75-76	Pegasus	1d12
75-76	Common Birds	3d20	77-81	Grizzly Bear	1d4
77-81	Bear (various)	1d4	82	Green Dragon	1
82	Wandering Dragon	1	83-84	Displacer Beast	1d4
83-84	Displacer Beast	1d4	85-86	Wandering Dragon	1
85-86	Red Dragon	1	87-90	Animal Herd(various)	2d10
87-90	Animal Herd(various)	2d10	91-92	Animal Herd(various)	2d20
91-92	Common rodents	2d10	93-94	NPC Party	1d6
93-94	Cyclops	1d2	95-100	Woodrake	1d8
95	NPC Party	1d6+1		Predator -2 reaction	
96-97	Merchant & Company	1d6		Defensive -1 reaction	
98	Skeleton	1d6		Defends only, or flees	
99-100	Wychglow	1d8		Prefers to flee	

Cyclops (*Homo giganticus Cyclopus*)

Humanoid	Cyclops				
Type	Giant humanoid				
Climate/Terrain	Temperate Hills/Mountains				
Frequency	Very Rare				
Organization	Clan				
Activity Cycle	any				
Diet	Omnivore x6				
AL	CE				
NA	1 (1d4)				
Size	10-25%	26-50%	51-75%	75-90%	H; 16'+1d4'+1d12'
BM	1	1,5	2	3	
ST (PR)	-8	-6	-4	-2	10+2d6=12-22
IN	-3	-3	-2	-1	4+1d6=5-10
WI	-5	-4	-3	-2	4+2d4=6-11
DX			+1	+1	3d6-2=3-16
CO	-5	-4	-3	-2	6+2d6=8-18
Com, Cha	+1	0	-1	-2	3d6-2=3-16
Languages	Hill Giant (Bratak), or 50% Bromdinag(Giant), or Ugrizz (Ogre)				
Spellcaster Limits;	Shaman 4, Wokani 2				
AC	8	7	6	5	4
AV	2				
Levels	Whelp	Young	Teen	Y. Adult	NM
HD	2*	5*	9*	11*	13*
HP	2d4	5d8	9d8	11d8	13d8
MV	90'30'				
THACO	na	15	11	10	8
Attacks	1 Fist/Kick or weapon				
Damage	na	1d6	1d8	1d10	
Attacks	1 weapon (Large Club)				
Damage	by weapon x3 (very Large Club 1d10x3)				
Special Attacks;	Major Curse once a week (5% chance/cyclops)				
Catch large Missiles	105 Hurling/Boulder Throwing 20%				
Boulder Throwing	3'-60'-130'-200'/400' for 2d12				
Boulder Averages;	1-2ftØ 150 LBS				
					Smash Sweep Slam
Special Defenses;	Surprised 1 on 20 only move silent as Thief level as HD				
Immune to;	0				
Extra Vulnerable to;	0				
Hindrances	-4 To Hit small creatures Small World problems Phobias				
Skills	Agriculture, Drinking, Intimidate				
AM	0				
Save as;	NM	F1	F2	F3	F4
ML	9				
XP	10	20	75	275	650
TT	E +5000gp				
Body Weight	10-25%	26-50%	51-75%	75-90%	Size(inch)xST/0.6



A Cyclops (plural; Cyclopes) is a rare type of Giant, noted for its great size and the single eye in the center of its forehead. They have shaggy black or dull, deep blue or brown hair that falls in a tangled mass on their shoulders. Its skin tone varies from ruddy brown to muddy yellow. Its voice is rough and sharp. Some (5%) have a absurd high-pitched voice. They dress commonly in ragged animal hides and sandals, and smell equally of parts of dung and dirt and badly treated fur. A Cyclops is about 20' tall.

Cyclops hair is long, shaggy, and unkempt, a haven for lice, Ticks and fleas. Usually black, it can also be a dull, deep blue. Grooming is uncommon, usually a Cyclops just tucks his hair behind his ears to keep it out of the way.

Members of both sexes lose their hair at an early age. By the time a Cyclops enters adult society he's already thinned on top, if he doesn't already have a full-fledged bald spot. By age twenty-five, most Cyclops are completely bald. They don't mind the lack of hair, since it keeps the vermin at bay.

In addition, Cyclops don't grow facial hair, so beards and moustaches are unknown among the race. A few hairs may be seen among the very old around their mouth.

A beautiful (to Humanoids and Cyclopes) Cyclops (CH16) has a classic wide nose with gaping nostrils, and a hairless scalp glinting in the sun.

They may sport large fangs, and even a large eyebrow above their single eye (almost reptilian in appearance). There are unconfirmed rumors of Cyclopes who had a single frontal horn, on top of their forehead, slightly curving backwards, this is

however, still unconfirmed. This could be a sign of [Dreaded Dire Disease](#).

A Cyclops' tough hide grants him a natural AV of 1, because of their thick skins provide them such ample protection, Cyclops never wear armor and seldom carry shields. It also protects him against local cold (giving him a +20° F extra corporeal warmth, and a +1 to saves and -1 damage per Die (minimum 1) against magical cold).

Because their single eye is directly above their nose, Cyclops do not have nose bridges. Instead a Cyclops nose is broad and flat, with wide nostrils. The oversized nostrils allow for a greater air intake in the higher altitudes, where most mountain dwelling Cyclops lair.

A Cyclops eye tends to bug out somewhat. The position of the eye grants the creature a wide range of vision, nearly 180 degrees in front of it. Cyclops rarely have vision trouble (such as nearsightedness or farsightedness); this is probably an evolutionary adaptation; with only one eye, it's important that the Cyclops retains strong vision.

The name Cyclops means wheel-eyed, named because their eyes are said to be as big and round as wagon wheels.

Cyclops have two tear ducts, one at each side of their single eye. Since they have just one eye, evolution has thus made it easier for them to keep it free of dust and dirt.



Combat

The Cyclops has poor depth perception because of its single eye and therefore it strikes with a -2 to any attack (**this is added in the THACO in the above table, you still need to adjust for strength**). They will usually attack with its Giant club. It can, like most Giants, throw boulders at great ranges. They are usually armed with a large tree trunk used as a club or staff, but sometimes also use Giant forms of bardiches, and slings. They never wear any armor, but instead are able to move silent as a thief of their level or Hit Dice (which ever is greater). If the opponents are close, they often rush forward to batter them with weapons. They often forget to throw boulders from a distance. They save as a fighter equal their Hit Dice.

Cyclopes are known for their stupidity, and a clever party can often escape from them by trickery.

Curse

Some Cyclopes (5%) are able to cast a Minor or Major Curse once a week, but have no control of the exact effect of the curse (which is chosen at random by the DM—1d00=1-75 minor, 76-00 Major, further see Minor or Major Curse (Ultimate Spellbook)).

Weapon Choice

Cyclopes prefer simple weapons—clubs, spears, slings, and bardiches. The clubs can be either standard size or more commonly, great clubs. The Cyclops bardich is a stone axe head mounted on a 5' wooden shaft. Cyclopes have simple battle tactics; they see a foe and immediately close to fight using clubs and bardiches. The spears and oversized slings are used only if the enemy is out of range (1d6 dm/pebble), and also in the rare occasion Cyclopes go out to hunt.

Slings

Occasionally, Cyclopes fill their slings with a handful of small rocks and pebbles. This buckshot spreads over a larger target area. Inflicting 2d6+4 points of damage – full AV (so mimic the results of being hit more than once) to all targets within a 10' area. On the downside it takes a full round to reload a giant sling with buckshot. (normal sling can't be used to do this).

Missile weapon penalty

Because of their monocular vision and resultant lack of depth perception, Cyclopes strike at -2 to hit with most missile weapons. For this reason, they put little stock in ownership of missile weapons; slings and spears are community property, to be used by any tribe member requiring them. Melee weapons, on the other hand, are more reliable, inflicting greater damage to the Cyclops enemies (owing in small part to the brutes' enormous strength)—thus nobody had better mess with a Cyclops club or Bardiche. These weapons are private property, and taking another's melee weapon is ground for a fight, often to the death.

Cyclopes are more than willing to make use of captured weapons, but as metalsmithing is unknown to them, they can't manufacture swords, knives, and the like.

Weapon construction

While females are not permitted to use weapons, they are usually in charge of making them. The males are too lazy to do it themselves, and they don't wish to delegate the task to slaves (disgruntled slaves and hand weapons are never a good mix). The Cyclops females become quite good at fashioning spearheads and axe heads, whittling down wooden shafts for spears and bardiches, and sewing together leather slings. The males reserve club production for themselves, as this usually entails nothing more than finding a sturdy tree limb.

Tracking

Cyclopes are universally recognized as pathetic hunters and even worse trackers. Evading a Cyclops in the wild is not difficult at all. On the other hand, tracking one is almost embarrassingly easy, as they make no attempts to hide their trails or cover their tracks merely plod along in their bumbling way. Even those without the tracking skill can follow a Cyclops trail one time out of three; those with the tracking ability gain a +4 bonus to their attempt when following Cyclopes. As a noted forester once put it, when it comes to a Cyclops' knowledge of tracking skills, the word that best describes them is clueless.

Habitat/Society

A Cyclops often lives alone, though a small group may eventually form and share a single large cave. They spend their time raising sheep and grapes (or other fruits). They're known for their stupidity, and a clever opponent can often escape them by trickery. They shy away from organized settlements. If left alone they leave armed groups alone, though they aren't above attacking a seemingly much weaker force if they stumble across one. They have no regard for any other life than their own, are very egoistic and egocentric. Captives are either enslaved or eaten this doesn't happen very often, since they tend to live in remote rocky places. They rarely wander more than 10 miles from their caves.

Then how do they spread the world, one does ask? This is done by their unknown Immortal patron. Whenever a Cyclops doesn't want to live somewhere and becomes stricken by grief due their current situation, the unknown Immortal Teleports the Cyclops somewhere else on the outer world, where other Cyclopes could live, or mostly where they like to try to live. This is how these creatures can be found on isolated islands around the world. The Cyclopes will also instantly be affected by a Forget spell which removes any details from the last location and what happened there. This could result in a stupid Cyclops truly believing he lived on a spot for all his live, while he just arrived there a day ago.

Male domination

Cyclops society is completely male-dominated and led by the strongest male. The weaker males follow his lead only through fear. Females and children are in turn subservient to the males and occupy the lowest niches of Cyclops society. Cyclopes have nothing but disregard for those weaker than themselves, even members of their own tribes or clans. Thus, the leaders is brutal to everyone, the weaker males obey the leader, but are in turn brutish to their mates and children. Cyclops children, if they're lucky, can vent their frustration on the clan's slaves. If a clan has no slaves, they just bide their time in silence until they are big enough to fight back successfully. Most Cyclops clan leaders are killers not by one of the many creatures that habitually prey upon Cyclopes, but rather by another male of their own clan that has had enough of subservience and has decided that it is time he gets to be the boss.

Life expectancy

Cyclops life expectancy being somewhat short (reaching the ripe old age of fifty is quite an accomplishment), Cyclops women are kept pregnant as much as possible. This brings more clan members into the world, replenishing the ones who are killed in raids against enemies and power struggles within the clan. Due to poor treatment of the pregnant mothers and the unsanitary conditions of Cyclops dwellings, miscarriages are frequent, and infant mortality ranges from 10 to 20%.



Age	Baby	Youngster	Teenager	Young Adult	Adult	Mature	Elder	Death
Cyclops	0-4	5-7	8-11	12+1d4	17-21	22-42	43+	50+2d8

Cyclops mature quickly—another evolutionary adaptation to counter their short life spans. A Cyclops reaches adulthood by nine or ten, and has an average lifespan of 35 to 40 years, although some rare individual succeed to even reach the age of 52. Their life is hazardous, and hence they have a life expectancy equal to that of the average Goblin. Besides Human adventurers, there are many predators, such as tigers, lions, other Giants, Wyverns, Dragons, and Trolls, that are not above attacking these creatures and using them as food. However, most Dwarves actually go out of their way to hunt Cyclopes, using their size against these creatures to hunt them down.

Reproduction

A female Cyclops has little to look forward to in her life. Her gender puts her at the bottom of Cyclops society straight from birth. Almost immediately after puberty, she becomes little more than a brood mare, delivering baby after baby and still being treated as little more than a slave herself. Worse, her sons eventually grow up to become adult males who treat her as badly as the others. Eventually she will no longer be of childbearing age—at which point she is unceremoniously banished from the tribe to survive on her own, rather than be allowed to drain the tribe's resources. No wonder these women are always in a foul mood.

Technically, Cyclops females are higher in rank than any slaves in Cyclops society. However, Cyclops value slaves highly, since a slave can be forced to do a great deal of work that the Cyclops would otherwise have to do for themselves. A slave's value grows higher the fewer are their number; if a tribe owns twenty slaves, no one is going to mind a female abusing a slave or two. However, if there is only a small handful, the females had better keep their hands off the slaves. As might be expected, this only leads to further resentment on the part of the females.

Since most Cyclops don't keep regular mates (breeding with whoever's available in the tribe —yes even adult sisters and mothers), questions of paternity are seldom answered accurately. The tribal leader usually takes credit for being the father of particular strong warriors, as obviously they could inherit such strength only from him. Of course, once the leader is killed and a new one takes his place, the new leader takes credit for being the 'true' father of the powerful young males of the tribe. Cyclops are thus generally never aware of their true fathers.

Storytelling

Favored female "status" is often not based upon physical attractiveness, but rather on story telling ability. In Cyclops society, the females are the keepers of the spoken history of the tribe. Cyclops do not have (nor understand) a written language. They actually must keep track of two separate histories; the official history, in which all benefits are attributed to the current tribal leader (the strongest male), and the real history, which by necessity is spoken of only among females. As might be expected the official history changes each time a new male takes over leadership of the tribe. At that time, a new favored female may be chosen, based upon be which female can present the new leader with the most impressively revised official history starring himself of course. The skill storytelling is a very useful skill for them.

Languages

Cyclops mistly speak the common tongue of the hill giants (Bratak) among themselves, although some individuals may also learn to speak an additional language as well; usually the local common tongue or either a giant or Ogre dialect.

Congregation

On rare occasions a charismatic leader will arise and bring together several clans to form a wandering (nomadic) tribe for as long as this leader is the leader. Such a band will aggressively raid outlying areas with boldness uncommon in a single clan. All group decisions are made by the strongest and toughest Cyclops in the group, usually through intimidation. This in turn leads to brawls and fist fights. There are no rules in such fights, and they can lead to permanent injury or even death to the loser.

Ecology

They were usually found in the extreme wilds or on isolated islands, where they scratch out a meager existence by shepherding their flocks of giant sheep.

Their cave is usually sealed with large boulders or a stout wooden gate to protect their herds, kin or treasury from predators. There are no interior fire pits, since Cyclopes use fire infrequently, and then only outside their lairs. Their treasure will usually be kept in a sack simply hidden in the cave.

Their sleeping places are filthy nests of uncured hides, and the plague parasites infest this too. The Cyclops tries to get rid of these pests and pops them into his mouth as a snack.

Predators

Many creatures prey upon Cyclops; Wyverns, Giants, Trolls, and Dragons, to name just a few (it is rumored by some sages that the evolutionary change in size was an attempt to reduce the amount of predators.). As most Cyclops bands live in permanent lairs, their locations are often known by the larger predators in the area. Cyclops block their cave entrances with boulders or a stout wooden gate when they retire for the night. Cyclops caves always have but a single entrance; any natural occurring additional entrances are sealed off with boulders and large stone slabs before they inhabit it. When opened in the morning, a fresh air is brought in, sharply contrasting with the stench in the cave, the smells of sheep and slaves penned in the back, the dung and offal about all parts of the floor, and the unwashed dirty bodies of the Cyclops resting within.

Prey

They can survive on almost any animal or plant diet. They enjoy meat of all sorts and prize it above vegetable food. While they live of the land, they don't live with it. They have absolutely no sanitary practices, and rarely even cook their meals. They take no care to preserve their environment while hunting (or whenever else), and are considered to be one of the easiest creatures of their size to track. They usually scratch out a meager existence by shepherding their flocks of (Giant) sheep or goat. While Cyclops prefer a diet of meat—any meat—they can live off of nearly any animal or plant diet. During the harsh mountain winters, Cyclops have learned not to be particular about what they eat, so long as they eat.



Blastspore Immunity

Unlike most other mammals, Cyclops are immune to the rhizomes produced by Blast spores (*Gurokka* in Bratak language) and can therefore touch them without explosion or any other harm. As a result, Cyclops often keep blast spores as pets or lucky guardians in their caves. They like the fact that these creatures (they are unaware these are fungi) have a single large eye. Cyclops ignore the smaller eye-like organs at the end of the rhizome growths. In fact Cyclops are preternaturally disposed towards liking Beholders and Ropers for the same reason, but unfortunately (or actually fortunately for most other races) they have no natural resistance to the attacks of these creatures. Some Beholders make use of Cyclops minions, these Beholders are generally believed to be gods by the Cyclops tribes they dominate.

Shepherding

Poor hunters, most Cyclopes keep small herds of sheep or goats. They occasionally meet with others of their kin to exchange goods, information, slaves, and to select mates Cyclopes bands that domesticate sheep or goats, or those with mammalian slaves (such as Humans and demiHumans) must take precautions to keep them safe from their Gurokka. This is usually done by tethering the blast spore in place or putting it in a cage. Being well aware of the spore's explosive power, Cyclopes occasionally use gas spores as last-ditch weapons in defense of their cave, throwing the creatures at invading dragons or wyverns looking for a quick Cyclopes meal.

Drinking

Kragh is an alcoholic beverage, much like *Koumiss*, or fermented mare's milk, enjoyed by the Mongols of the Asian steppes. *Kragh* is made from either goats or sheeps'milk and has 3 alcohol points per pint. Cyclopes negate the first 20 alcohol points, before coming under influence, further they may have a drinking skill, allowing them to gorge more alcohol down their throat.

Faith

Most Cyclopes do not bother worshipping Immortals. The main exception to this rule is when a band of Cyclopes serves as a Beholder's minions—then, they revere the Beholder as their all-powerful god. After all, a Beholder as a god makes perfect sense to them; the creature is very powerful, has one big eye in the center of his head (like them), and can actually be seen (and thus no effort is required to believe in the Beholder's existence—this doesn't hold true for other, less visible true Immortals).

Instead of a god, Cyclopes believe in luck as a powerful force of nature that affects every aspect of their lives. If they were on a successful hunt, luck was with them that day. If their favorite weapon is dropped down a crevice and lost, it is blamed as an unlucky day. A Cyclopes' change in fortune is blamed on others whenever possible a Cyclopes 'scapegoat' is chosen as the cause for the individual's misfortune and a fight usually ensues. If the scapegoat loses, it is believed by the winner that his luck will now change for the better. If the scapegoat wins, then he has proven that he wasn't responsible for the bad luck, and the challenger must find another target to blame for his misfortune. Such luck-fights are limited to the males, since how could a lowly female have any effect on a male's luck.

Since most Cyclopes bands do not worship Immortals, they normal do not have a shaman or witchdoctor among them. In fact, magic is seen as a powerful and unnatural force to be feared and destroyed whenever possible. A band of Cyclopes attacking a party of adventurers always targets wizards and priests first—warriors they understand, but you never know when some robed person will start throwing Fireballs at you simply by pointing a little stick in your direction. Magical items known as such are usually discarded by Cyclopes' in an attempt to ward off their 'unlucky' properties. On the other hand, Cyclopes often wield magical weapons, simply because of their ignorance of their magical properties. If the long sword +2 he took from a slain adventurer allows a Cyclopes to hit his enemies in combat more than often, surely that's because of the Cyclopes' skill, or because the weapon is 'lucky', not because of any inherent magical power in the sword.

Names

Male name examples; Brokk, Gulokk, Old Gork, Brugar, Turogg,

Female name examples; Mooga, Gruba, Little Aga

Companions

Blast Spores 1d4, 1d2 giant weasels, and 1d4 cave bears, 20% chance one Behir in cold environments

Shamans & Wokani:

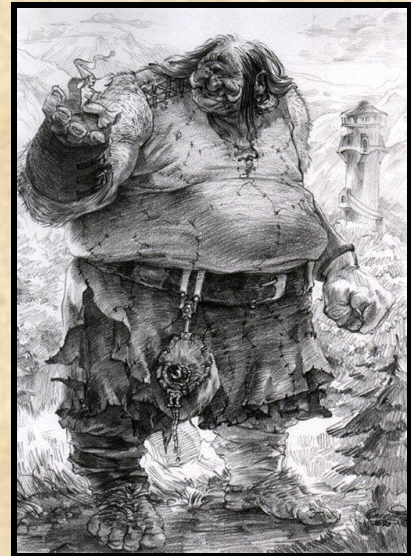
Should the character decide to become a Spellcaster, he needs more experience points per level to achieve a higher character and thus casting level. The indicated XP have to be gained before actually acquiring the corresponding spellcasting level. This means that one can't start with a spell-casting character when the PC is created. For example, if a 3rd level Cay-man wanted to become a 1st level spell-caster upon reaching his next level, he would need to reach a total of 16,000 XP instead of 15,000. In order to cast spells, a Shaman must have a Wisdom of 9 or better. A Wokani needs an Intelligence of 9 or better. All spell-casters must be at least 1st level in their race to be able to cast spells.

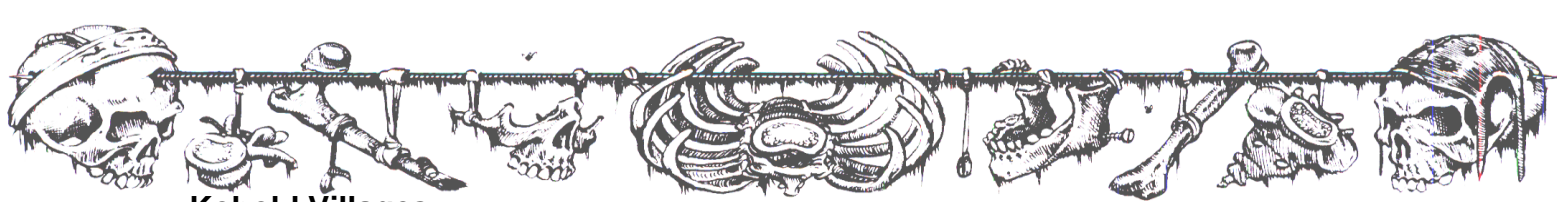
Level	Extra XP
1	1000
2	2000
3	4000
4	8000

Important note:

Cyclopskin were the biological ancestors of the Cyclopes who gradually evolved into these, however, their genetic behavior and habitat, and even ecology almost remained unchanged. A few of these smaller cyclopedian giants (almost Hillgiant size) remained in existence until the great Rain of Fire almost rendered them infertile. Their race rapidly dwindled and became extremely rare in about 2000BC. The last individual was noted in some obscure Arena Manifest in the year 1575 BC. The first true Cyclopes was noted in some ancient Bromdinag stone tablets as being Ciglass the Great, being killed by a Black Dragon, leaving 21 children behind.

Unknown to most, the last examples of Cyclopskin were captured by the Immortal Brom as he refused to let another giant race die out. He placed them together with some True Cyclopes in the Milenian Empire on the Hollow World Continent Iceria. Here their number became stable (both races), though still low.





Kobold Villages

Kobolds seem even more chaotic in their architecture. Most of the following houses are mixed together in a single village. There is one certain benefit. There always will be houses forgotten where Kobolds survive when attacked, especially the partially or wholly underground houses. Where ruins are available, these will also be used. It is typical that Kobold settlements take a larger amount of terrain than the settlements of the other Humanoids, and large areas in between the structures are open terrain, with bushes only.

Surface Reed Structure

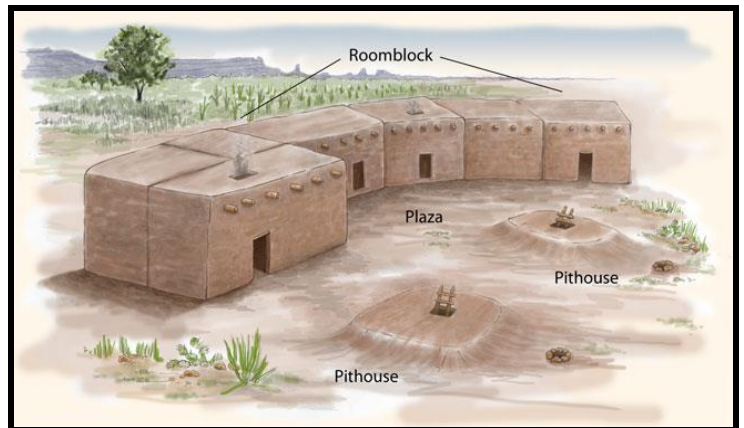


The Kobolds coming to the Broke Lands first created reed based structures. With some sturdy branches and poles they made an outer wall of about half a foot in thickness of reed and twigs interwoven and stuck together with dung and clay. A 9 foot centerpole is used to hold a spiralling single long twig/branch/reed fletch,

upon this they place sheets of reed, spiralling up the branched to the top. This is the whole structure; Fires are placed outside, as even Kobolds know that their reed houses are vulnerable to fire. Sometimes walls of twigs and reed are used to branch off sections used for cattle, leaders or shaman/Wokani enclaves within the settlement.

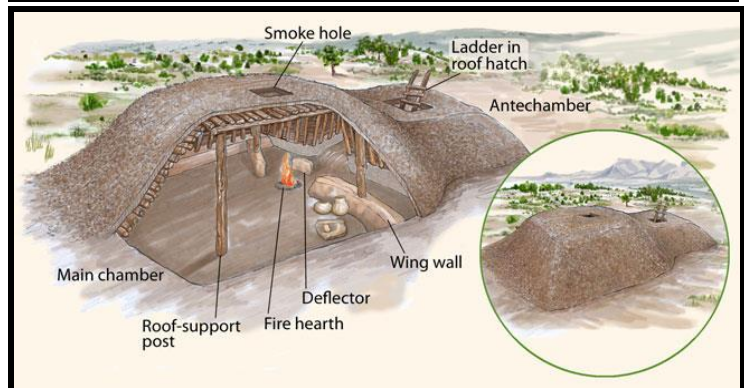
Surface Twig/clay structure

Soon the Kobolds began using their wits in creating houses. Setting up the same patterns they did use with reed structures, they soon learned the whole was very unstable. The Kobolds resolved this by placing several houses next to each other in a half arch, all entrances pointing to one side. Sturdy poles enable the erecting of a frame, upon rows of more poles were laid down, thus enabling a flat ceiling (sloped off to one side for rainwater). A small hole is used as chimney. Internal fire hearths give warmth and cooking opportunities.



Half surface clay structures

First they dug a hole of about a foot depth with a slope on one side, and a small wing wall to store stuff. Using the many bushes in the region of Kol they stuck into the ground around the entry slope and the lower area. Several poles sticking up hold a square frame up above the lower area. Then a long row of branches tied together is laid over the frame, and other branches to close up the rest. All is then covered with a layer of local dirt, clay and dung. A small hole is cut in the middle of the larger section, and one in the smaller section where the slope is. Here a ladder is stuck through. This is the antechamber. Then a fire hearth is placed in the main chamber with a large slate to reflect the heat, smoke escapes through the ceiling. The inhabitants sleep against the walls. The main chamber is used thus for sleeping, eating and storage.



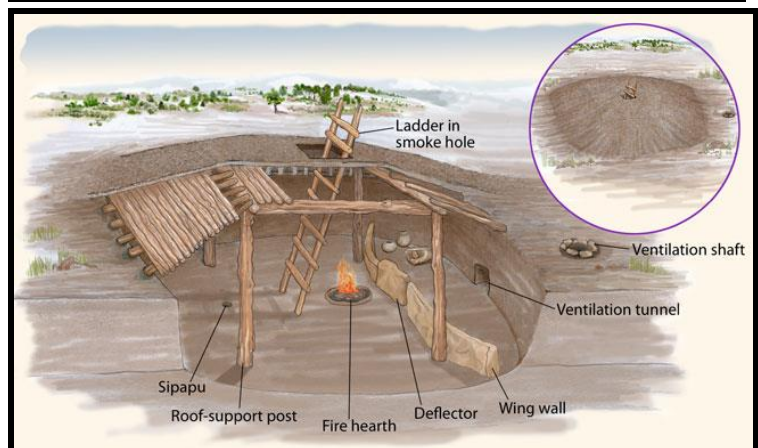
Pit Houses or Underground Structures

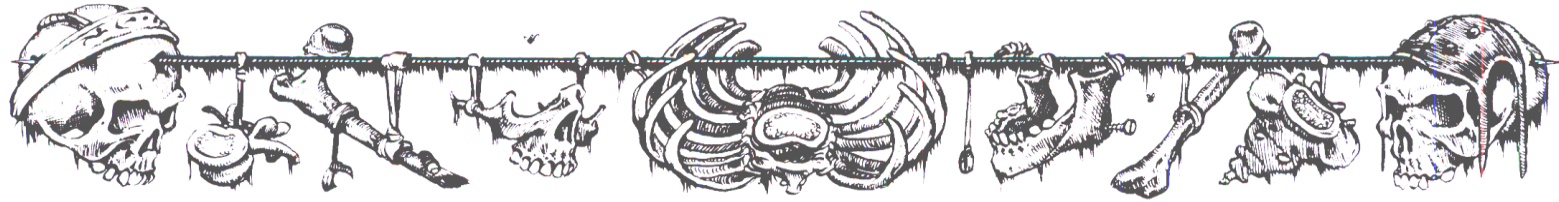
Similar to the half surface structures, and the Surface twig structures, this version uses again a frame. This frame is placed in a 5 feet deep hole. The top has a square opening, in which a ladder is stuck. The remaining is covered in rows of poles upon opposed poles, over this a layer of dirt is placed. On the bottom is a fire place, and a sipapu (lowest section for water collection).

Like the Half surface structures a wing wall and Slate reflector stone are used. Behind the wing wall goods and food are stored, a ventilation tunnel is created to feed the fire with fresh air (several suffocated Kobolds were needed to learn this the hard way).

All in all this give a near invisible very good camouflaged house. If giants are nearby, a sturdier frame is used instead.

Some settlements use only one style of housing; others use Surface twig and Pit houses together.





Kolland Settlements;						
Name Settlement	Occupants	Number	Tier	Dominant Horde	Leader	Notes
K/G/B/R/S/Y						
Pallisade settlements with Pithouses and underground structures						
Camp Sorgh	Kobold	255/260/265/124/-/25	3rd	Dogg Warg CS	Kol	
Camp Gerloc	Kobold	224/228/235/106/-/24	3rd	Dogg Warg CS	Kol	
Camp Tekhthynn	Kobold/ Gnoll	229/233/241/137/118/23	4th	various CS	Zar	
Camp Waarp	Kobold	177/185/190/133/-/22	2nd	Rekar-mordor CS	Kol	
Camp Cold Water	Kobold	262/268/286/129/-/21	2nd	Rekar-mordor CS	Kol	
Camp Stinkpuff	mixed	232/240/247/134/123/20	4th	Kank Sikker CS	Zar	
Camp Papyrus	Gnoll/Mixed	213/226/229/124/130/19	4th	Kank Sikker CS	Kol	
Mixed Reed and Clay/stick villages						
Kalken Ruins	Kobold/ Gnoll	174/171/191/133/78/31	2nd	Dez Riip	Zar	Main Surface Settlement
Koltes	Kobold/ Gnoll	249/253/267/142/81/29	2nd	Rekar-mordor CS	Kol	
Kolera	Kobold/ Gnoll	233/244/252/134/71/27	2nd	Rekar-mordor CS	Kol	
Kollian	Kobold/ Gnoll	246/258/266/111/105/28	2nd	Rekar-mordor CS	Kol	
Kolmistik	Kobold/ Gnoll	182/174/203/115/123/30	4th	various CS	Zar	
Fully mixed settlements (ruins are also used.)						
Mother& Basket Caves	Kobold	22/20/17/7/-/15	2nd	Rekar-mordor CS	Kol	80% Females
Cahl Lhum Caves	Kobold	102/91/114/-/-/20	3rd	Hounds of War CS	Kol	
Rye's Folly Caves	Kobold	38/38/52/9/-/29	3rd	Hounds of War CS	Kol	
Paboss Town Ruins	Kobold/ Gnoll	51/74/64/18/33/26	2nd	Rekar-mordor CS	Kol	
Artifl Ruins	Kobold/ Gnoll	110/87/90/8/51/35	2nd	Rekar-mordor CS	Kol	
Unnamed village ruins Black Hills	Kobold/ Gnoll	55/66/73/13/85/28	2nd	Rekar-mordor CS	Kol	
Unnamed keep ruins Crooked Hills	Kobold	60/62/71/9/-/30	4th	Gallo Dotak CH	Kol	
Termin Ruins	Kobold/ Gnoll	70/78/99/36/75/32	3rd	Dogg Warg CS	Kol	Ruin basement levels 8-10 are off-limit
Espin Ruins	Kobold	107/95/122/11/-/18	4th	Gallo Tik CS	Zar	
Astor Ruins & Caves	Kobold/ Gnoll	71/60/133/5/26/26	4th	various CS	Zar	
Old Tower & Caves	mixed	52/48/80/31/33/19	4th	Kank Sikker CS	Zar	
Old Keep & Caves	mixed	35/38/63/27/38/32	4th	various CS	Zar	
Hordes in Lower Kolland						
Kol-Khat Fortress	Kobold	525/478/542/50/22/3	1st	Dez Riip	Zar	Access only by Elevator system(no brakes)
	mixed	345/264/311/371/103/87		various CS	Zar	
Kol-Slah	Kobold	180/228/205/10/33/5	2nd	Yaahr Dogg CS	Kol	Seen Kol Rise in Broken Lands Standing
Kol-Tarkee	mixed	185/220/242/174/113/65	2nd	Karrasg-Dogg CH	Kol	
Kol-Gate	Kobold	190/200/210/-/18/10	3rd	Karr Grolsg CH	Kol	
Kol-That Gate	Gnoll/Mixed	75/110/90/43/138/30	4th	Karrasg-Dogg CH	Kol	
Kol-Edge Gate	Kobold/Gnoll	75/100/100/2/123/-	4th	Dej-Dogg CS	Kol	

In this table the numbers are for
K=Spotted Kobolds, G=Grey Kobolds, B=Brown Kobolds, R=Red Orcs, S=Spotted Gnolls, Y=Yellow Orcs

CS=Citizen-Soldier, CH= Citizen-Hunter
 Major Clans; Kank Sikker (Anklebiters), Karr Grolsg (Death Trappers), Rekar-mordor (Elf Slayers), Dej-Dogg (Guard Dogs), Karrasg-Dogg (Hell Hounds), Gallo Dotak (Hidden Blade), Gallo Tik (Hidden Dart), Dogg Warg (Hounds of War), Yaahr Dogg (Howlin' Dogs), Dez Riip (Killer Claws).

Minor Clans in the various locations; Blosbek (Blood Jaw), Raz Xid (Running Wild), Gat Dez (Cat Killer), Groge Jarag (Pack Hunters), all these are CH.



Kolmistik, With its stick/clay houses set at the pallisades, keeping all other within.
 A few Reed houses in the south partially hidden underneath the trees



Kobold (*Canis minor species*)

Kobold	
Type	Humanoid-Caninoid
Climate/Terrain	Temperate hills/mountains
Frequency	Uncommon
Organization	tribe
Activity Cycle	Night
Diet	Omnivore
AL	any, PC's mostly LN
NA	4d4(1d6x10)
Size;	36 + 1d4 inch
Fitness	1d12-2
ST (PR)	1d6+2d4=3-14
IN	3d6=3-18
WI	3d6=3-18
DX (PR)	3d6+3=6-18
CO	3d6=3-18
Com, Cha	3d6=3-18
Languages	Hin, Lalor, local
Spellcaster Limits;	Master 35
AC	7
AV	by armor
MV	120/40'
Level/Rank	NM 1 2 3 4 5 6 7 8 9 10-36
XP Needed	0 500 1000 2000 4000 8000 16,000 30,000 60,000 120,000 +100,000/lvl
HD	1 2 3 4 5 6 7 8 8+
HP	1d4 2d4 3d4 4d4 5d4 6d4 7d4 8d4 9d4 +2 +2/lvl
THACO	20 19 18 17 16 15 14 13 12 11 5
Attacks	by weapon
Damage	by weapons (Small only, Sh.Bow, Crossbow, Fist=1+St bonus).
Special Attacks;	Jumping (+2 to hit 1st attack)
Special Defenses;	Hide motionless in Woodlands 45%, Shadow 15%
Jumping	High +5', Far Standing +7', Far Running +14. Infravision 60
Immune to;	0
Extra Vulnerable to;	In Water, or Day light -1 to THACO
Compulsory Skills	escape artist
Advised Skills	Any Thief skill, Trapbuilding, Survival underground or Forest.
AM	0
SV Fighter	NM 1 2 3 4 5 6 7 8 9 as lvl
ML	8 (6)
XP Lvl/HD	5 10 20 35 75 175 275 450 650 900 calculate
XP asterisk *	1 3 5 15 50 125 225 400 550 700 calculate
TT	P(J)
Body Weight (LBS)	size x ST / 5



Kobolds are short (*about 3 feet*), warm-blooded caninoid Humanoids, partially scaly (*like an Armadillo*) creatures with short (*1/3 size*) rat-like tails, and various dog-like faces. They smell of damp dogs and stagnant water (*due the lack of cleaning, and their dislike of water*). When angry, they growl and bark like dogs, and wave their tails when happy. Their eyes glow like a bright red spark in the dark (*due to their infravision*). They often have two small horns of 1d3 inch long, or elongated ridges, which are either light grey or ivory in color, but are often dabbled in paints, adorned with jewellery, feathers, and other stuff they find interesting. Especially Shamans and Wokani make great creative use of their horns and objects; they sometimes even cut patterns in the horns. Because of the Kobolds' fondness for wearing raggedy garb of red and orange, their non-prehensile rat-like tails, and their vocal language (which sounds like small dogs yapping), these fell creatures are often not taken seriously. This is often a fatal mistake, for what they lack in size and strength they make up in ferocity and tenacity. Kobolds are a cowardly, sadistic race of short Humanoids that vigorously contest the Human and demi-Human races for living space and food. They especially dislike gnomes and attack them on sight. Gnomes and Kobolds tend to be equally crafty, in construction and mining and therefore detest each other greatly. They are rarely taken seriously by other species, (even other

Humanoids) and therefore are greatly underestimated of what they can perform. Many wars with other Humanoids keep the amount of Kobolds at an acceptable level. They are vulnerable to many diseases, and most Kobolds die from disease and/or infection, and diseases are always one step higher in severity (see http://pandius.com/diseases_and_healing.pdf page 4 and each individual disease), and have many enemies or predators which feed upon them. Their weakness makes them often being used as slaves, workmen or worse. But they still seem to get the best deal out of it. There is a persistent rumour that they lay eggs, but this is a trick unknown to any non-Kobold to prevent the real hidden babies from being killed (*they are often hidden underground in a buried box/basket when the parents are away or there is a threat, where these "eggs" are deposited*). Elder young of over a year or two of age are kept in the open.

Important D&D DM Note:

Mystara D&D Kobolds are different in appearance and origin when compared to other game systems and D&D worlds. On Mystara Kobolds are a doglike breed of Humanoid, and NOT, I repeat, NOT lizard-like, and NOT Dragon-related. They breed like any mammal, are warmblooded caninoid mammals, are NOT cold-blooded and NOT oviparous, have NO scales (except hairy scales on their tails). Kobolds are often depicted as being Lizard kin in recent newer editions of D&D art, but this is a mistake on Mystara. The depicted lizard-like creatures in D&D 3rd, 4th, 5th, etc are at best; basic D&D Mystara Caymen, which would also declare their assumed Draconic link which is often given for Kobolds in newer D&D editions. Caymen were created canonically from Chameleonmen (partially Draconic creatures).





Language

They have their own basic language, but are able to speak the basic tongue of Orc, Goblin and the nation they live in. Why they hate Fairies of any kind (Brownies, Sprites, Pixies, etc.) is unknown, but if they can capture them they will be eaten.

Alignment

Kobolds tend toward lawful evil. PC Kobolds may be of any alignment, though they are usually lawful neutral.

Combat

The Kobold approach to combat uses overwhelming odds or trickery. Kobolds will attack gnomes on sight, but will think twice about attacking Humans, elves, or dwarves unless the Kobolds outnumber them by at least two to one. They often hurl javelins and spears, preferring not to close until they see that their enemies have been weakened.

Kobolds attack in overwhelming waves. Should the Kobolds be reduced to only a three to two ratio in their favor, they must make a morale check. Kobolds are wary of spellcasters and will aim for them when possible.

This diminutive race also enjoys setting up concealed pits with spikes, crossbows, and other mechanical traps. They usually have view ports and murder holes near these traps so that they can pour flaming oil, missile weapons, or drop poisonous insects on their victims.

Kobold war bands are armed with spiked clubs, axes, javelins, short swords and spears. Their shields are seldom metal, but are normally wood or wicker. Chiefs and guards tend to have the best weapons available.

They prefer tactics like traps, missile weapons where the direct contact with their enemy is taken thereafter, when they are weakened. Their preferred weapons are spear and javelin, thrown oil or rocks, small crossbows or short bow, concealed pits with spikes, Rot grubs, diseased infested debris or even the Deadly Otyugh's, or Slimes and other lowlife. Murder holes in walls or ceiling are also often used, with blowpipe, crossbow, and oil. In melee they use spiked (corroded) clubs, axes, short swords, and javelins or spears. Any armor is used, the harder the better (*AV preferred in such a way that a magical armor will be thrown away for a full metal plate*). Their THACO will be seen per HD, were after level 9 each additional level counts as a HD. Saving Throws are equal to that of a Fighter of the same level.

Kobolds have 60-foot infravision but do not see well in bright sunlight, suffering a -1 on their attack rolls.

Allowed Classes:

Kobolds can be their racial class and/ may be Shaman, and/or Wokani, at extra experience as given with that class (they are able to take on these extra classes even later on in life if they meet the requirements) or may become Scout, then at normal experience rates as given per class. Kobold Bards seem to exist also, but they lack any special abilities a Bard ordinary would have, and their singing will only be accepted by Caniniodes (and only liked by Kobolds), further they would seem to be a normal Kobold. (*These are Kobolds with Bard-like skills, and don't use the Bard class.*)

Jumping

Kobolds have an exceptional low weight in combination with normal muscles, and an average high dexterity which enables them to move as fast as any other Humanoid and to jump over great distances with more ease. A Kobold with the Ledge Hopping or Jumping Skill may **double the distances**, gained to the already large distance they can cross. Clever Wokani often use skilled jumpers with hand weapons and Haste spells or Potions of Speed.

Habitat/Society

They are creatures of the night, are omnivorous, with a clear tribal organization and can (but rarely do) live on any terrain. (*They don't like wetlands of any kind*). They have a male orientated society, with tribes of 100 to 1000 Kobolds living together (50% adult male), the females mostly make the traps and do any upkeep, food preparation and rearing and raising the young, wounded and Elderly (those who die often end in the cooking pot or are fed to the animals). Some animals are used like Boars, Weasel, of either normal or giant versions, often used as guard or hunting animals or pets (*or as food later*). They have a Clan like structure of the tribe, where each Clan has their own Leader, Shaman(s), Wokani(s), being responsible for 10 miles each Clan. There is mostly one Shaman for each 100 Kobolds and one Wokani for each 150. And if Scouts (like as the class) are in the tribe, there are no more than one for each 100 Kobolds.

Racial Tolerance; Goblin -3, Orc -1, Hobgoblin -2, Gnoll -1, bugbear -2, Ogre-2, gnome-8, fairies -10, Troll -1, giant -5, adventurers -4, Caymen +1





Kobolds live in dark, damp places underground and in overgrown forests. They can be found in almost any climate. As Kobolds are good miners, any area with potential for mining is fair game for settlement. Their lairs are often (though not always) depicted with several chambers around a central chamber, each with specific functions.

The average Kobold tribe has 40d10 adult males. For every 40 Kobolds in a band there will be one leader and two bodyguards. In a lair there will be 5d4 bodyguards, females generally equal to the amount of the males, there are generally 2 litters of 3d4 young (each litter same age) per 10 couples. There will also be a chief and 2d4 guards. Further, there is a chance there will be guard animals: 2 to 5 wild boars or 1d4 giant weasels. There may be one or more shamans.

Their society is tribal but can be further broken up into war bands based on specific clans. As many as 10 families can be part of a clan, and each clan usually is responsible for controlling the area in a 10 mile radius from the lair. Kobolds recover treasure from the bodies of their victims and often carry them back to their lair as food. In some instances, Kobolds will not kill their victims, but will sell them as slaves.

Kobolds are distrustful of strangers. They hate brownies, pixies, sprites and gnomes. Gnomes are never eaten or taken prisoner however, just as they do not eat Kobolds.



Average Kobold Cave = 1 central cave, 1 cook cave, 1 clean cave, 2 sleep caves, 1 leader cave+ hoard cave, 1 trapped boulder rolling cave

Ecology

Perhaps Kobolds are so cruel because they are easy prey for larger Humanoids and hungry monsters. They have many enemies, and even the dwarves have had to admit that the numerous Kobold-Goblin wars have kept the number of Goblins down to a safe level.

As with the other Humanoid races, Kobolds are prone to pick on creatures smaller than themselves, and seem to take crude delight in inflicting pain and misery upon their captives. Though they generally are aware (*and resentful*) of their physical disadvantages when compared to the larger Humanoids, Humans, and demi-Humans, they are also very respectful of authority and will do as they are ordered if ruled by an obviously more powerful (and lawful evil) creature or being. However, Kobolds automatically dislike anyone much larger than themselves on the basis of size alone, and though they will carry out their leader's will in such cases, they will likely also seek to pervert the intent of their orders in some way

A Kobold "hero" does not necessarily have the courage and fighting ability that one normally associates with the one so called; Kobold "heroes" are renowned for their skill at "indirect combat" (such skills as attacking the defenceless, ambushing, trap-setting, and torturing). Though they try to disavow the image, a few Kobold heroes appear more like master scavengers than fighters. Heroes usually avoid personal combat unless backed up (supported) by "regular" Kobolds, and tend whenever possible to assume roles of leadership from the rear. Kobolds strive to be taken seriously by the larger races. They hate jokes directed at their diminutive size and strength, and seek to make up for their short comings through ferocity and tenacity. To other races, their language sounds like the yapping of small dogs, and few can take them seriously unless they are in large numbers. Kobold PCs break the model of typical specimens of the race. There are those who reject the racial hatreds and savage practices of their fellows. Others discover the faith of a kinder god, and seek to learn and spread such faith to others. A few have no stomach for fighting and bloodshed, and these become rogues who go adventuring to escape the life they were born into. These Humanoids set out from their territories to forage for plants, hunt for meat, and to waylay Humans and demiHumans. They capture victims to use as food or to sell into slavery (if there is a market for such wares in the vicinity). Strangers are not trusted, and they have a particular hatred of brownies, pixies, sprites, and gnomes. Gnomes, especially, are shown no quarter, and Kobolds will never eat them. The conquest of land is the ultimate goal of all Kobold tribes. They rejoice in stripping a land of its resources, and they love to accumulate power. As they have a deep hatred of all other sentient life, they find great delight in killing.





Whatever the case, Kobold PCs has a harder edge than other character types. They retain their dislike of short jokes, and they are often belligerent, wise-cracking, and pushy, as they must make up for their small size in whatever way they can. Even the most pleasant of the race are a little mean-spirited.

Kobolds, especially Kobold scouts, like to keep in practice with their skills of trickery, ambushing, and setting traps. Some few take to inventing, applying their cleverness and ingenuity to non-fatal mechanisms.

Special advantages; unless Kobold characters display special capabilities, intelligent and powerful opponents are likely to attack them last of all, as being portrayed as generally weak in attack.

Kobolds reproduce in great numbers and are fertile again when the litter is 2 years of age (*Weaning time*), or when the litter died out or is longer away than 4 weeks. Pregnancy is 16 weeks, and each litter is 3d4 young, of which a chance of 20% to die at birth per young, and same chances per half year. When they are 5 years old or higher offspring deaths are checked once per year until adulthood, and death is either by accident or disease. These are generally eaten. When adults die they are generally buried, especially if important.

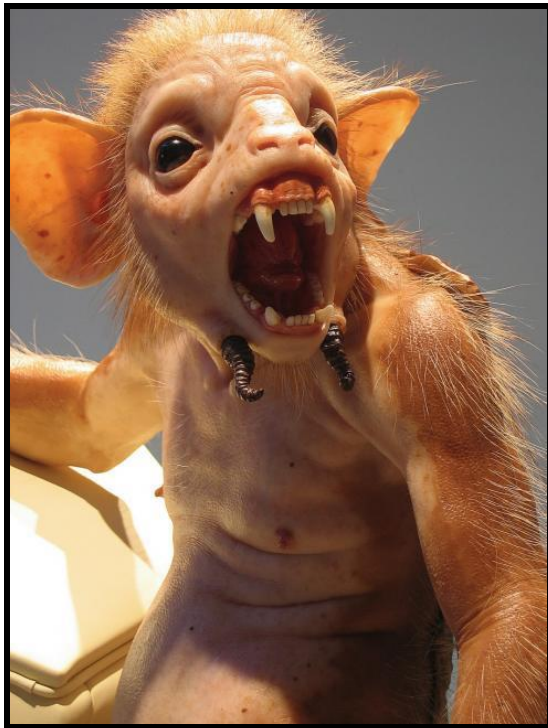
Special Disadvantages; Bright Light hinders Kobolds, making it difficult for them to see. When forced to fight in sunlit conditions or the equivalent, Kobolds receive a -1 penalty to their attack rolls. Gnomes have a +1 bonus when attacking Kobolds.

Superstitions; Fear of spellcasters, fear and hatred of larger races, hatred of gnomes.

Skills: Animal noise/ animal training (giant weasel), animal training (wild boar), begging, close-quarter fighting, danger sense, fast-talking, gem cutting, hiding, looting, mining, set snares, wild fighting.

Preferred weapons; Club (*spiked*), hand axe, javelin, short sword, spear.

Age	Kobold
Youth	
0-4	Baby
5-9	Youngster
10-13	Teenager
Adulthood	
14+1d4	Young Adult
Seniority	
18-23	Adult
Veneration	
24-44	Mature
45+	Elder
85+2d12	Death



Faith:

The Kobolds' major immortal, Kurtulmak, taught them personally the important arts of living off other creatures (by theft, looting, pillaging, and the like). Hit-and-run assaults and their relatively minor ways to show their resentment.

Kurtulmak intended his favoured race to live in the deep reaches of unfriendly forests and shallow caves because of their value as hideouts and shelters, and was enraged when his subjects were forced to compete with the Gnomes, who wanted the same living

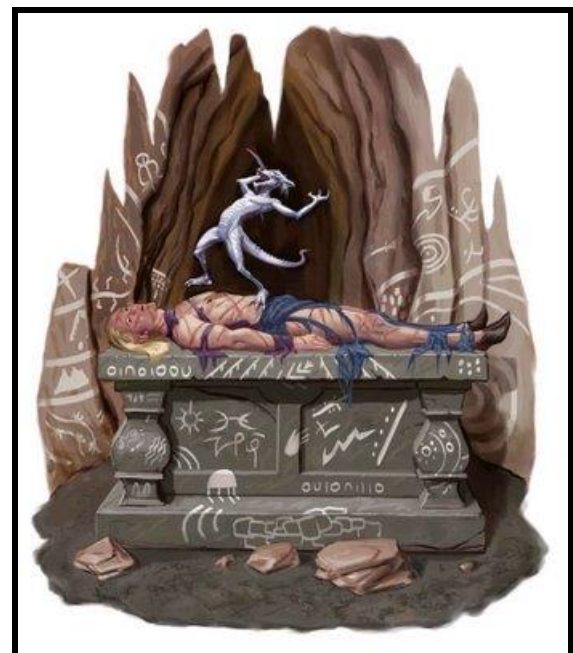
space. Militarily, Gnomes are considerably stronger, more organized, and thereby better off than Kobolds, and most battles between members of the two races result in defeat for the Kobolds. Only their preference for high rate of reproduction gives Kobolds even a reasonable chance to avoid eventual extinction.

Any Kobold (or other) follower gains the Hide in Shadows Skill for free or +20%. Attempts to hide immediately after a Shaman casts a Flash gain 80% bonus

Shamans can once a day per Piety level cast a brilliant flash from a shining part of their Gri-Gri, blinding all present beings (*save-2 or 1 Turn blinded instead 1 round*) except followers. Only if the area was dark or poorly lit, else it will have no effect. This tactic is mainly used to escape or make a surprise attack.

Respectable tax-paying Kobolds citizens worship the Shining One, the legendary Kobold hero in glowing armor. He is the patron of Hierarchy and Kobold Warfare. His symbol is a horned helm.

True followers can be recognized by their acute sense of hierarchy and proper military procedures, especially if these make no sense at all. Followers apply the Thar's Code of Conduct to the letter, addressing each other by formal ranks, and saluting appropriately. Forms of address include; **Citizen-Slave**, **Citizen-Cader** (and name from there on), **Citizen-Hunter**, **Citizen-Soldier**, **Citizen-Sergeant**, **Citizen-Captain**, **Citizen-General**, **Citizen-Chieftain**, and **Citizen-Chief**. Foreigner known ranks are accepted and "Citizen-" is replaced by "Guest-" if friendly relations exist, "Stranger-" if unknown what kind of relation exist but the rank is known or guessed, or "Enemy-" if unfriendly relations do exist. Sometimes the nation or species is used instead, so are the Warriors Orcs of Thar called "**Tharian-Soldier**" Followers bark "Sir!" (Pronounced "Sah!") at the end of each sentence when addressing a superior. Some more intelligent followers sensing a difference in male/female denominations will use "Madam!" (*pronounced "Mem!"*) for females instead. It can clearly be seen that although initially chaotic, the Kobold (especially the "militaris" species) have a very organized (*i.e. Lawful*) way of structure in their life.



Sacrifice to the Shining One

Kobold religion is centred around the tenets of survival, safety in numbers, destruction of all other (*larger*) races through attrition, and obedience. Kurtulmak is supposedly served by a variety of minor demigods, the deified heroes (*chieftains or priests*) of their race.



Breeds

There exist a few main species of Kobolds, which breed true, but are still capable of interbreeding between them. There exist unconfirmed rumours that Lupins could breed with Kobolds and Gnolls, but Kobolds and Lupin resent this idea. All abilities are equal among the average breeds, but colours and culture do vary greatly as given herein.

Brown or Mountain Kobold (*Canis minor Militaris*)

Rusty brown scales and yellow eyes. Usually wear mismatched pieces of armor plates or anything metallic offering some sort of body protection. Often paint their armor in bright colours, especially as tribal markings. They are well organized and disciplined, found in rugged or mountainous terrain such as Kol. They are known as the most dangerous and nasty trap builders. These tend to be the healthiest breed, and so they are a bit larger (use 1d6 instead of 1d4 in the size formula).

These Kobolds have a strong tendency towards order in ranks, even though they are still chaotic in all other aspects. They often wear armor looking like Plate Mail, which close-up reveals to be painted leather. They rarely use heavier armor, as they feel it hinders them in their agility, climbing, jumping, running speed (For some week examples this might be true due the weight). They use Giant Ferrets and Giant Rats as riding animals, and love small dog breeds, rats and any small rodents as pets, food, and company. It is not weird for a Brown Kobold to care for a rat for a year or so with love, and suddenly eat it thereafter.



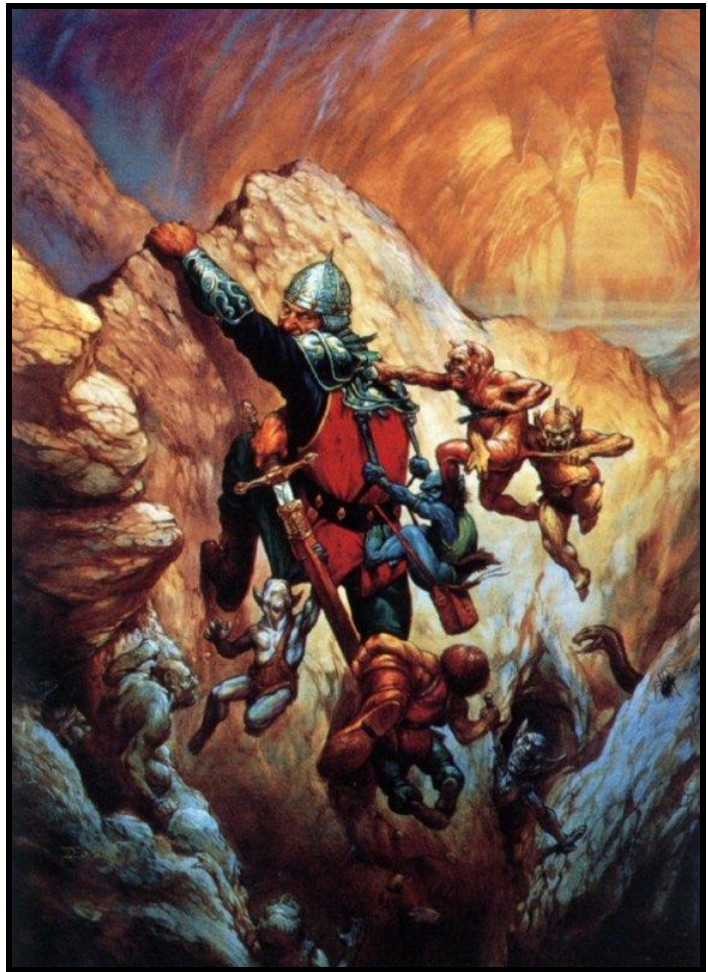
Hill Kobold (*Canis minor Rapidus*)

This species is common in hills or forested hills. They tend to be more chaotic than the *Canis minor Militaris*, but are far more daring.

Mostly they seem to have a Pekinese like appearance, with brown fur, a doglike tail and long clawed hands and feet. They have skin in multiple colours; ranging from orange, brown grey, dark blue, copper and red. Bearing long (up to a feet longer than other Kobold breeds) tails with black scales, or very dark green with blue shades, but many have lost their tail due combat, traps, or as punishment.



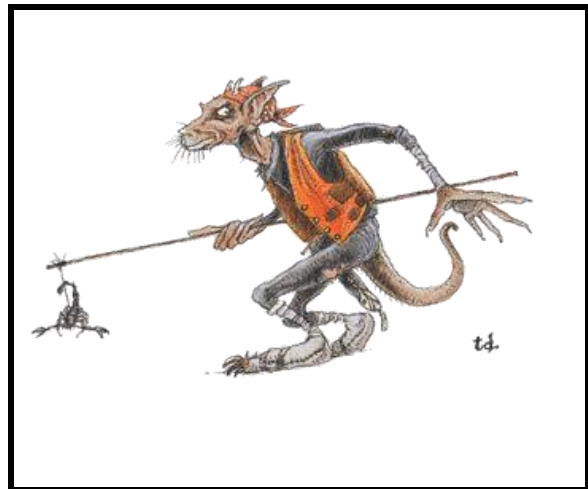
These Kobolds sometimes (often when living underground without outside exposure) have more round faces, resembling less canine but more Human- or Orc-like features, They mostly wear blue, green or white manes, colored by age, although some clans or individual families might be shaven completely. They prefer camouflaged garb and are the inventors of the Camouflage cloak (<http://pandius.com/What can be Bought.pdf> page 12). They are great ambushers, making use of 'natural' traps very often (Pits, trips, swinging branches, etc)





Wandering or Grey Kobold (*Canis minor Numerus*)

This breed is more rat-like in appearance, having a thin agile body, a strong balancing tail, large round or pointed ears and a dual fur of grey or brown tones. This breed is unique in that it often sport two small horns on their head just above the brows and in front of the ears (which upper edge starts just behind the horns). This breed is neither sneaky nor organized; they make up for their weakness with sheer numbers. They are so fast reproducing that they are called the walking mice or rats of the fields. This species is able to bear young in litters of 1 to 6, but also being able to still become impregnated while pregnant at any stage. Most females will thus be pregnant when encountered, but this does not hinder them in any way, except the week before birth. They don't know family bonds as the children are reared and



parented by the whole tribe. This species has no consent with the young when predators or Warriors surprise them. They prefer the young being killed above that of the females, they are kept safe as soon as possible (an adult female can easily produce new children elsewhere.). Their lifespan however, although biologically equal to any other Kobold species, is greatly reduced as these Kobolds take any risk, as if they know no fear (Morale +2), and maybe they don't (+1 to any saving vs. Fear). They often wear war paints and colourful plumes on their heads as tribal markings. They are a nomadic culture native of Atruaghin, but can be found along any hill, mountain, seacoast, river or other natural line. These Kobolds do use traps and live underground but are nomadic and leave a respected area after plundered over a longer period. This tends to be between 3 and 20 moons, but they do often return to their former lairs (or better, their later generations do).

Spotted Kobolds (*Canis minor Punctata*)

This new breed has been mentioned a few times in the Broken Lands of 1000AC (Gaz), and is a variant of the Grey Kobold. It appears this recent addition to the Kobold breeds is very persistent and any mix of any Kobold breed results in a Spotted Kobold.

As such they have any of the other breed's colors, tails and ears. Yet sport a thin fur, (longer on the back, neck, elbows, hind legs and tail). Their eyes are somewhat larger as is their nose. These Kobolds have good sight and quick reflexes (Saves +2)

This sweet, almost pet looking Kobold combines many features of the other Kobold breed, and sages are debating if this is the eventually breed the Kobolds will evolve into or the original breed some say existed in the Blackmoor era or even before.

These Kobolds are in behaviour as most Kobolds; being intricate trap makers, hating Gnomes and Dwarves, prefer plunder of farming, and a general lack of interest to coins, preferring shiny jewellery above other.

This Kobold breed seems to care more for itself, able to clean itself by licking its fur all over like a Dog or Cat does. They hate being resembled by these species however, and if angered desires to trash anything around. They do not dislike these animals however, and only fear the larger version. It is one of their reasons they dislike Goblins who love wolves and the even larger Direwolves.





Doge of Kol, Kol XIV, born Constantin Diocletius, is the Supreme Court Judge, He-Who-Judges-All-Matters-Of-State- (And-Anything-Else-He-Wants), basically the boss. Prince of New Kolland, Viscount of Blackstone.

He is *Canis minor Militaris* level 26 / Wokani 10 / Shaman 7 HD9, Hp 48, THAC0 16, AT 1 club or by spell, ML 7, (St 12, In 14, Wi 12, Dx 16, Co 13, Ch 13, Com 13 (Human 8) AL CN) following The Shining One (Kurtulmak), the Kobold Immortal. Kol Has a Cloak of Protection (+1 AV, AC, Saves) and a ring of chameleon power. AC7, MV 60'/20', Skill; Animal Handling
Born 960 AC

He speaks Tharian (Orcish), Kol(Kobold), Darokinian and Thyatian and has Knowledge of poisons (In), Literacy (In), escape artist (Dx), Hide in Shadows (T26), Ledge Hopping (Dx), Move Silently (T26), Negotiating (Ch), Animal Handling (In). Kol, also known as Constantin, is imposing for a Kobold being extremely large (56 inches=4.5 feet).

Kol appears ugly and misshapen. In the past he has worn a fake hairpiece and dark moustache, to make him look more like the other Human Princes (He has recently stopped wearing a hairpiece wearing now its own hair long and bound).

This middle-aged Kobold has a thin, white moustache. The hair of his topknot and mane are white also. His little horns are inlaid with gold and some semi-precious stones (he wears a hood when he desires to remain incognito), and a crown of fungus vegetables on his head, since laurel does not grow in the Broken Lands.

When among his own Humanoids in New Kolland, he wears a red Toga, and usually goes unarmed, except for a small dagger. Later as a Prince of Glantri he wears a Gold-Platinum Crown (actually made for a female ruler, but he is unknown of this) to impose his new title and power, and further he prefers to dress in the latest Glantrian fashion.



Kol is a far greater intelligent, ambitious Kobold than most think possible, who now rules the Humanoid tribes in the Great Crater. He petitioned the council of Glantri to make the ruined land he claimed a Principality, and was finally granted status as a Prince of New Kolland in Kaldmont 1011 AC. Kol, being a Wicca, meets the Glantrian requirement that princes must be wizards (although his ability to use priestly magic as well weighs against him with the other Princes). He bid for princely status was backed by Princess Dolores Hillsbury, who politicked hard for the enfeoffment of New Kolland. He exhibits compassion towards his family and toward the people of his new principality—another trait that most would never believe he possessed.

To his own words: *"New Kolland is only the beginning. Soon we will infiltrate the Human cities throughout the Known World. We will be the masters. We will live in palaces, and they can live in caves!"*

Prince Jaggar von Drachenfels says: *"New Kolland exists for two reasons; to keep the Humanoids from attacking the rest of Glantri and to give us soldiers if we go to war with Ethengar. You don't think we really consider that creature (Kol) an equal, do you?"*

Many Glantrians are not quite sure how to react to this newest member of the Council of Princes.

Kol prefers to use his underlings to fight for him. If forced into combat, he uses magic primarily. In many battles it took him to rise to power, he has always fought with spells, which he learned from stolen spellbooks while growing up.

Spell Book

1st level; *Armor, Burning Hands, Enlarge, Spook.*

2nd level; *Darkness, Fog Cloud, Irritation, Strength.*

3rd level; *Clairaudience, Gust of Wind, Lightning Bolt.*

4th level; *Ice Storm, Polymorph Self.*

5th level; *Cone of Cold, Hold Monster.*

The High Doge is the one who judged he could add the extra title in parentheses. He is supported by his Premier, Citizen-General Zar, and his military clique, the citizen-soldiers. Citizens of Kol love mimicking the Empire of Thyatis, although they don't really understand the difference between a Republic and an Imperial Autocracy. Kol is a descendent of the ancient Kol Dynasty, a family of Kobold monarchs who ruled over this part of the Broken Lands and gave it their name. Contrary to most other tribal lands, Kol benefits from a thin layer of civilization, thanks to the ancestors of the Kols, the Great Skoldar. The ancestor was once the slave-buffoon of an eminent (if borderline chaotic) Thyatian Praefect—a fact unknown among Kobolds. He lived to gain the Praefect's friendship, and even became his captain of the guard, learning more about the marvels of Thyatian Imperial society and its military. Later emancipated, Skoldar returned to the Broken Lands. He founded a tribe there, now known as the Republic of Kol, a Kobold-sized Thyatis with an Imperial arrogance. The Kol dynasty waged unending wars to conquer the other Kobold hordes of the region. Constantin, the latest of the Kols, effectively pacified the last Kobold horde, and named himself High Doge, or Judge-Emperor of Kol. After centuries of Kol rulership, the small Humanoids took after their rulers' manners and life style, using both Thyatian and Humanoid-sounding names. Unlike most tribes of the Broken Lands, Constantin inherited his power from his parents. He is no hero, but a great politician. Only by his wits did Constantin prevent Kol's total submission to King Thar of Orcus Rex. For its own good, the Republic of Kol remains a reluctant ally of the powerful Orcish Tribe, a situation causing great discontent among the strong Kobold military caste. Constantin is extraordinary arrogant when sitting on his throne, secure from he dangers of the world.





Under these conditions, he acts with great dignity as fits an emperor, but if cornered, he will talk himself out of trouble, wheeling and dealing, promising many things. He will be true to his word, but as soon as he is free, he will round up a large Force of Kobolds and attempt to take revenge on the impudent foe, usually sending his loyal follower, General Zar.

After the fall of the King Thar and the creation of the Great Crater in the Wrath of the Immortals (1004-1009 AC) Kol took over the crater with his Kobolds, and abandoned the republic of Kol (now overrun by other Humanoids), proved his magic might to the Glantrian magic-Princes and with the help of Princess Dolores Hillsbury, became a new province of Glantri, Kolland with himself, King Kol XIV, at its magic-prince. The nation grew to a total of nearly 29.560 HD.

Although officially a Principality, New Kolland still elicits mixed reactions among Glantrians. The majority of people willingly accept the Humanoids into Glantri, but some—especially Warriors like Prince Jaggar von Drachenfels, who has fought against them numerous times—refuse to admit that New Kolland's existence makes Humanoids actual members of Glantri's society (Jaggar; "New Kolland exists for two reasons: to keep the Humanoids from attacking the rest of Glantri and to give us soldiers if we go to war with Ethengar. You don't think we really consider that creature (Kol) an equal, do you"). Jaggar never would have voted for the act of enfeoffment to create the principality in the first place, if not for Dolores Hillsbury's influence.

Prince (King) Kol has erected a tower called Blackstone where once stood Redstone, the former seat of power before the meteor struck in 1005 AC. There he lives with his family, his advisors, and a host of Humanoid Shamans and witch doctors (Wokani)—including two Humans. The wizard Thurstol (Mu 8, Neutral), from Glantri city, met Kol soon after the Prince's first council meeting. Thurstol gives Kol advice on dealing with the wizards in Glantri, believing he can manoeuvring himself into a position of nobility by working with the Kobold.

The other Human is the infamous Baron Ludwig von Hendricks (since 1012 AC), who once ruled the Black Eagle Barony in Karamaikos. He has dwelt among Humanoids at various times in his life, using them as servants and troops, and so has found acceptance with them since his self-imposed exile. At this point, Hendricks will take whatever position of power he can, and advisor to a prince of Glantri seems better than nothing. He advises Kol on relations with Humans and may even try convincing him to provoke hostilities with Darokin or Karamaikos. Kol has currently no heir with spellcasting abilities, but he continues trying to produce one, his only son Gulb does not have the brains to use magic. If Teurac, his mate, "fails him" in that capacity, he will get a new mate, although he cares enough to keep Teurac in a position of honour and power.

At the behest of Princess Dolores Hillsbury the Glantrian Council will lend economic aid to New Kolland to help the principality "get on its feet". Perhaps the most noteworthy achievement of Price Kol's reign was the acceptance of Humanoids as legitimate citizens. His ordered military style has helped greatly with this, but many, many more Humanoids have enlisted themselves to his realm than before the meteor fell and King Thar was overthrown. Since his astonishing political turnaround, the most Humanoid raids in Glantri have stopped. However, the residents of the Principality of New Kolland have no qualms about continuing forays into neighbouring lands. The words of Kol; New Kolland is only the beginning. Soon we will infiltrate the Human cities throughout the Known World. We will be the masters. We will live in the palaces, and they can live in caves.

Kol is some sort of protagonist who truly wants to make life better for his people and teach them better (more peaceful) ways. He has many foes that would like to usurp his newfound power. Though, and even Dolores Hillsbury does not want him to "tame" the Humanoids—she wants them to remain raiders and Warriors to wreak havoc upon the realm. Kol prefers to allow his underlings to fight for him. If forced into combat, he uses Magic primarily. In the many battles it took him to rise to power, he has always fought with spells, which he learned on his own from stolen spellbooks while growing up among the Humanoids. He has far greater Intelligence than most think possible. The shrewd creature seems quite capable as both a ruler and a military leader. He exhibits compassion toward his small family and toward the people of his new principality—another trait that most would never believe he possessed.

Some rumours speak of Kol being a deformed Shadow Elf due his size and spellcasting abilities.

But this is not true. But when someone succeeds to "prove" this lie somehow it would cause great turmoil among the barely-controlled Humanoids. (A trick Dolores Hillsbury would surely use if she found this necessary). Kol is until now an ally of Dolores, as he owes his princely position to her. However, uncovering her evil schemes—even defeating her—will not change Kol's status as a Prince of Glantri.

Kol organizes his Humanoid troops into four identical banners of 300 regular, unmounted infantry (mix of Orcs, Kobolds, Goblins and Gnolls) in addition he commands 10 Ogres, 10 Trolls, and an Orcish Warchief. The Great Crater is seen as a Fortress. Kol must charge 100 gp each month to command troops in case of local invasions, raids or revolts. He may send these up to 48 miles away to maintain law and order. He may propose new taxes and enforce them among the population, but hasn't done yet.



A heroic representation Of Kol saving a Kobold female as presented amongst the Glantrian Princes.



Shining One, Kurtulmak, Kutul, Cu Chulain

Patron of Kobolds, Tricks and Traps

Region: Broken Lands, Soderfjord, (1012 AC+ New Kolland), Worldwide by Kobolds
Sphere: Temporal (IM 8) of Thought
Homeplane: Unknown
Date Ascension: Shortly before
Sponsor: Unknown, he or she has not revealed himself.
Statistics: AC-7, HD 22, Hp 120, MV 450' / 150', AM 50%, Sv IM8
 #AT 3= Punch 3d6+2, or Spear-3d8+4, AL C
 ST 17, IN 24, WI 23, DX 20, CO 15, CH 15, Com 11 (Human 10).
Powers: Detection Suite, Enhanced Reflexes, Increased Movement x2.
 Plate Mail +5 of Blinding, Spear +2

Known History: Kurtulmak was a brilliant Kobold tactician and war-leader. He found and used an ancient Artifact, a set of glowing armor which would flare up to blind his enemies. By blinding his foes, The Shining One could avoid their blows and trick them into deadly traps or strike them from behind. He is the ultimate Kobold, he taught his people never to confront their enemies with direct force but always use tricks, traps, and the enemies' own strengths against them. When he sought Immortality, it was in the Chaotic Sphere of Energy. Once he had achieved it, he returned to become the Patron of his original Race.

It is rumoured that the Soderfjord Falun Kobold Tribe has the legendary Artifact armor of The Shining One. Respectable tax-paying citizens worship the Shining One, the legendary Kobold hero in glowing armor. He is the patron of Hierarchy and Kobold Warfare.

Personality: The Shining one is the Ultimate Kobold: sneaky, quick, adept at setting up traps and tricks, a master at never confronting the enemy with direct force but with using the forces of nature or the enemy's own strength against him.

As Kutul he is the Cay-men's patron: The Shining One was a more recent addition to the Immortal Humanoid scene. He saw in the cay-men an opportunity for increasing the number of his followers. At that time, the cay-men were poor warriors at best. Kutul contrived to have them create a caste of warriors headed by shamans devoted to him.

Kutul now shares the leadership of the cay-men with Cay, she taking care of the growth of their population, and he acting as the patron of war, fire, and territorial gains. He also balances Cay's annoying lawfulness with his own brand of chaos. It is rumoured by other Immortals that Kutul mixed the Caymen and Kobolds together and planted these half-reptilian Kobolds on other worlds (i.e. **Other D&D game systems and worlds other than Basic D&D Mystara**) to be the main Kobold race there.

The Shining One resents Halav's blind hatred of Humanoids and has chosen to bring Halav as much grief as possible: usually, he does this by bringing Kobold tribes in to harass the Milenian People in the Hollow World, of which is Halav a Patron.

Appearance: The Shining One appears as a Kobold of unnatural size, wearing white-glowing plate armor and carrying a shining white short sword.

Allies: The Shining One has and desires no allies.
Enemies: His only personal Enemy is Halav, who is the sworn enemy of all Humanoid sponsoring Immortals.

Followers Alignment: Any
Follower Powers; Any Kobold (or other) follower gains the Hide in Shadows Skill for free or +20%. Attempts to hide immediately after a Shaman casts a Flash gain 80% bonus
 Followers are taxed 10% of their annual income by the Church.

Taxes; Clerics, Humanoid Shaman. (known as Eyes of Kurtulmak).
Clerics; Chaotic

Alignment: Chaotic
Powers: Shamans can once a day cast a brilliant flash from a shining part of their Gri-Gri, blinding all present beings (save-2 or 1 Turn blinded instead 1 round) except followers, causing them then to fight at -4 for 1d6 rounds.). But only if the area was dark or poorly lit, else it will have no effect. This tactic is mainly used to escape or make a surprise attack.

Skill Effects; Free Trap building skill, (or a +2 if already chosen).
 Muscle skill is also obligatory as Kobolds are not known for strength.

Accepted Weapons; Standard small to medium, or any trap.
Accepted Armor; Any. Often wearing a helmet like the Holy symbol (is the also used as Holy Symbol).

Holy Symbol: A horned copper Helmet with protected eyes (Soderfjord design—complete with horns, a mask-like eye-guard, and a nose guard).

Vestments; normal Kobold wear equal to the tribe, but with at least one shining object (polished steel or mirror, or a shining gemstone).

Adventuring Gear; Any.

Temples: Large rounded tents of leather pelts. A central fire and lots of hiding/seating places are placed around.





Dogma: Never confront your enemies directly, use wits, guile, trickery and traps, lots of traps, deadly traps, traps that incapacitate, frighten, wound, slay, sever or worse. Fleeing from certain, probable, possible, or perceived danger is acceptable, intelligent behaviour. Most Kobolds quickly come to the realization that *"I don't have to outrun a Monster; I just have to outrun another Kobold"*. Particular clever Kobolds discover that tripping or incapacitating another often makes it easier to get away. Survivors of these when—push—comes—to—shove situations become envied by their more fleet-footed peers for their ingenuity and superior escape tactics.

The only exception to this cowardly behaviour arises when a Kobold warband encounters a group of Gnomes. All Kobolds share a vitriolic hatred of Gnomes and (unless outnumbered) ferociously ambush them on sight, fleeing only if the tide of the battle turns tragically against them.

Daily Activities: Clerics of Kurtulmak rarely live long enough to become chieftains, as Kobolds live along a tribal caste-based gerontocracies—where the oldest individual Kobold leads the others (often a Wicca or Wokani, occasionally a highly skilled warrior or another particularly talented Kobold. However, they do possess a great deal of power and influence within the tribe, as their place rests at the centre of every important endeavour. The installation of traps and constructions are always blessed by shaman of Kurtulmak.

Additionally, they oversee a tribe's tunnelling and mining efforts, directing new excavations toward "divinely inspired" goals. Whether exploring new areas, facilitating a trade of commodities, or probing for weaknesses in nearby Gnome or Dwarf settlements, an Eye of Kurtulmak leads all expeditions. Every warband, hunting party, and raiding group includes at least one cleric or shaman, whose presence and prayers draw the favor of their Immortal down upon them.

While worship of Kurtulmak is prevalent in Kobold societies, organized religious services are virtually nonexistent. However, all Kobolds utter small prayers and makes observations to their Immortal regularly throughout the day. This is largely because Kurtulmak takes a very active interest in his people, to the point that he regularly comes in Mortal form to assist in particularly important raids, battles, or other crucial undertakings.



Holy Days:

Kurtulmak has no calendar, but the first day of spring is heralded mostly as the day of the end of the Cold Hunger., where Kobolds start new raids to build up new food storages.

Piety awards:

None additional

Piety Penalties:

None additional

Habits: ▶

Cautious +2, Courageous -2, Trusting -2, Loyal -1. In addition to racial traits

Dead:

Buried in an enclosed part of their dungeon maze of tunnels.

Birth:

Nothing special

Colours:

Copper, Brown, Grey, Greenish-brown.

Incense / Oil:

none

Symbols:

Traps, Caltrops (it is rumoured he was the inventor of these nasty traps that slow down by hurting the feet).

Stone / Metal:

any gems, Steel only.

Plants:

Darksnap fungus

Animal:

Tunnel mole, Blind spider or Tunnel snake. (All blind or near blind whitish creatures)

Chant:

None

Kobolds also love **white light shining items**, (like magical lighting crystals or metals) yet it hinders their infravision, so keep these in closed boxed, and uses them for religious services or sacrificial ceremonies only.

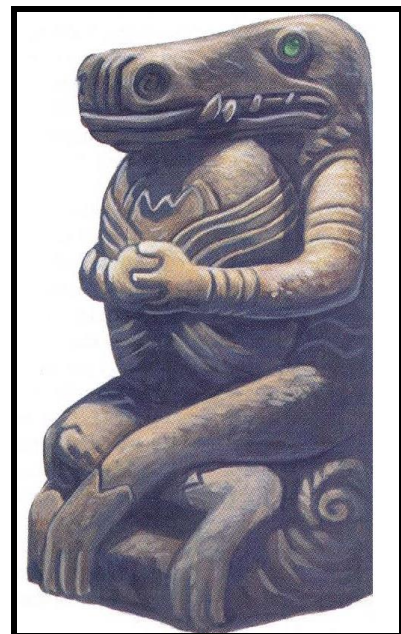
According to Kobolds; the mirror (polished steel with a silver and/or glass coating) is a Kobold invention stolen by Gnomes and spread over the world. Kobolds say Kurtulmak gave them the knowledge to create mirrors. Other races say they invented mirrors themselves.

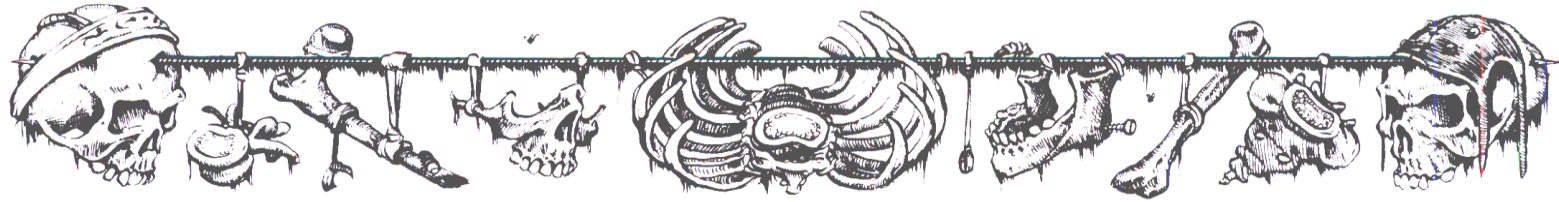
Spells:

Death Candle: See other Races

Mirror Image: available to Pious Shaman and Wokani; as normal with +1 additional Image

Phantasmal Force: available to Pious Shaman and Wokani, as normal





Crooked Hill features



The Crooked Hills, as the region of Kol is geologically named, has several large volcanic clumps, or bombs when the great volcano of Oenkmar exploded and violently bombarded the area for decades since 1700 BC, until it died out. All these features eroded in time, and a few of these irregular shaped rocks have now specific features and/or were used specifically in the ages following.

The first rock feature has an almost divine nature; Mother and a Basket. And some unknown Immortal responded to the given reactions. The erosion shaped a peculiar rock formation. The largest resemble vaguely a Humanoid figure; with a large head and a somewhat sloughing body. There are even corners visible what could be seen as shoulders.

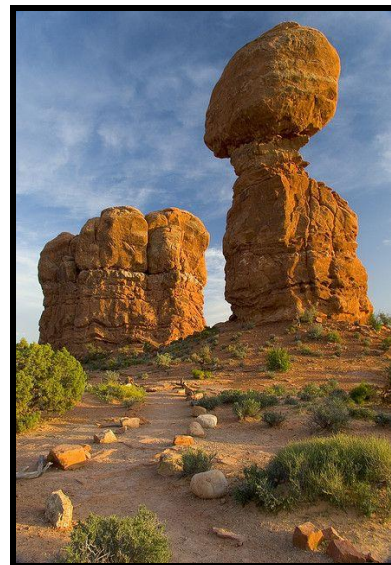
The other, smaller one is roundish and has a depression on top (often filled with rain water unless that has been evaporated); this is called "The Basket". Pregnant Kobolds go here with the guidance of Kobold Shaman/midwife, to enable a good birth later. Any pregnant creature fulfilling the ritual (bathing in the water of the basket) is granted a special spell by the Kobold's Mother Immortal to be cast at will by the pregnant creature if pregnancy begins (the Green spell).

The shamans, Druids, Shamani, Healers and clerics of any race, or faith all gain the three other spells if memorizing spells within 500 feet distance, extra to the normal spells chosen/capable of casting by Immortal agreement. Attacking a midwife, or mother in labor is not accepted by any, and your Immortal will dislike it, the "Mother" Immortal even more, and may act upon it. All over Mystara there are more of these magical mystical symbols of Motherhood and Pregnancy, all with the same effect. If specifically requesting any of these spells, within the area of effect, they

are always granted.

The Mother Immortal is a recurring case in many fantasy sources. On Mystara (as per HW Milenia) Vanya can be suggested, yet Mother Nature (Ordana) or Mother Earth (Terra) would fill this position as well, and may be better as being clear powerful female immortals desiring to enhance propagation.

Maybe it could even be all of them in a conjoined effort.



The Mother & The Basket



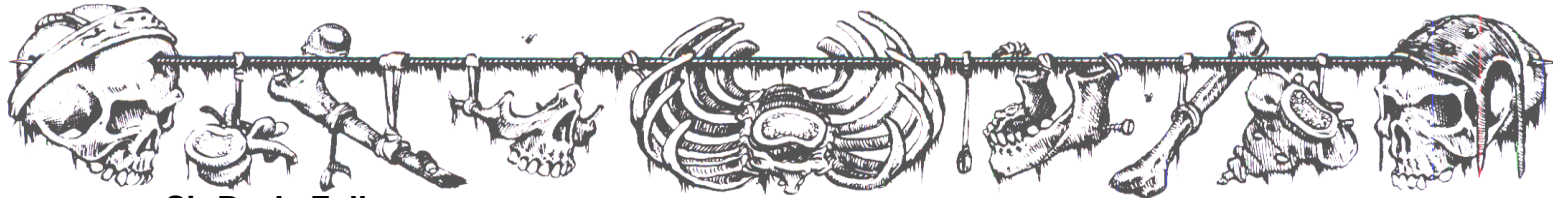
The Bridge

The second rock feature is even weirder. It resembles a stone half arch of 5-6' thick, 15' wide and somewhat over 30 feet long, ending mid air. This object bears various names and stories how it came to be. To one it is **the gargantuan claw** of an Earth Elemental slain or petrified on the moment it was doing a violent strike upon a heroic figure (Kobolds), or it is **the magical sculpture** of a great sOrcerer (Hill Giants), or---and this one has the best merits---is **the bridge**.(Gnolls) But actually neither prevents the other from being true too. Whatever the origin, or cause, the structure has a great magical power to be released only on the night of the Full Moon, if the Moon is visible and 1 pint of blood is sacrificed on to the structure, and a Wizard or Wokani uses the secret ritual verbal and somatic components. If all these circumstances are met, a portal will open on the dead end of the arch enabling those desiring to pass to go where they desire (Only on Mystara, in this Plane, Time and Reality). It is a Teleport Spell that functions like a gate (*actually it is both; a spell gone wrong during experimenting, of which the final stage can be repeated if the right circumstances are met---the original caster perished when creating this spell*). A wizard viewing and knowing either one or both of these spells will recognize the verbal and somatic components. The vortex gate remains open for 1d6 Turns, and then flickers for 1d6 rounds until it collapses fully on both sides. The gate vortex can be accessed on both ends as long as open. Kobolds use this to loot and plunder far far away. The handicap is that the caster must have at least once physically been at the intended location. Unlike teleport you do not materialize on the other end, you pass through like stepping through a window.

DM! Keep in mind to check weather, and time to see when the Full Moon is up during casting, when the moon goes down and even partially blocked by the horizon or mountains and such, within the time the vortex is open, the flickering final 1d6 rounds of opening begins, and then it closes. This process is however unaffected by clouds and/or precipitation.

Summon Midwife		Detect Pregnancy	Prevent Nausea	Assist Labor & Birth
1	Level	1	1 (Reversible)	2
30 miles	Range:	Touch baby belly	Touch	Touch
none	Duration:	1 round/level	6 turns/level	none
1	Casting Time:	1	1	2
1 creature	Area of Effect:	1 creature	1 creature	1 creature
None	Save:	None	None	None
None	Components	None	None	boiling hot water and towels
This spell will call the nearest midwife of any race. The midwife will get the summons. She is under no obligation to respond to the summons, but very few midwives will ignore it unless unfortunate circumstances prevail, and they will help regardless of race, faith or other sociological barriers. As any race has midwives, there is always one nearby, who will come walking/horse/magic ASAP. She will know which stage of labor the women is in.	Description	This spell enables the caster to detect pregnancy in any creature. The caster will also know the day of conception, stage of pregnancy, estimated day of birth, and gender of child.	This spell will prevent the woman from getting nausea for the duration of the spell. The reverse of this spell will cause nausea to the victim, male or female.	This spell has multiple functions to assist the mother in labor and birth: Epidural - Produces a numbing of the lower back and pelvis to reduce stress on the mother during labor. Push - Assists mother in pushing the child out. Will cut the time of labor by 1d4 hours. Turn Baby - Will position the child correctly during labor for proper birth.





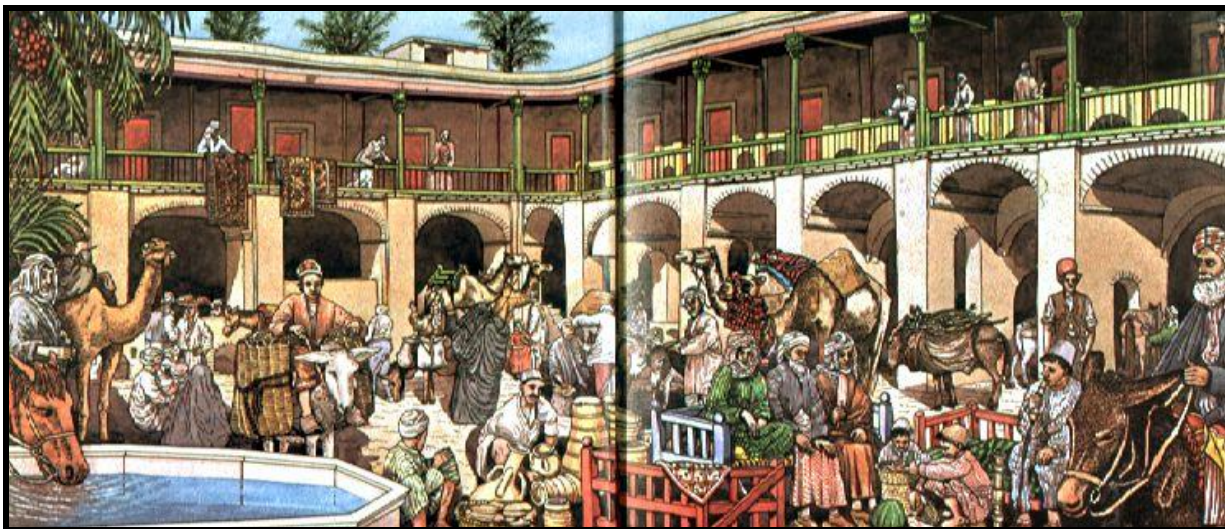
Sir Rye's Folly (by Gecko)

"Sir Rye's Folly" marked as a ruined keep or ruined tower symbol, one day's caravan journey inside the broken lands, coming from Corunglain, along the Eastern trail near to Red Orcland territory.

Full story will tie in with the an aspect of the Darokin trade trails which I never thought was right, the decline of the Order of the Road, the lack of M-Caravansera'i's, a scheming Hin, and why the ruins are said to be the most booby-trapped place in all of the known world! I just hope I find time to sit down and type it all up before I forget the details that I worked out in my head.

DM a very nice map for Sir Rye's Folly could be this;

<http://www.drivethrurpg.com/product/50753/0ones-Blueprints-Kobolds-Warrens>

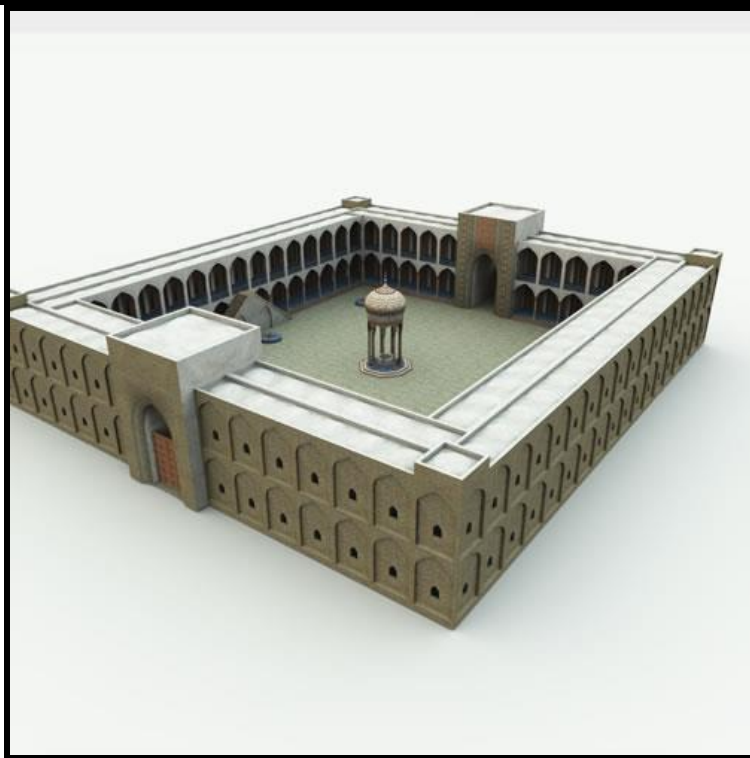


The word is also rendered as *caravansary*. The word *Kārwānsarā* is a compound word combining *Kārwān* (caravan) with *sara* (palace ; building with enclosed courts). Here "caravan" means a group of traders, pilgrims, or other travellers, engaged in long distance travel. The word *serai* is sometimes used with the implication of caravanserai.

The caravanserai was built as a large road station, outside of towns. An inn built inside a town would be smaller and was known in Inlashar as a *khan*. In those days the term "*khan*" covered both meanings, of roadside inn as well as of inner-town inn.

In the map, light-blue are structural data; Circles for ceiling domes, which are often open or thick-glass covered.

Most typically a caravanserai was a building with a square or rectangular walled exterior, with a single portal wide enough to permit large or heavily laden beasts such as camels to enter (mid-top map). The courtyard was almost always open to the sky, and the inside walls of the enclosure were outfitted with a number of identical stalls, bays, niches, or chambers to accommodate merchants and their servants, animals, and merchandise (inner ring of small areas). They also kept fodder for animals and had shops for travellers where they could acquire new supplies. In addition, some shops bought goods from the travelling merchants.



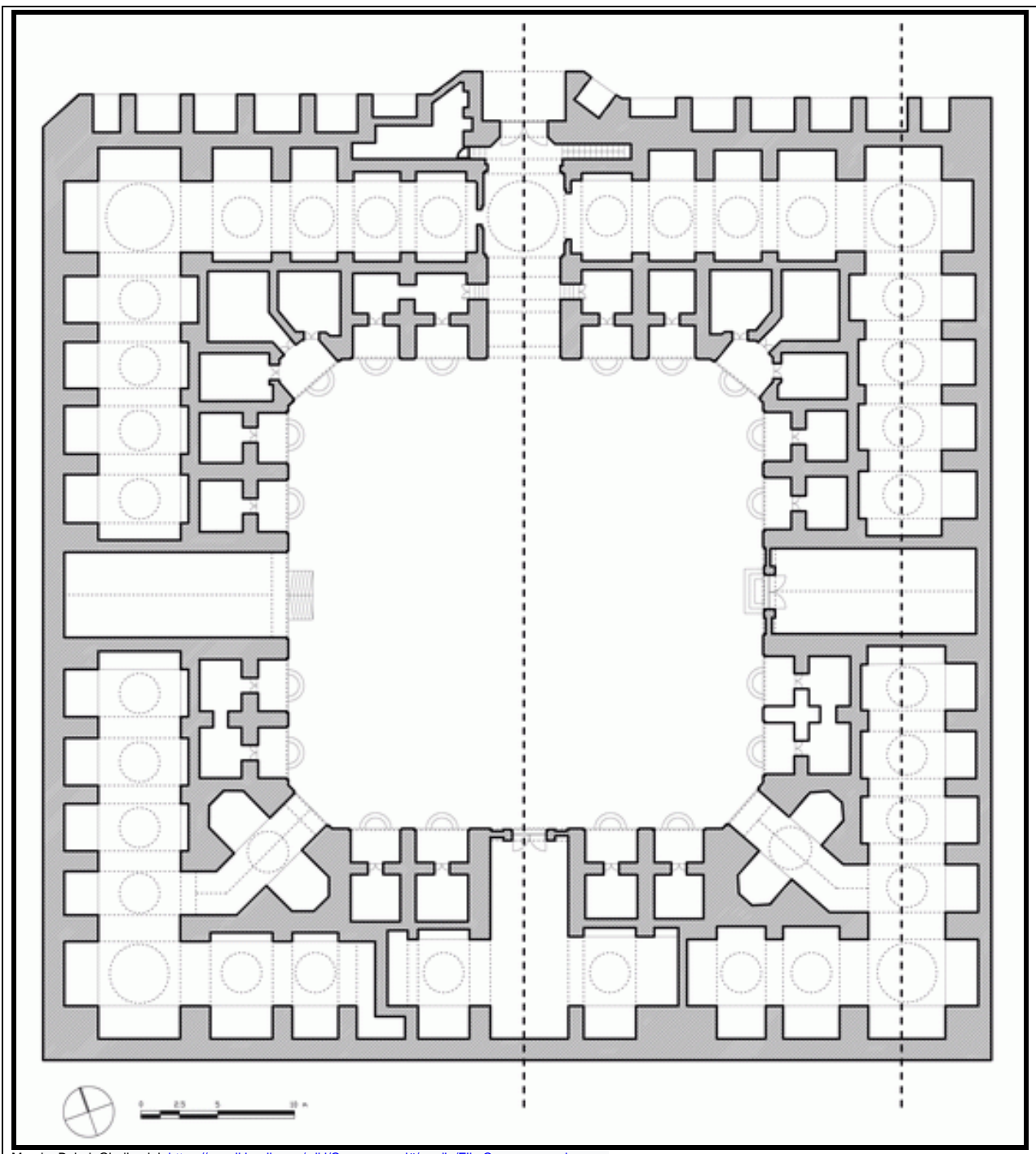
Caravanserais provided water for Human and animal consumption, washing, and ritual purifications. Sometimes they had elaborate baths (large room opposite entrance; map down). The Outer Ring had smaller niches and was used for the smaller, more valuable items, like jewellery, maps, weapons, and more elaborate food, while the inner ring was used more for animals, cloth/tapestry, fodder, easy drink and food (like water).



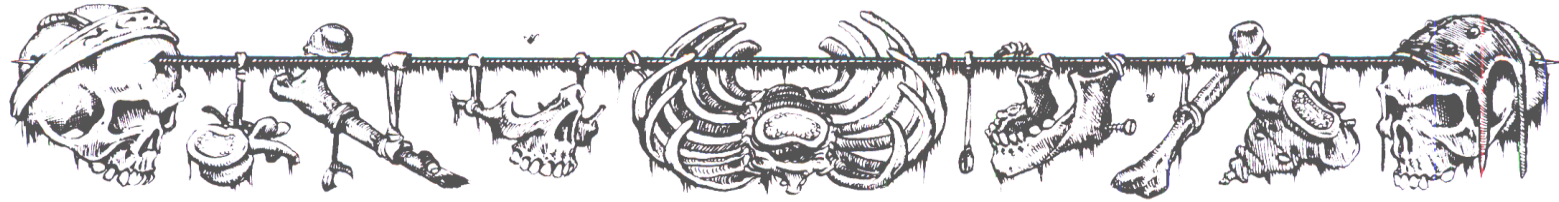
The upper level had a railing on the outside of the Inner ring, and doors in each room, which were used for passengers and locals alike. The outer ring on the upper level was only used to traverse, communicate, meditate, etc. The roof held a group of guards, mostly archers, and could be accessed only from the stairway near the entry. The room opposite of this stairway was used for taxation, toll, registering, etc. The great rectangular areas left and right held the public stairways to the upper level, but not to the roof (though in case of need, rope ladders could be let down). These areas are richly decorated and have high (9') but small double doors (together 5') leading to the inner ring or outside. These areas like the outer ring is elevated several feet like each individual area from the inner ring, while the courtyard was always at its lowest.

In the middle of the courtyard was mostly a decorated well or water storage. The small external open areas were used by those merchants which had no place (or could not pay) within.

Sir Rye's Folly has an Entrance with a Higher tower (add another level on the entrance area alone.).



Map by Babak Gholizadeh https://en.wikipedia.org/wiki/Caravanserai#/media/File:Carvansara_plan.png

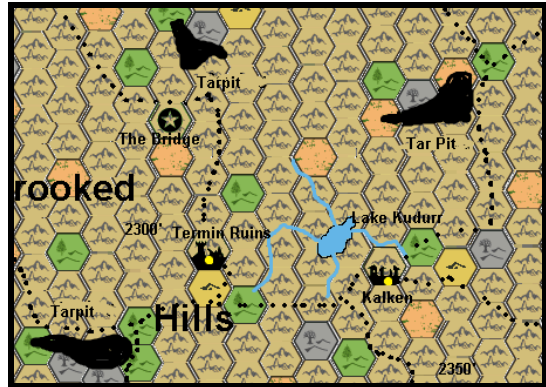


Lake Kudurr and Environment



This area is very typical for the Crooked Hills of Kol. Not only gives it the great variety of Broken Lands, eroded by time and weather, but also encompasses two specific Inlashar Ruins; The Termin Ruins (an old fortress) and the village ruins of Kalken. The area is also holding three very large Tarpits.

Termin is a small fort build upon the largest and highest rock in the area, and offers up to this day a



The Inlashar Ruins of Termin.

view up to the Streeel River north and the Inlashar Plains south. The rock and fort together are about 500' higher than the surrounding area.

Kobolds, however rarely use the upper fort, in one way or another, and it is mostly controlled by loyal **Gnolls** and open to wandering loyal **Hill Giants** and **Cyclops**). It is suggested by faint legends that the ruins hold a secret the giants covet, and the Kobolds fear. What it is still unknown up to this day. What is known is that the ruins have several simple lower levels cut in the rock and the lower bedrock, and these have access (Human or Kobold sized) access to Lower Kol. As such the seven lowest and top three levels are often controlled by the Kobolds, but the levels 8 to 12 hold something unknown, the Giants are too large and adolescent (smaller) giants and investigating Gnolls wandering down never return, as thus these middle levels are off limit, and only a single access-shaft with a manual elevator passes by the nailed doors (you have to pull yourself up or down by succeeding a strength check with 18 or better—this can be done by more; add all

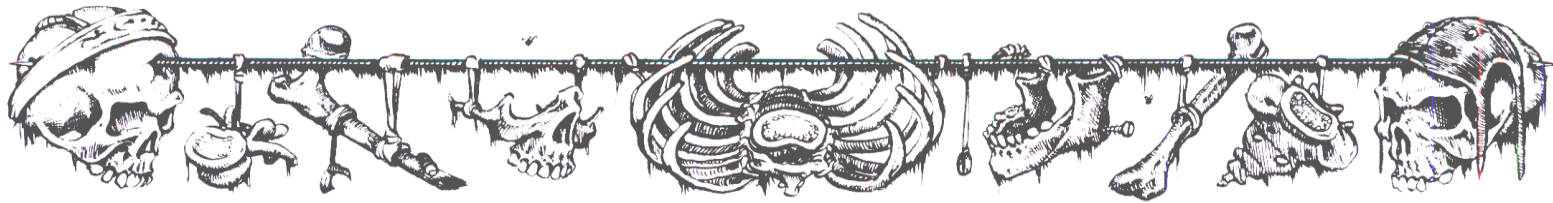
(N)PC's strength together if it is 19 or higher you have no problem, and you can exit at the desired level. Each Elevator goes only 6 floors, to reach deeper or lower areas the next elevator shaft connects this one at the top and/or bottom. If you fail you fall down all levels together with the ramshackle wooden-rope elevator and take [normal falling damage](#) to go up or down, which is mostly lethal). The rock measures roughly 250'x 155' and 300' up, which holds the levels secreted within and underneath, as thus the dungeon area for each separate level is never larger than 100' x 200'. There are two stairways down leading into Lower Kol on the lowest two levels. They have doors/tunnels to the variant levels, but these are either locked originally, locked by Kol's Decree or are barred off to avoid access. The fort was of great use in the days the Inlashar ruled, but upon their demise, the Kobolds rapidly entered the open niche in the area.

DM; this simple area enables you to create a two level dungeon of 100' x 200' and 10-15' high (at best) within these parameters. The dungeon could be stocked with undead (the perished Kobolds, Gnolls, Giants and other, but as the origin of the area was military, it could also hold constructs of a great variety. There is a legend that Gargoyles of another kind have their root within the Inlashar history, and indeed many Gargoyles are seen or combatted within the region. What the dungeon would give? This is unknown and could lead to a research facility to create constructs, with books how to, or information of a darker page of the Inlashar. This is up to the individual DM.

Lake Kudurr and the village Kalken. Lake Kudurr was originally a mile or two in diameter, but with the increased heat from the great magma chamber below affecting the whole surface region as explained earlier, evaporation took its toll. The water is brackish, but the incoming streams (4) are fresh water. Probably this was the reason the Inlashar left the area, leaving their village Kalken behind, when fertile ground diminished in yield and water became less available. The Kobolds today, however use Kalken as best as they can, living often in the ruins (mostly in the basements, cooling cellars, and such), and is the main surface settlement of the inhabitants of Kol.



The village ruins of Kalken.



Tar pits

Tar pits, are large natural asphalt deposits. They form in the presence of oil, which is created when decayed organic matter is subjected to pressure underground. The decaying organic matter is on Mystara the perfect balanced liquid coming to be between the cells of the Megalith and made up of the 5 forms of Elemental matter (Matter/Earth, Time/Water, Thought/Air, Energy/Fire, Entropy/Decay) called life. These oil deposits were formed during many millenia ago when primitive forms of lowlife organisms accumulated on surface cells. Over time, these cells twisted, rotated, or even deflated and were covered with sediments burying the organisms hundreds of yards below the surface's crust. On the surface new cells spawned and created mountains, subjecting the layers of dead organisms stuck between the cells to high pressures. This process turned the organic matter into oil.

This crude oil seeped upward via fractures, conduits, or porous sedimentary rock layers created after the 1750BC disaster wich formed the Broken Lands. The oil pooled up at the surface, creating large pools of dark oil. The lighter components of the crude oil evaporated into the atmosphere, leaving behind a black, sticky tar/asphalt. Springs of tar still ooze to the surface through fractures in the underlying rock.



The thick, sticky asphalt traps animals. Once animals step into the tar, they become immobilized and begin sinking immediately if the asphalt is warm and sticky enough. Predators that see these helpless animals usually would advance into the tar pits with the hope of catching their next meal, and become trapped as well. The bones and hard parts of the animals are well preserved because they are buried rapidly after the organism's death. Beneath the surface, the hard parts are engulfed with asphalt, and they are protected from climate variations like rain, wind, or snow that may accelerate weathering processes. Asphalt also lacks oxygen and water, so major decomposing organisms like aerobic fungi and bacteria are absent.

Mages discovered that known forms of lowlife, as well as hundreds of new species of bacteria have the ability to thrive in environments with little to no water or air. They contain special enzymes that can break down hydrocarbons and other petroleum products. The origin of the bacteria in these natural asphalt pits is unknown, but it is believed that they evolved from

preexisting soil microorganisms that survived an asphalt seepage event thousands of years ago. The soil microorganisms had to adapt and undergo genetic changes to help tolerate the harsh, new environment, which ultimately gave rise to new bacterial species. These bacteria are known for being some of the most Radiance-resistant organisms on the planet, and the **Black Puddings** spawned from these pits are immune to all Radiance based magic. They can be recognized by a **dark deep purple** color instead of black. In all other aspects they are equal to normal Black Puddings. In each pool there live several small 1HD Black Puddings, which grow

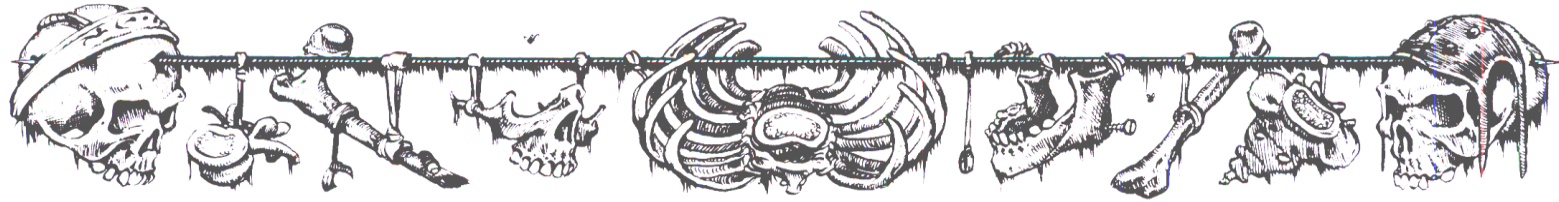


1HD by consuming a organic lifeform of Kobold size or larger, up to the size as given in the Rules Cyclopedia or my Mystara Monster Manual Compilation chapter Lowlife page. In the Tar these Puddings are very well camouflaged yet have a



movement rate of only 1/3rd normal until they leave the tar pit. Kobolds regularly visit the tarpits, to collect tar to waterproof their structures (or to sell) or to use as an adhesive and binding agent. They would use it as waterproof caulking to line their boats and baskets. They also try to hunt for Black Puddings together with Gnolls, who do know how to make Lakrits from them (see page). Kobolds also fish with hooks for remains like horns and bones or even armor sunk beneath the tar. They scrape away most, and let the rest harden to give the objects found a dark brown teint and prevention from rust (however also a sharp scent discernable by predators 100 yards away.).

Hydrocarbon seepage in urban or industrialized areas present a geologic hazard due to the explosive nature of hydrocarbons. A pocket of methane gas could pass through a small opening and ignite to fire causing a random Fireball effect equal to that cast by a mage of 10th or higher level. (DM; set explosion as a 10+1d12 HD Fireball in a 30 yard radius). Kobolds know this danger very well, and learned to trick enemies to use fire within 1 mile of a tarpit. There is a standard 15% chance each hour within 1 mile from a tarpit an explosion from escaping gas will occur if exposed to any flame.



Ogremoor

Tribes of Ogres arrived in 1291 BC near the Plain of Fire and copied Sindian lifestyle, but were driven off. Ogremoor was founded in 1269BC (in Gaz 10 this was accidentally noted AC), after a long trek trough the Sind Desert. Since then, the Ogres have kept a culture vaguely reminiscent of the Sind, it's not made clear whether that's the nomadic culture of the desert nomads or the culture of the (Real World India-inspired) Sindian areas outside the desert.



Ogremoor is located at the far western end of the Broken Lands. Prince Alebane rules over this Ogres' tribe. He belongs to the Bone Crushers Horde.

Surface 2040 sq miles

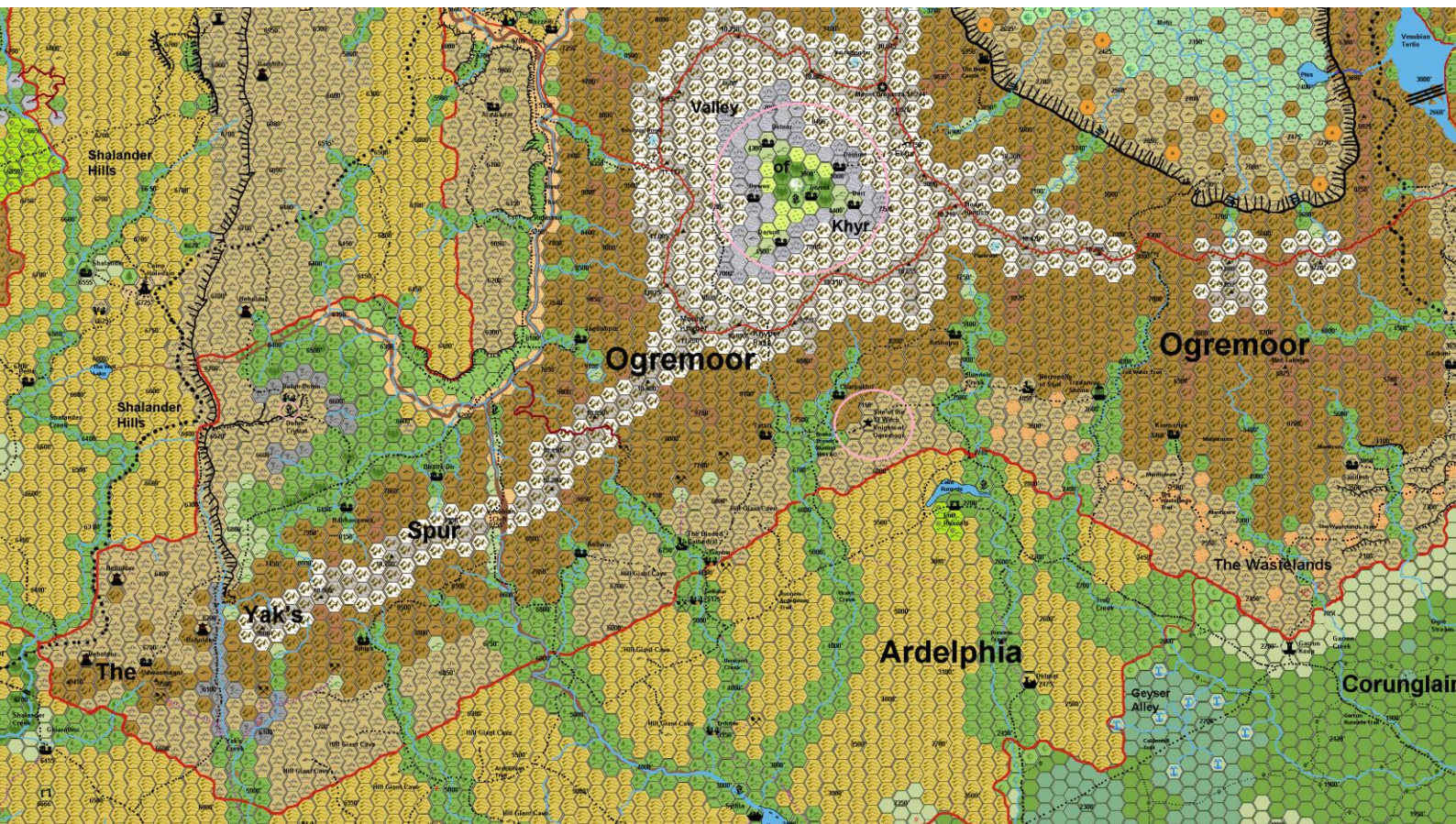
Surface Population: 2250 Common Ogres (*Homo monstrem Brutalis*), 1200 mostly Grey Goblins (*Goblinus Occidensis*), 375 Bugbears (*Ursus bipedis Bugburbianus*) 350 Common Hobgoblins (*Goblinus Grandis*), 50 Thouls, 50 Orc, 9 Hill Giant, 3 Cyclops .

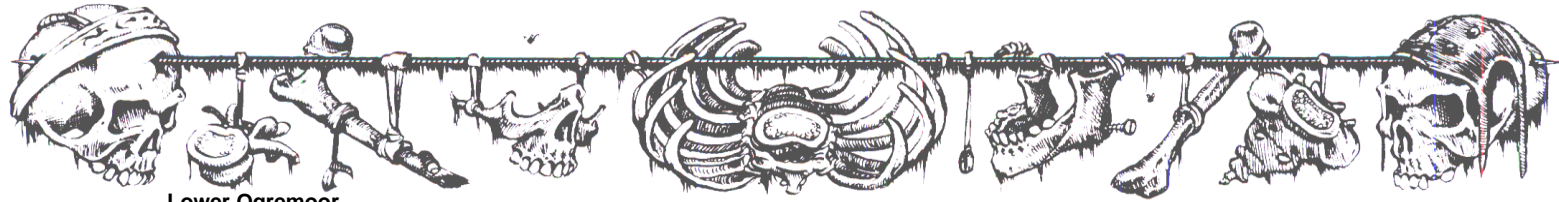
Lower Population: 1650 Common Ogres (*Homo monstrem Brutalis*), 900 mostly Grey Goblins (*Goblinus Occidensis*), 375 Bugbears (*Ursus bipedis Bugburbianus*) 350 Common Hobgoblins (*Goblinus Grandis*), 75 Orc, 11 Cyclops, 3 Gill Giant.

Ogremoor is divided in an **Upper Ogremoor** of 2040 square miles and 3287 Humanoids, and a **Lower Ogremoor** of 2128 square miles and 3275 Humanoids. Upper Ogremoor is principally mountainous. Altitude rises quickly from the border of the Broken Lands to the chain of the mountains. The highest peaks reach over 10.000' high from the mid-section of Ogremoor and further east, overlooking glaciers. The Vesubian River forms the eastern tribal boundary. Altitude falls sharply, in a series of vertiginous cliffs. Only seven hordes have settled here, occupying mostly the mountainous regions near glaciers and the trails along the Vesubian River. Upper Ogremoorians raise Yaks in their tribal dens, which milk and flesh they consume. The rest of their diet comes from hunting wildlife or mobsters in the mountains, and raiding caravans. (This is an addition with earlier Gaz 10 info which speaks of 5 or 6 hordes).

Ogremoorian; Using a sort of Real-life Punjabi & Hindi-Urdu mix, reflecting the Ogre's Sindhi background. In the Ogremoorian language, the Bone Crushers are *Hasthi kuchal*, the Troll Grinders are *Raakshasy chir-ho*, The Hook Flyers are *Ankuda shlax*, Leg Breakers are *Azig bhankak*, etc. These names and sentences are taken from mix of Hini-Urdu/Persian and form in fact Mystara Ogremoorian which is mostly a dialect of Sindian..

Upper Ogremoor is easily to divide into a few main terrains; The Northern Lands, The Ogremoor/Trollhattan Border, The East Hills towards the Vesubian River, and the Darokin Hillside.





Lower Ogremoor

This area occupies the largest cavern complex of the Broken Lands, covering almost 100 miles from one end to the other, housing 3275 Humanoids. This oblong cavern complex is crossed by two rivers, the Trolldeh that flows north towards Trollhattan, and Ogreditch that fills the large Gum Lake. Its banks are covered with a thick, sticky mud, notorious for its quicksand and slimy monsters. A thick fungal forest grows on the two riverbanks, its growth enhanced by the humidity and the presence of an open lava vein in the middle of Ogremoor. Lower Ogremoorians survive on Giant bloodworms from the Gum Lake mud, large frogs and toads that thrive in the forest undergrowth, as well as any slaves taken from other tribes or from raids on the surface.

Barbecued Giant bats, locally referred to as winged sausages, are a fine meal usually served for chiefs. A large tunnel extends north toward the Lava Flow, opening 100' above the molten rock. Prisoners are sometimes thrown off the cliff as a sacrifice to the tribe's Immortal patrons.

Prince Alebane resides in his **Fortress of Rattaya**. It's an Ogre-made stone structure built on top of a huge broken pillar 200' above the ground. Stairs spiral to the top, at a heavy fortified entrance. Alebane also had a fortified gate built a few miles north to prevent Troll vermin from creeping in. Two permanent camps have been set to guard the extremities of the Prince's Domain. He has an army of seven hordes.

Highest Shaman of Jammadaru in the area is Ogat (OG4/S6). Highest Wokan is Gubar (OG3/W3=>W5 1010AC)

Dominant Faith: Jammadaru, patron of Fear and Nightmares, Patron of Ogremoor, Head Shaman's name is Ost - (Level 3)

Shapathi Camp; Faith: officially Jammadaru, Patron of Vengeance, but Wogar is also popular.

Vashawar; Faith: Some clans follow Bartziluth, Lord of War, others follow Jammadaru, Patron of Ogremoor, most follow neither as Shamans are rare.



Current Situation 1000-1010 AC

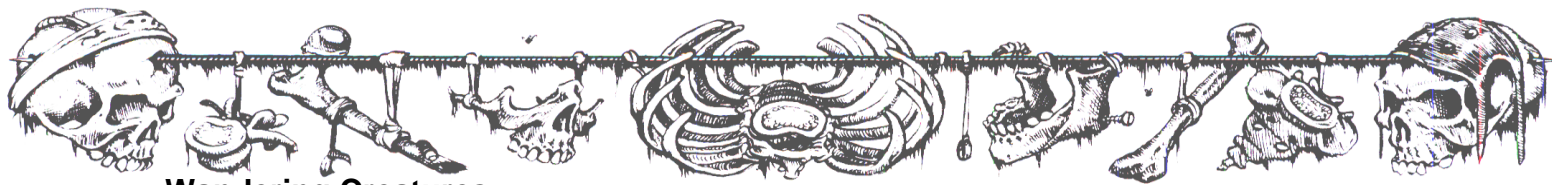
Red Orcland usually refrains from raiding Ogremoor of fear of triggering a war with bloodthirsty Ogres. The border is calm on that side. The opening to Trollhattan is seriously guarded since Ogremoorians absolutely hate Trolls. Even for ill-tempered Ogres, Trolls are unsavoury neighbours, too stupid to make deals with, and too hungry to be avoided. Trolls would drain Ogremoor food supplies. Ogremoor is otherwise tolerant of other tribes, especially those who taste better, namely Kobolds. Ogremoorians avoid dealing with them because good manners don't allow playing with food.

Jujumoss

Each New Moon followers imbibe Jujumoss that grows in Central Ogremoor. The almost spheroid round patches of white moss are drenched in a Foe's fresh blood, and are taken in the mouth and slowly sucked upon without swallowing. The moss's natural components together with any blood will trigger this chemical effect, and incite a powerful dreamstate if sucked upon, which enables an Immortal easy access to the mind of the mortal creating dreams about the Immortal Patron of the Imbiber (mostly Jammadaru). The trance-like state lasts 1d12 hours depending on the strength of the Jujumoss and the blood, and the imbiber is totally defenseless during this time. The sucked empty moss (now a faint pinkish white, and accumulated saliva) are spit out (swallowing causes stomach pains for another 1d12 hours, disabling any combat, followed by a 3 hours of diarrhea) and tossed on the ground. The moss will revive (even if swallowed and expelled the natural way) and propagate in the next 4 weeks, and the whole process is part of its natural reproduction process (normally done by animals). Jujumoss grows in many underground caves between the fungi, and is disregarded by all but the Rats and other underground animals, Humanoids and Shadowelves (where only the Shamans are allowed to use the moss). The moss has a single hidden thorn in the middle of its soft foliage to enable it to draw blood. It only produces the dreamstate effect on the day of the New Moon, due to the magnetism effects between the Moon and Mystara, being part of its growth and reproduction cycle. If it is not drenched in blood, eaten or used correctly on any other moment it will not give the Dreamstate effect, nor reproduce afterwards, but instead giving the same effects as consumed. The moss has normally no value, yet some Shaman are willing to buy or sell these for 50 Gp each (rarely with the right method to use).



Juju-moss, macerated a week in the remaining goo of the "Eating-Foe" ritual ([See Jammadaru](#)), produces one dose of healing moss (effect equal to a Cure Serious Wounds Potion) to be carried and applied to a series of wounds within a lunar cycle—this way used it doesn't cause a trance. The moss is tossed respectfully into a wet cave to prosper there (and used as a way to be used later).



Wandering Creatures

Ogre Moor Ardelphian Hills & Broken Lands			Ogre Moor Northern Hills			Ogre Moor Mountains		
1d100	type Encountered	number appearing	1d100	type Encountered	number appearing	1d100	type Encountered	number appearing
01	Giant Bee	1d3	01	Giant Bee	1d3	01	Giant Bee	1d3
02-03	Ogres	5d4+50% 1 caster	02-03	Ogres	5d4+50% 1 caster	02-03	Ogres	5d4+50% 1 caster
04-08	Ogres	3d6+ 1 caster	04-08	Ogres	3d6+ 1 caster	04-08	Ogres	3d6+ 1 caster
09-12	Ogre Mage	1	09-14	Ogre Mage	1	09-14	Ogre Mage	1
13-14	Chimera	1d3	15	Chimera	1d3	15	Chimera	1d3
15-18	Common Orc	2d10+2 casters	16-18	Common Orc	2d10+2 casters	16-18	Common Orc	2d10+2 casters
19	Griffon	1d4	19	Griffon	1d4	19	Griffon	1d4
20	Harpy	1d4	20	Beholder	1	20	Harpy	2d4
21-24	Manticore	1d4	21-23	Manticore	1d4	21-23	Manticore	1d4
25-31	Insect Swarm	1d4	24-26	Hell Hound	2d4	24-26	Hell Hound	2d4
31-32	Rats	2d10	27-32	Common Birds	3d20	27-32	Common Birds	3d20
33-34	Common Rodents	2d12	33-34	Common Rodents	2d12	33-34	Common Rodents	2d12
35	Cave Bear	1d4	35	Ghouls	2d3	35		1d4
36-38	Herd of Yak	2d12	36-39	Herd of Yak	2d12	36-39	Herd of Goat	2d12
39	Herd of Goat	2d12	40-42	Eagle	1d8	40-42	Eagle	1d8
40-42	Eagle	1d6	43	Roc, Small	1d8	43	Roc, Small	1d8
43	Roc, Small	1d3	44	Roc, Large	1d4	44	Roc, Large	1d4
44	Roc, Large	1	45	Roc, Giant	1	45	Roc, Giant	1
45	Roc, Giant	1	46-50	Cyclops	1d4	46-50	Cyclops	1d4
46-50	Stirge	2d10	51-52	Mountain Lion	1d4	51-52	Mountain Lion	1d4
51-52	Mountain Lion	1d4	53-54	Cockatrice	2d4	53-54	Cockatrice	2d4
53-54	Wolf	1d4+1	55-56	Elder Ghoul	1d2+ 10 Ghouls	55-56	Faenare Scouts	1d3
55-56	Dire Wolf	1d3	57-58	White Dragon	1d12	57-58	White Dragon	1d12
57-58	Owlbear	1	59-60	Faenare Scouts	1d8	59-60	Ice Wolf	1d8
59-60	Snake, Viper	1d4	61-65	Wyvern	1d6	61-65	Wyvern	1d6
61-65	Owlbear	1	66-69	Great Eagle	1d2	66-69	Great Eagle	1d2
66-69	Giant Ant	4d6	70-73	Randara	1d2	70-73	Randara	1d2
70-73	Randara	1d2	74	Robberfly	2d4	74	Robberfly	2d4
74	Robberfly	2d4	75-76	Faenare	1d6	75-76	Faenare	1d8
75-76	Common Birds	3d20	77-81	Grizzly Bear	1d4	77-81	Grizzly Bear	1d4
77-81	Faenare Adventurer	1d4	82	Gold Dragon	1	82	Gold Dragon	1
82	Gold Dragon	1	83-84	Displacer Beast	1d4	83-84	Displacer Beast	1d4
83-84	Owlbear	1d2	85-86	Red Dragon	1	85-86	Red Dragon	1
85-86	Red Dragon	1	87-90	Herd of Goat	2d10	87-90	Herd of Yak	2d10
87-90	Animal Herd (various)	2d10	91-92	Common rodents	2d10	91-92	Common rodents	2d10
91-92	Common rodents	2d10	93-94	NPC Party	1d6	93-94	NPC Party	1d6
93-94	Cyclops	1d2	95-100	White Dragon	1d8	95-100	White Dragon	1d8
95	NPC Party	1d6+1		Predator -2 reaction			Predator -2 reaction	
96-97	Merchant & Company	1d6		Defensive -1 reaction			Defensive -1 reaction	
98	Skeleton	1d6		Defends only, or flees			Defends only, or flees	
99-100	Wychglow	1d8		Prefers to flee			Prefers to flee	

Almost all other Creatures listed in the above table (for each Humanoid nation in the Broken Lands) can be found in TSR 1071 The D&D Rules Cyclopedia, TSR 2501 AD&D2- Mystara Monstrous Compendium, TSR 9438 -DMR2- D&D-Mystara-Creature Catalogue, TSR 9173 - D&D - AC9 - Creature Catalogue or otherwise in my Mystara Monster Manual Compilation books <http://pandius.com/mnstrmnl.html>. Some, however, might vary a bit and are explained next to the table were they are mentioned.

Common Rodents; Mice, Packrat, Hamster, Guinea pig, Mountain Mice, Gerbil, etc

Common birds; Blackbird, Sparrow, Mosebird, etc.

Animal Herd Hills; Fallow Deer, Moose, Boar, Wild Sheep, etc

Mountain; Capricorn, Wild Goat, Gems, etc

Herd of... usually accompanied by 1d2 of the ruling race of the region

Merchant & Company; These are often parts of a attacked caravan, without maps and mostly desire to leave the area they are in to reach their destination. 1d4 wagons with a wagon 1d6 surviving merchant crew and guards, with or without sufficient draft-animals.

NPC Party These are rolled as explained in the Rules Encyclopaedia or chosen by the DM.

Dragons; As explained above.

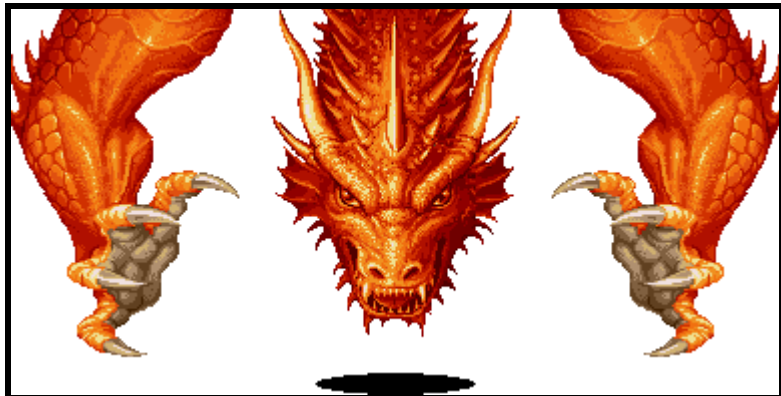
The Red Dragon in this region is between 1009 and 1014AC **Deathwing** a Large male Red Dragon (*from the Shadow over Mystara over Mystara arcade game*). It settled here after the meteor impact of 1007AC and lived formerly in the Silver Sierras (now destroyed by the meteor impact). In other periods it is an unknown small Red Dragon passing by or just settling.

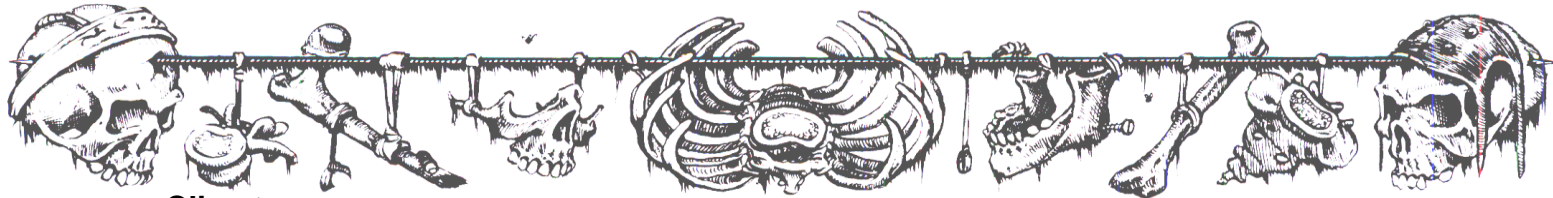
Undead Skeletons are mostly tools of local Wicca or Shaman, and set to guard or patrol, they are of various racial build-up.

Ogre mages are Ogre Wokani and detailed below.

Faenare are detailed [here](#). **Faenare Scouts** are Faenare with level of 6+1d6 with scouting/survival/tracking skills.

Faenare adventurers are level 2d6 individually and include at least one able and known Windsinger. For all other roll 1d20 and all rolls of 1-4 are young who flee at the first attempt or are wounded somehow (DM create plausible reason), rolls of 5 or higher are the rolled number -4 in level for these young ones.





Climate

The weather of Orcus Rex is similar to that of Glantri, temperate, which is similar to Real World Germany. Some more precipitation falls down on the higher hills and mountains. This has to do with the natural inclination of moisture rising in the air when blocked by mountains and cooling down and thus falling. Many snow accumulated in the ages on the mountains now provides water for the many streams, brooks, creeks and goblets and even feeds "the River that Returned" (a river which before the 1700 BC disaster flowed over the same riverbed southbound, instead northbound. This river used to be the natural course of the Vesubian, before the terrain uplifted, broken off due the Elevation of the Broken Lands, flowing north since then, fed by several new streams passing through the many earthquake cracks, creating canyons.

The dominant wind is coming from the North West.

The most prominent feature of Orcus Rex is the wide river canyon and many side canyons of 'The River that Returned', and these area has many steep sides which are not crossed easily. Most upper areas are much drier and broken than the canyons.

Chance of Finding;	Drinkable water	Medicinal / Edible / Functional plants	Fuel for Fire	Wandering Monsters, Creatures or Humanoids
Darokin Side/East Ogremoor Winter	20%	23%	40%	1 on 10/Hr
Darokin Side/East Ogremoor Spring	35%	32%	70%	1 on 10/Hr
Darokin Side/East Ogremoor Summer	20%	28%	70%	1 on 8/Hr
Darokin Side/East Ogremoor Autumn	30%	30%	60%	1 on 8/Hr
Northern Ogremoor Winter	8%	5%	2%	1 on 10/Hr
Northern Ogremoor Spring	10%	8%	5%	1 on 8/Hr
Northern Ogremoor Summer	5%	2%	2%	1 on 8/Hr
Northern Ogremoor Autumn	15%	10%	2%	1 on 8/Hr
Mountains Winter	15%	15%	20%	1 on 10/Hr
Mountains Spring	18%	20%	30%	1 on 8/Hr
Mountains Summer	8%	10%	40%	1 on 10/Hr
Mountains Autumn	15%	20%	40%	1 on 8/Hr
	+5% /hr rain in last 24 Hr).		x2 if making noise x3 if making visible signs	

This table gives the chances of finding something within a 10.000 square yard area. This can be along the route covered 25 yards on either side of the passed route for 200 feet length, or in a roughly 100 x 100 yard area. This takes 1 Turn of time (either real time or delay time while travelling), and a successful survival skill check if available.

As you can see evaporation of fallen water is included in this system. Always count 24 hours back. If within this time there has been 3 hours of rain, add the bonus percentage, you will keep the bonus for that whole time until those rainy hours have fully passed from the last 24 hours.

Ogre Housing

Ogres will have their own settlements too, often somewhat Sindhi in appearance (as fanon), and their behaviour less offensive (as canon), as thus they will have some farmlands and know some crafts too.

Single Houses; Treetrunk style



Single Houses in Ogremoor (and many other locations) are mostly build using mighty tree stumps with the sturdy roots still attached, (or simply a cut tree turned upside down). Often placed against an earthy elevation, wooden boards and stone chimneys placed in between the remaining openings, with earth on large parts of it, or enclosing it.

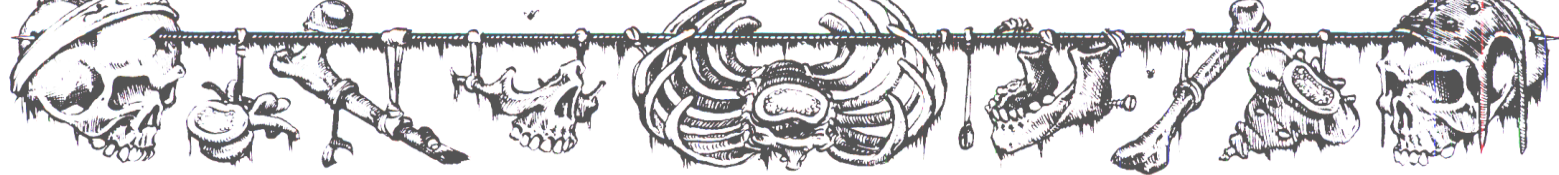
Ogres see this as a sort of home-made caves, somehow originating to their cultural cave-homes, when they (at least according to them) were still offspring of Hill Giants.

Often build along water, then protected from flooding by a stone elevation on which these structures are build.

These are often found in small settlements owned by single living Ogres, as well as more private farms found anywhere Ogres live. These are roughly 40 to 60 feet diameter, and 12 to 22 feet high depending on

the size and grandeur of the Ogre.

Regularly these houses, seen in a Human perspective are unexpectedly clean, and often even an outhouse is found build from boards next to the structure (this is of course filthy), yet the living/food place is unexpectedly clean when resembling to other Humanoid races.



There are examples of Ogre Single houses using this building example, of being build in very large or huge still living trees. Ogres take care not to build the chimney too close to the stem to prevent fires (something they fear—not for the fire itself, but losing their home and collected stuff within).



A typical Ogre Doll-house

Something unknown of Ogres is they are always suppressing their childlike tendency to play with dolls, teddy bears and other toys. Wealthy Ogres often desired to build up collections of these, or even manufacture astounding doll-houses. Their play is often a mimic or parody on Human families, and often local known Humans are copied.

An Ogre feeling guilty of something he did wrongly or accidentally, often gives a doll, or even a dollhouse as retribution. If accepted, and shared with a child, they protect the child for life, and are friends to that family, despite other Ogre behaviours.

A weird side effect; Cursed or animated dolls will never affect an Ogre, and as if being suppressed on magic will be a common doll, until stolen.

Trolls despise Ogre dolls (or any dolls for that matter) and steal them to destroy later, and thus become victim to these cursed/animated dolls, further enhancing their fear and Ogre enmity if something happens to the Troll thief.

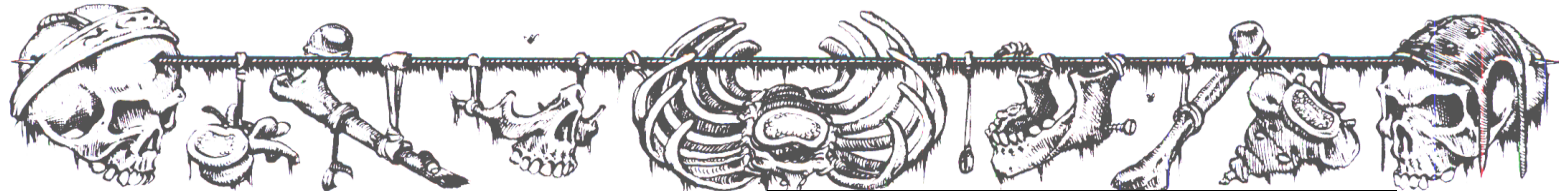
Single Houses; Reed-bound style

Another simpler form are bundles of reed bound together in a single 100-150' long string of half a foot in thickness. A simple dome like frame of twice the height of the Ogre is made from long somewhat flexible branches and a doorway from three beams of sturdy wood is placed on one side (mostly where the sun rises or falls—some sages say those directed at sunrise are mostly owned by more positive minded Ogres while those directed at sunset are more negative minded, despite their personal alignments). More reed is bundled in panes to the frame and bound to it by weaving a sturdy rope through it to the frame. The long string bundle of reed is placed at arm reach and woven with study rope to the frame and reed panes round and round to encircle the structure giving it more sturdiness. At the doorway it is cut.. There is no door, just the opening. In care of bad weather, a sheet of leather or slab of wood is placed in front. The fire place of both these types of Ogre structures is always in the middle, and the bed is never close to the entry. These structures are seasonal, and rarely last longer than a single year, and are 15 feet diameter and about 20 feet tall.



Communal Reed Villages

These are regularly wooden framed structures of round or elliptical ground shapes, depending on the amount of Ogres living within them. Roughly ach Ogre adds to the ground space as equal as singular structure sizes (see above). Like the Ogres themselves these can vary in a more smooth regular coverage or a tangled chaotic coverage. Like the single structures detailed above the only have a door, and rarely (mostly not) have a single window like opening. They do have a chimney in the top, where the reed is covered with a thick layer of clay, (baked over time by the heat into a fire-resistant pottery shelf).



Multiple structures are thus erected mostly along paths, river/creek sides or lower hill edges. Ogres use cut the grass around these regularly to add to the structure, yet also allow flowers to bloom.

Unknown to most Human's awareness, Ogres do like and enjoy the sight and smell of flowers, and as such each settlement has many patches of flowers between the structures.

Unlike Humans Ogress do not have a central or main building, and the structure of the leader is not distinguishable from the others on the outside. The inside, however, is often more lavish and decorated with tools of the trade, pride objects (items or parts of slain opponents) and an overall better furniture and food preparation area, as well as a much better scent.

Keep in mind, unlike the Goblinoids and Orcs, Ogres do not urinate or defecate in their own home. This is always done several yards away in a dug pit. At the same time, they dislike blood as decoration, and will clean tainted surfaces as soon as possible. As such, Ogres are amongst the cleanest Humanoids, and regularly bath, even using soap made from fat of slain prey and opponents.

Each village has an Ogre capable of soap making, and this one's hut is always at the outskirts of the village.

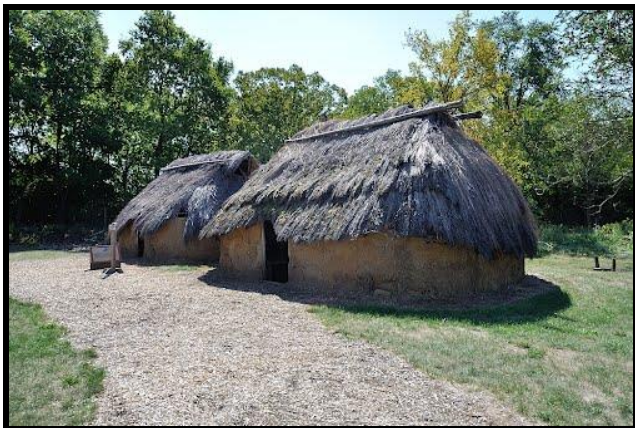
Ogre Soap

Soap likely originated as a by-product of a long-ago cookout: meat, roasting over a fire; globs of fat, dripping into ashes. The result was a chemical reaction that created a slippery substance that turned out to be great at lifting dirt off skin and allowing it to be washed away. Even wizards and Alchemists need to do so with clean hands to prevent components contamination.

The story is that the drippings and ashes from the cook fires of the gods rolled down the hill and were discovered by filth-encrusted Thyatians on one side of Mountain Tarsis, and by Ogres on the other side. A recipe was made; *"Spread well burnt ashes from good logs over woven wickerwork ... and gently pour hot water on them so it goes through drop by drop.... After it is clarified well, let it cook.... Add enough oil and stir very well"*

The alchemist's recipe for soap calls for either olive oil or beef tallow. Tallow, or animal fat, along with lye, remains a basic ingredient of soap. Fat reacts with lye—a substance made in ashes that can be pretty toxic, which is why soap makers need to wear protective gear—in a process called saponification. This is where lye (a mix of either Sodium Hydroxide or Potassium Hydroxide and water) is mixed with oils, fats and butters to turn the oils into salts. It is a chemical reaction where the triglycerides of the fats and oils react with the lye. The Saponification process yields a thick slurry. As it solidifies, fat neutralizes the caustic lye. After 48 hours, you've got soap. Soap is sold in ceramic jars or wrapped in paper.

Darokin alchemist succeeded to add milk, and floral or honey fragrances to the soap to increase softness and pleasurable scent.. Ogres eagerly buy these back.



Item		Description / Notes	Cost	Enc.
Soap	Basic	1 Lbs / 1 quart or 1 bar	5 sp	1
Soap	Ogre	1,5 Lbs / 1,5 quart or 1 bar	6 sp	2
Soap	Fragranced	1 Lbs / 1 quart or 1 bar	10 sp	1

Read more on Real World Soap making; <https://www.nytimes.com/wirecutter/blog/history-of-soap/>

Wood Villages

Ogres do not only have a more Human-like appearance (beside skin-color, size and details), they also have learned from Sindian Humans (elsewhere local Humans) how to build houses of other materials, and mostly wood. Ogres have their own sawmill, powered by a large wheel in which Ogres, Slaves or animals walk around to power the rotation which makes the saws (mostly four to seven depending on the diameter of the log) blades go up and down and make sturdy planks or square-ish logs from felled trees. As their tools are not that perfect as the Humans, the logs are rarely perfect straight, the planks and logs will inevitably be somewhat warped too. To make walls they place the first wall and then place other planks over the slits minimizing holes, or they carve these hole larger to make a small window(sometimes really small).

The roofs are either rectangular logs in a roof frame with planks over it, or similar logs and a reed-thatched or laid-over roof. Both are overtime overgrown with dirt and grasses, and are rarely fully waterproof.



Typical Ogre Wooden building with thatched/reed covered roof.



Standard Ogre selfmade house

The Kobolds in Ogresmoor, sometimes paint the planks with Tar from Kol, making it more waterproof. They will do so also if they can acquire tarp from merchant wagons plundered by the Ogres.

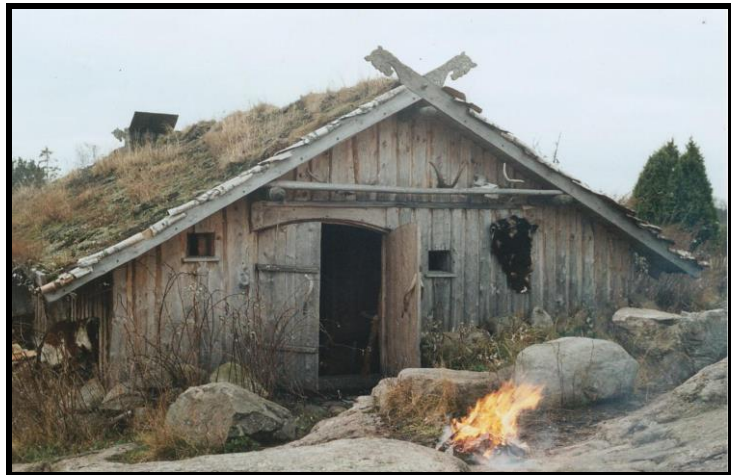
In the centre is a fire pit, and the smoke goes out through holes. Sparks are a serious problem to Ogres, as they yet do not understand the principle of chimneys. Luckily for them, their size and thus the high roofs help a bit in this, yet every Ogre has a few buckets of water nearby, or place the fire pit outside.

Another technique Ogres use sometimes; "*Basa ghara cori karo (Just steal the house).*" With a group of 10 to 20 Ogres a whole wooden farm or large shed, being large enough to accommodate the Ogre's size, is uplifted from the ground and carried several miles away each day, to reach in a few days the final destination. Here the structure is placed on the ground. The floor and possible second floor are torn out here and the ground within may be deepened to enable Ogre's standing size.

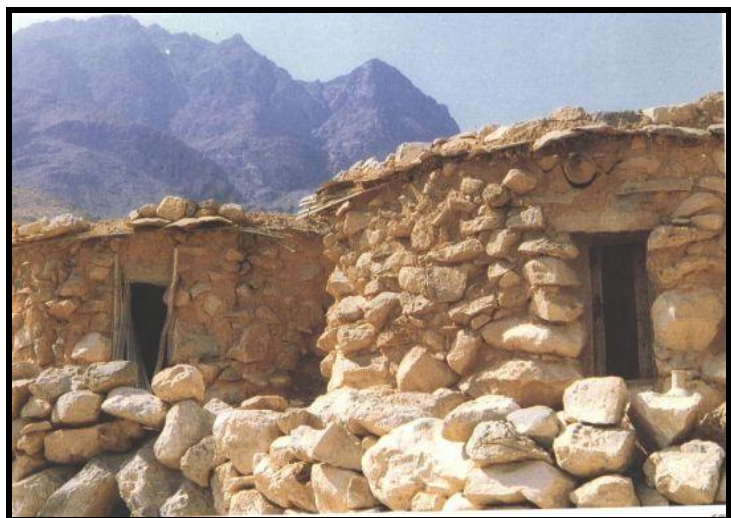
The earth, stones and all "Human litter," are dumped to the outer walls to lock the structure in place.

Stone Villages

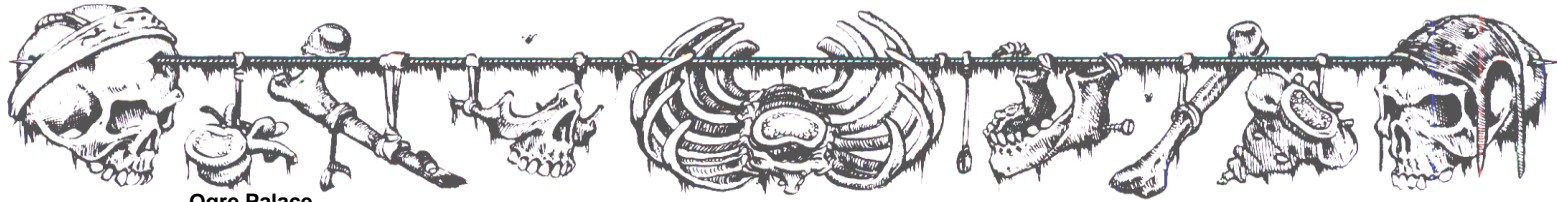
The Ogres know how to make just only a few kinds of structures. Beside simple rock or backed large bricks simple 3 story (Ogre-sized) stone watchtowers on the Trollhattan border, they also make boulder bricked with lime-based mortar circular structures. First they make a rectangular foundation base with large boulders (3 to 5 feet diameter) with 40' diameter round holes 5' deep placed within this base together with a 5' path out towards the mountain creating a keyhole shaped opening. Upon it they build a wooden frame of logs standing up about 1 to 2 feet apart, with a log open roof. Then they encircle this frame with 1 to 3 feet diameter rocks and lime-mortar brick these roughly together. The logs inside support the structure, and are used to later place planks spiral-wise from the centre to make a closed ceiling. While the rocks are placed two locations between the logs slits and a door opening in the 5' wide path are kept open creating 2' to 3' wide slit-shaped windows and a frame in which a sturdy door is placed. The centre of the roof has overlapping beams allowing for a smoke exit. These sort-off camouflaged housings are generally found in the mountainous areas. From floor to ceiling is thus mostly 12'-15', with ventilation, and closure (they used planks or furs as curtain when desiring to sleep.



Stolen Human shed used as house, readjusted with the decorative tiny windows Ogres like, and the removed earth, rocks and debris dumped to the outer walls. The firepit outside burns day and night.



Typical Ogrestyle Circular dwelling within its stone bricked base and a nearly flat roof covered with more rocks and dirt to camouflage



Ogre Palace



Ogre Palace/Tempel

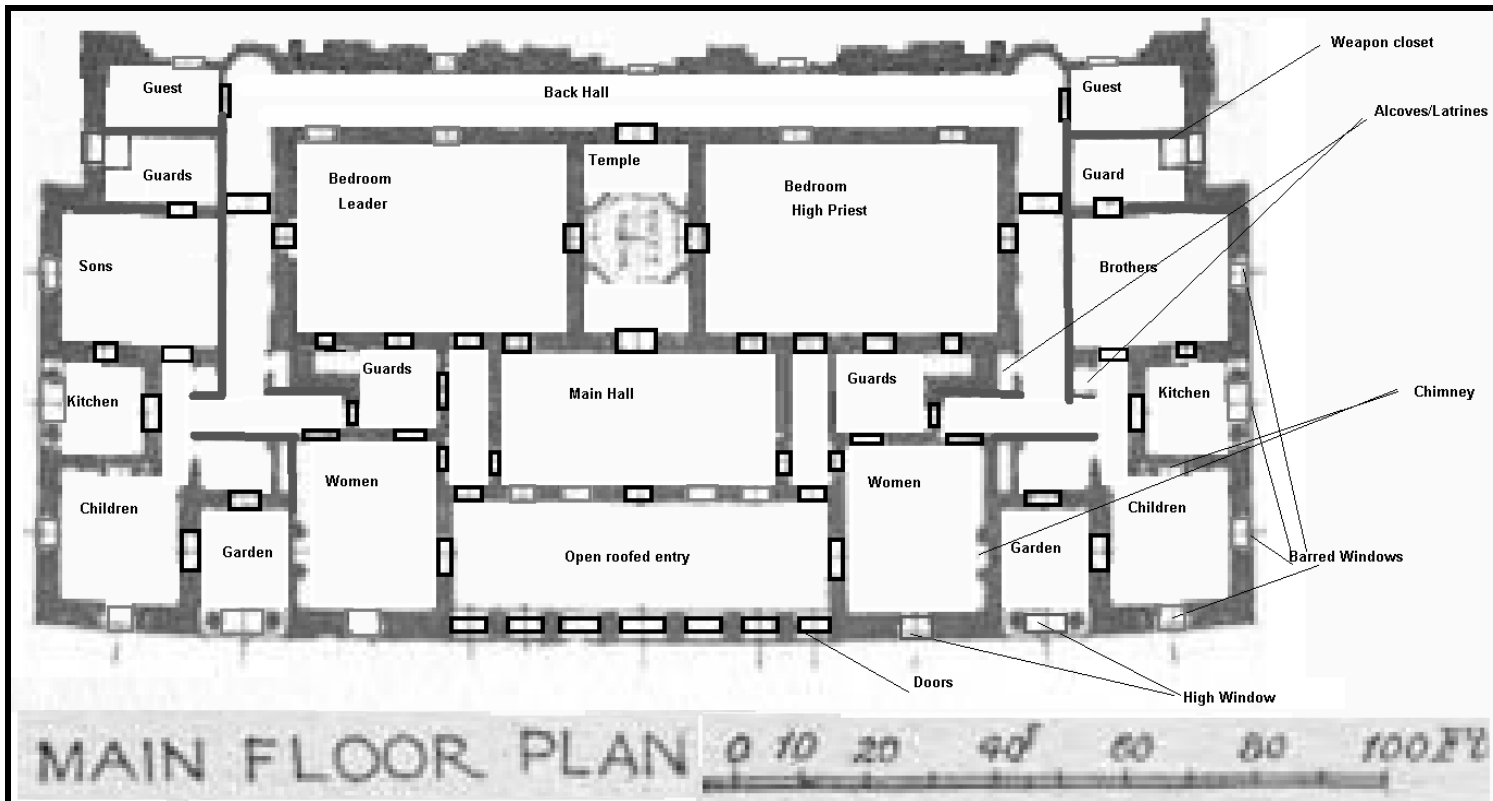
The other stone structure is a copy from Sindian architecture they had learned in the past and taught their offspring. These were originally Sindian Temples, yet now these copies have become housing of the leaders, with a central huge kitchen-like place to honour Jammadaru. The size and shape are still the same, as well as the architecture.

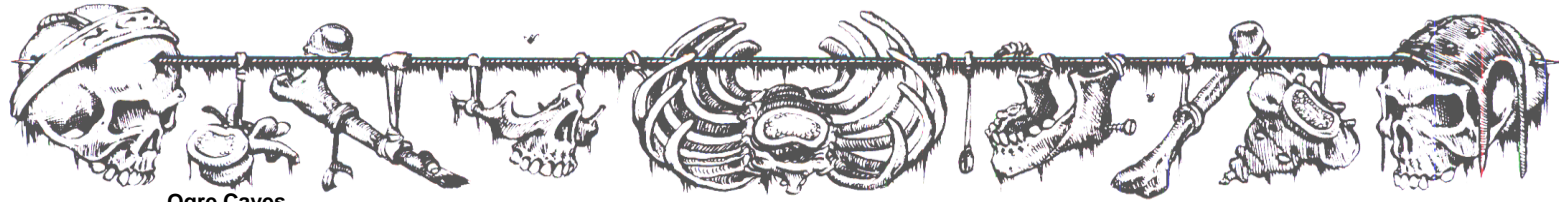
The main difference lies in the cruder bricks and cut rocks used and the type of mortar. The two wings are used by the leaders, Priest

(Shaman) and his offspring and favourite partners.

Ogre Shaman of Jammadaru are not allowed to have a permanent partner or offspring, and keep their temporary mates in their room, so the rest of the structure is for the family of the leader.

There is no upper floor or a basement. Everything is high; there is a stair to the roof (the rectangular sections in the map above the gardens). The outer walls are simple, yet architecturally somewhat decorative.





Ogre Caves

Ogres elsewhere in the world often live in caves. These are more-or-less identified by their relative cleanliness, and sometimes even a family or tribal shield posted outside. There is a certain ownership pride.

Caves used for a generation or more, often have a facial designed entry and may have stairs enabling a more promising entry, and is not only a demand for respect but also a sign of Identity.



An Ogre Face Cave is a sign of a generation or longer ownership of said cave



A Ogre Cave with an Oriental Blue Ogre next to its tribal or family nameshield on one of the Isles of Ochalea.

In this table the numbers are for

O=Ogre, G=Goblin, B=Bugbear, H=Hobgoblin, T=Thoul, Or=Orc, C=Cyclops, Gi=Hill Giant, K=Kobold,

Hashti Kutchal=Bone Crushers, **Raakshasy Chir-ho**=Troll Grinders, **Ankuda Shay**=Hook Flayers, **Azig Bhanlak**=Leg

Breakers, **Barekiga Redara**=Breaking Raiders, **Barada Galada** (Blood Guards), **Laterade Pahiredara** (Trampling Guards), **Subha Savera Subha Dina** (Good Day, Good Morning). **The Mari-am Akham** (Dead Eyes) are only named as such between the Ogres and the Thouls, to all other the Thouls prefer to name their small horde *Dead Eyes*. These Thouls are without a treu leader, and as such not a treu horde, They battle the local Ghouls regularly, both sides are in balance however, and regenerate damages or rise anew later. The **Vile Runes** are active and recognized in Ogremoor, yet exist more in Isolated families or even individuals than as a separate Horde like in other Broken Lands Tribes.

OgremoorSettlements;						
Name Settlement	Occupants	Number	Tier	Dominant Horde	Leader/Faith	Notes
		O/G/B/H/T/Or/C/Gi/K				
Reed Villages						
Udwanagar	Mostly Ogres	170/42/30/1/0/0/4/0/0	4th	Barada Galada	Goab/Jammadaru-Wogar	3 warmachines(1 defect)
Bhairo Dir	Mostly Ogres	160/58/37/3/0/10/0/0/0	4th	Barada Galada	Goab/Jammadaru-Wogar	
Bihya	Mostly Ogres	135/53/30/0/0/0/11/0	5th	Laterada Pahiredara	Sidar/Jammadaru-Wogar	
Koilwar	Mostly Ogres	120/55/25/4/0/0/12/0	5th	Laterada Pahiredara	Sinhi/Jammadaru-Wogar	
Charpokhri	Mostly Ogres	165/57/23/0/0/0/10/0	5th	Laterada Pahiredara	Sidar/Jammadaru-Wogar	
Wood Villages						
Jagdishpur	Mostly Ogres	160/70/25/0/2/10/0/0/0	4th	Subha Savera Subha Dina	Nashuaar/Jammadaru-Wogar	Use variant Maces
Babhangawa	Mostly Ogres	165/55/30/10/0/0/1/0/0	4th	Subha Savera Subha Dina	Nashuaar/Jammadaru-Wogar	Use variant Maces
Tatari	Mostly Ogres	175/45/38/4/2/0/0/14/0	5th	Laterada Pahiredara	Sidar/Jammadaru-Wogar	
Keshopur	Mostly Ogres	125/61/35/2/1/0/0/10/0	5th	Laterada Pahiredara	Sidar/Jammadaru-Wogar	
Kasmariya	Ogres, Goblins	140/95/3/78/3/0/0/15/0	2nd	Raakshasy Chir-ho	Alebane/Jammadaru-Wogar	
Stone villages						
Ara Sadar	Mostly Ogres	135/81/22/5/3/15/6/0/0	4th	Barada Galada	Alebane/Jammadaru	1 warmachine
Ruined Village of Dohm-Dohm	Ghouls and Thouls	45 Ghouls, 35 Thouls	5th	Mari-am Akham (Thouls)	None/Nyx	Dark Purple conical Crystal base for a forbidding tower. Continuous conflict
Ruined Village of Gombar	Mostly Ogres	95/39/35/4/0/0/0/21/0/	5th	Laterada Pahiredara	Dalevon/Jammadaru-Wogar	Dalevon Thinks he is a Witchknight since he met them in 999 AC. He is not even a Wokan (Int 7)
Sandesh	Ogres, Goblins, hobgoblins	120/80/0/72/0/0/0/13/0	4th	Azig Bhanlak	Rajah Rajkat/Jammadaru	2 Warmachines
Garbani	Ogres, Goblins, hobgoblins	105/78/0/77/0/0/0/15/8	4th	Barekiga Redara	Caoh/Jammadaru	uses Kobold Trap builders
Isolated Families						
North Ogremoor	Mostly Ogres	70/75/22/8/4/5/0/	4th	Barada Galada	Goab/Jammadaru-Wogar	has Lvl 2 Wokan
Darokin Side	Mostly Ogres	75/88/20/5/0/0/0/	3rd	Laterada Pahiredara	Alebane/Jammadaru-Wogar	
Mountain border Trollhattan	Ogres, Goblins	65/84/0/25/0/0/0/	2nd	Raakshasy Chir-ho	Alebane/Jammadaru-Wogar	
East Ogremoor	Ogres, Goblins, hobgoblins	70/84/0/52/0/0/0/	3rd	Barekiga Redara	Alebane/Jammadaru-Wogar	
Lower Ogremoor						
Fort Rattaya	Ogres, Bugbears	314/10/40/100/5/20/0/1/0	1st	Hashti Kuchal	Alebane/Jammadaru	has a Palace
	Ogres, Goblins	220/180/42/80/0/10/0/0/25	2nd	Raakshasy Chir-ho	Alebane/Jammadaru	
Shapathi Camp	Ogres, Goblins	165/110/35/60/10/11/0/0/0	2nd	Raakshasy Chir-ho	Alebane/Jammadaru-Wogar	
Troll Gate	Ogres, Bgoblins, Bugbears	250/150/44/95/0/15/11/0/0	3rd	Ankuda Shay	Alebane/Jammadaru-Wogar	
Vashawar Camp	Ogres, Goblins	265/220/55/38/0/10/2/0/0	2nd	Azig Bhanlak	Rajah Rajkat/Jammadaru, Bartziluth	
Ogreditch Families	Ogres, Goblins	126/105/42/25/4/9/0/0/0	1st	Hashti Kuchal	Alebane/Jammadaru-Wogar	
Isolated Families	Varies	85/35/41/27/3/0/0/0/0	5th	Varies	Alebane/Jammadaru	
Lava Flow Families	Varies	75/40/41/21/2/0/0/0/0	5th	Varies	Alebane/Jammadaru	



Ogre (*Homo monstrum species*)

Humanoid	Ogre												
Type	Humanoid												
Climate/Terrain	Any land												
Frequency	common												
Organization	Tribal												
Activity Cycle	Any												
Diet	Omnivore												
AL	any chaotic												
NA	2d10												
Size	78+1d20 inch (females70+1d10) (fitness 1d12-1)												
ST (PR)	3d6+1=4-19												
IN	3d6=3-18												
WI	3d6=3-16												
DX	2d8+1=3-17												
CO	3d6=3-18												
Com, Cha	3d6=3-18												
Languages	Krugel Orc, Neathar (or antalian or Oltec)												
Spellcaster Limits;	Shaman 6, Wokani 4												
AC	8												
AV	by armor												
Levels	Youngster	Teenager	NM	1	2	3	4	5	6	7	8	9	t/m 36
XP Needed	-4800	-2400	0	4800	14,200	33,200	71,200	145,200	295,200	595,200	895,200	1,195,200	+300,000
HD	2+	3+	4+	5+	6+	7+	8+	9+	10+	10+			
HP	2d8+1	3d8+1	4d8+1	5d8+1	6d8+1	7d8+1	8d8+1	9d8+2	10d8+2	+2	+2/m		
MV	120/40'												
THACO	17	16	15	14	13	12	11	10	9	8			
Attacks	1 weapon												
Damage	By weapon (mostly Club)												
Special Attacks;	0												
Special Defenses;	0												
Weakness	0												
Immune to;	0												
Primary Skills	4+IN				+1				+1				+1/400,000
Compulsory Skills	Endurance, (males only; Swimming and Boating, Females only; Hiding)												
Weapon Mastery	BS				SK				EX				MS
Extra Vulnerable to;	0												
AM	0												
Save DR	12				10				8				
Save MW	13				11				9				
Save TS	14				12				10				
Save DB	15				13				11				
Save SP	16				14				12				
ML	9 or 11 with leader												
XP	25	50	125	225	350	450	775	1000	1100	calculate			
TT	Sx10(Sx100+C)												
Body Weight LBS	Size+fitness x ST / 4,2												

Ogres are very large fearsome Humanoids, ugly, greedy very Human-like creatures, usually resembling Humans in the region they live in, physically or culturally. Ogres are uglier and cruder than their Human counterparts, and are between 8' and 10' high, weighing 300 to 350 Lbs. Their skin colours range from a dead yellow to a dull black-brown, and a (rarely) sickly violet. There are even rare examples of bright blue. Their warty humps are often of a different color—or at least darker than their hides. Some Ogres may have developed horn-like growth on their head or back but this is actually an affliction of the [Dreaded Dire Disease](#) instead a natural growth.

Their eyes are purple with white pupils. Teeth and talons are bad-treated orange (plaque) to black (blood coated-or rotten), yet they suffer never toothache (Older Ogres often lost several teeth. Fangloss is a sign of Immortal disgrace). They have long greasy hair of blackish-blue to dull dark green. Their odor is repellent, reminiscent of curdled milk. They mostly wear poorly cured furs and animal hides for clothes, and often live in caves.

They care for their weapons and armor

reasonably well.

Language

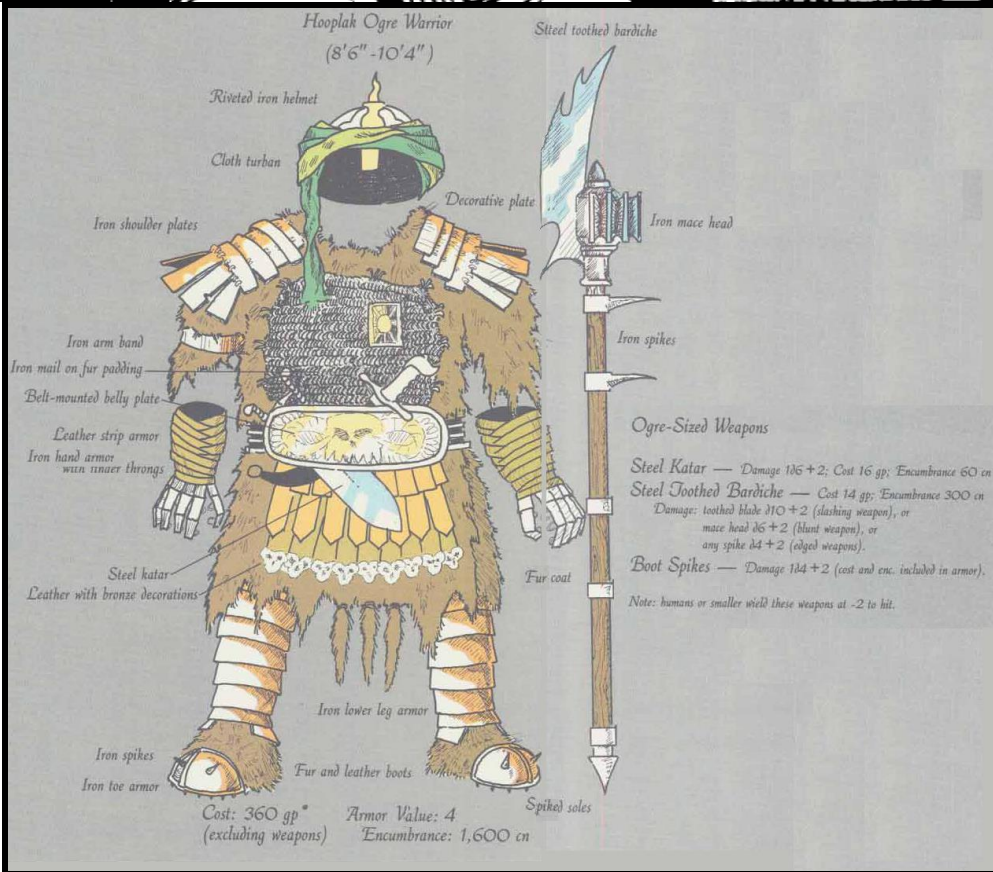
It's not uncommon of an Ogre to speak the local Orc, Troll, Gnoll, and **Gundirrim** Giant Tongue as well as their own Sindian based yet still guttural language (I used a Punjabi & Hindi-Urdu mix). When the other Humanoids don't exist in the area they mostly have learned one local Human tongue instead of those unavailable. They refuse to speak Elvish, Dwarven or Hin, yet might understand these slightly (Int check for each word). A typical Ogre's lifespan is 90 years. Ogres can become their racial class, and Shaman and/or Wokani (Witchdoctor or Ogre Mage) together. For abilities resembling other classes they need to use skill slots instead using a class. Ogre Mages are mostly living solitary, have their own guards and traps, many different magical items, tricks, spells, and traps to use against any oppressor or victim. Keep in mind the rules of undersized armor, for any kind of Ogre as presented in [GAZ10-TSR9241-D&D-Mystara-The Orcs of Thar](#) pages 41-45.

Ogres are big, ugly, greedy Humanoids that live by ambushes, raids, and theft. Ill-tempered and nasty, these monsters are often found outside the Broken Lands serving as mercenaries in the ranks of Orc tribes, evil Human Clerics, or Gnolls.

Combat:

In small numbers, Ogres fight as unorganized individuals, but groups of 11 or more will have a leader, and groups of 16 or more usually include two leaders and a chieftain. Ogres wielding large weapons get a dice larger than normal in damage. Females fight as males but use mostly only normal sized weapons for normal damage. Young Ogres fight as Goblins.





In Ethengar, the Hooplak Ogres have developed a Steel Katar, Steel toothed Bardiche and Spiked Boots, these weapons will rapidly copied by other Ogres elsewhere when discovered and shared. The OGREMOORIAN Ogres and the ones from Sind seem to be the most civilized (If you can say that of a Humanoid.).

Ogres have attack roll penalties when fighting gnomes and dwarves due their size. Ogres -4 against Gnomes, & Kobolds and -2 against dwarves. Ogres their average weapon damage die is 1 die larger in damage (1d4=1d6, 1d6=1d8, etc.) do not forget to add strength bonus to hit roll and damage. If they perform a smash attack sideways or

from the front they pound the target 1 foot backwards for every 4 damage sustained, and cause the victim to become Prone if he fails a Dexterity check at -1 for each feet forced backwards.

Favourite Weapons: Large Club, Halberd, Mace, Warhammer, Spear, 2-handed sword, Voulge. Due to their size they're able to wield larger and heavier weapons for more damage than a smaller creature could, which vary from the standard damage x2, to one or two larger dice (1d6 becomes 1d8 or 1d10). Females and young use only normal sized weapons due their smaller size. In OGREMOOR the common Ogres are able to be trained to Skilled level of weapon Mastery. Ogre leaders will mostly be Skilled, Master or rarely Grand Master and the chieftain Expert or better-his bodyguards are at least Skilled.

In small numbers they fight as unorganized individuals, but groups with a leader or greater groups with several leaders fight very coordinated.

Superstitions: Fear of sickness, fear of physical weakness, fear of the god known as Jammudaru the Destroyer

Habitat/Society:

Ogre tribes are found anywhere, from deep caverns to mountaintops. Tribes have 16 to 30 males, 2d6 females, and 2d4 young. Shamans, if present, will generally be of 3rd level. Ogres live by raiding and scavenging and they will eat anything. Their fondness for elf, Dwarf, and Halfling flesh means that there is only a 10% chance that these will be found as slaves or prisoners. There is a 30% chance that an Ogre lair will include 2-8 slaves. Captured prisoners are always kept as slaves (25%) or food (75%). Extremely avaricious, Ogres squabble over treasure and cannot be trusted, even by their own kind.

If 16 or more Ogres are encountered, they will be led by two 4HD patrol leaders and a chieftain. The chieftain is a 7+ HD. Chieftains are usually the biggest and smartest Ogres in their tribes, using the largest weapons (Averagely +1dice large than normal)

They're very primitive and greedy. They hunt animals when they have to, but are just as content to ambush travellers or bully them into surrendering food and money instead. When encountered outside their lair, they mostly carry a sack with 1d100x 6 gp of varieties coins.

It is thus assumed that although Ogres have been influenced genetically due the chaotic Beastmen Strain, that they are much older than the normal so-called Humanoid. It is suggested that Ogres may have originally been a stem of Hill Giants which did breed with Beastmen, around 5000-4000BC (under influence of their Immortal Hel), and thus created the Ogre species we know now today.



A male Ogre in his Puberty



Their cultural memory also seems to be much older reaching, like the Neanderthals, several centuries before The Age of Blackmoor and the Great rain of Fire. They mingled with the other genetical instable Beastmen, yet did not often successfully breed with them. The few successes genetically did not do much, other than making some family strains more primitive than others.

Ogres have lived together with late Neanderthals in the same area (the Northern Plains of Hyborea) and hate these creatures and will attack them on sight. Neanderthal tribes almost exterminated the Ogres; their magics even turned their Vampire Ogre Chief into a slimy horror in an attempt to kill it. As revenge he boiled his foes in a cauldron of bubbling tar and green slime, and ate them afterwards. The rest of the Ogres moved away from the Neanderthals, but the memory is still so vivid that a Neanderthal in sight will instantly triggers this immense hatred. They'll beat their prey with large clubs until it stops moving or they fail morale and flee.

Females could be mistaken for large ugly Human females if not for their strange skin color, stench and canines.

Sometimes Ogres use Goblins as their guides, as these are mostly more clever (at least to their assumptions).

They mingle freely with giants (mostly Hill Giants) although they dislike the ones much larger than themselves.

Ogre Moorian Ogres severely hate Trollhattan Trolls, yet outside of Ogremoor other Ogres may cooperate Trolls (despite still disliking them).

Ogre	Age
Baby	0-3
Youngster	4-8
Teenager	9-11
Young Adult	12-21
Adult	22-44
Mature	45-60
Elder	60+
Death	85+2d12

Racial tolerance: Kobold, Orc, Gnoll, Giant, Goblin, Hobgoblin, Bugbear -1, Troll, Elves, Dwarves -3, Human 4, Fairy -5.

Ogres are Humanoids that live by ambushes, raids, and theft. Ill-tempered and nasty, these monsters are often found serving as mercenaries in the ranks of Orc tribes, evil clerics, or Gnolls. Some Ogres are such high in wisdom or intelligent to become either Shaman (Witchdoctor) or Wokani (Ogre Mage), never both in the same character.

Ecology:

Ogre tribes are almost found everywhere; they stole the secret of shipbuilding from the Humans and travelled the world. They can be found in the deepest of caves to the highest climbable mountain top. They live by raiding and scavenging and eat almost anything, their fondness for elf, Dwarf, Halfling and Kobold flesh means that there's a 10% chance that these will be found as prisoners or slaves. Captured prisoners will always be kept as slaves or as food (75%). Ogres are extremely avaricious; they squabble over treasure and can't be trusted, even by their own kind.



They plague mankind since centuries, lusting for gold, gems, jewellery and Human flesh. They're evil-natured creatures that join other monsters to prey on the weak and favor overwhelming odds to a fair fight. They like it for a captured "prey" to be pestered, or bullied by those who want to.

They normally make neither crafts nor labour, and thus have rarely profession skills (use basic skills instead). They however are cleaner than the other Humanoids, love flowers and toys, dislike filth, and know how to make soap, brooms and use them.

Faith

The common Ogremoorian worships the Immortal Jammudaru, patron of fear and nightmares. His symbol is a bubbling cauldron. All other faiths are tolerated in Ogremoor, with no exceptions.



Northern Ogre (*Homo monstrum Bellicosus*)

Chalky-white skin, with braided blond or red hair, dull grey eyes. Usually wearing bearskins and old battered shields fastened by chains and leather straps. Usually fighting with cutting or slashing weapons. Common in most northern regions. Can be encountered near the North Pole but dislikes the cold, ice and snow.



Mountain Ogre (*Homo monstrum Brutalis*)



Copper skin, with black, bushy hair and eyebrows and red eyes. Very muscular and slightly hunched. Often wears studded leather armor, and clothing. Uses mostly blunt weapons, because the smack sounds so nice. Most common in mountain areas and broken terrain such as Ogremoor.

Common Ogre (*Homo monstrum Grossus*)

Usually large, fat Ogres, with brown or black skin, very dark green hair and beard, and with yellow eyes. Usually wears furs and large black cloaks. Good hunters with nets and spears (excellent Thyatian arena-style Retirarius). Common forest dwellers on the continent of Brun.



Oriental Ogre (*Homo monstrum Alphiens*)

The Oriental Ogre has light blue, light green, red or pale brown skin with ivory horns. The hair is usually a different color (blue with green, green with blue) and is darker in shade; the main exception to this coloration is found in their Ogre Magi with pale brown skin and yellow hair. They have black nails and dark eyes with white pupils. The teeth and tusks are very white. Oriental Ogre Magi are taller and more intelligent than their cousins and they dress in oriental clothing and armor. It is uncertain why the Ogre mages of the Oriental race are different. Their incestuous behavior, and/or meddling with magics



unknown could have contributed to the change. It is typical, that the Ogre Magi are thinner and still weigh as much as a typical Ogre. Oriental Ogres have the highest rate of magical adept Ogres becoming either Witchdoctor(Shaman) or Ogre Mage(Wokani), which is 25% of the population. The Oriental Ogre is a threatened race, on the brink of extinction and they know it. The birthrate is half that of normal Ogres and half of the young die prematurely due conflicts, disease, or predators. This race originated around 1291-1270BC when the Ogres lived in Sind. It is rumored that succesful Human Mage/Ogre interbreeding (friendly or forced) resulting in different

colored half-Ogres, and due the long trek through the Sind Desert no further Human interbreeding hence on, stabilizing the new race due further only Ogre breeding, was the cause of this new race. Some of these returned to Sind to find their original roots, of which several were captured, sold and enslaved to Ochalea, where they escaped using their magic. Since then they are found on all the Ochalean Islands and have been a serious menace which have faced continuous persecution leading to very low numbers. It is estimated about 50 live in Sind, in the Northern mountains and Hills, 10 in Ogremoor, and 250 in Ochalea. There is no Immortal (not even Jammadaru) thus far interested in saving this race, so it will most probably become extinct in less than 150 years. Oriental Ogres have a +2 on their initial intelligence and +1 on their initial wisdom when rolled for.

Combat: Oriental Ogres attack with magic (by use of their Ogre Magi or Items with magical powers) and missiles first and resort to physical attacks only if necessary. They are +1 on morale. In battle, they prefer 75% the Naganata (a sword blade on a staff) or 25% scimitar and whip. Those found in Sind, Ochalea might (25%) have mastered a martial arts form. As these Ogres are intelligent, they will not fight if faced with overwhelming odds, but will flee to gather their forces or hide. Oriental Ogres are often magically enhanced at birth with the ability to create one of the following effects once a day lasting 12 rounds; *Gaseous Form*, *Fly (half normal flying speed)*, *Invisibility*, *Detect (not see)Invisibility*, *Darkness*, *Polymorph Self*, and may gain another of these powers when reaching another age category (Youngster, Teenager, Young Adult, Adult, Mature, Elder).



Habitat/Society: These monsters live in fortified dwellings or caves and foray to capture slaves, treasure, and food. Oriental Ogre Witchdoctor(Shaman) of up to 7th level have been reported. Tribes are small, with 2-5 females and 1-3 children that will not fight, but rather seek to escape in gaseous form. These monsters are extremely protective of their young and will battle with savage abandon to save one's life. If a young Oriental Ogre is captured, these creatures will pay high ransom for its return, but they will seek revenge and will never forget the insult of the kidnaping. If encountered in their lair, they will be led by a 9HD+ chief of great strength (18+). Treasure is divided by this chief and his trove is always the richest. The tribe will have their own clan symbol typical to the region, and this symbol will be stitched on its war banners and flags as well as on armor and headdresses. The chief will often have the tribe's symbol tattooed on his forehead or back.
No. Appearing; (1d6)

Ecology:

This monster's lair is usually a powerful structure that can be expanded into a mighty fortress if it can be rid of its original owners. They sometimes build the standard Ogre Palace within a fortress (build or taken

Shamans (Witchdoctor) & Wokani (Ogre Magi):

Oriental Ogre magi generally know and use the following spells taught from their predecessors; *Gaseous Form, Fly(half normal speed), Invisibility, Detect (not see) Invisibility, Darkness, Polymorph Self, Polymorph Other, Regeneration, Charm Person, Sleep, Cone of Cold*. They rarely know other spells. Oriental Ogres can reach 5th Shaman Level and 14th Wokani Level. See more; [Ritual of Passage](#) below.

Should the character decide to become a Spellcaster, he needs more experience points per level to achieve a higher character and thus casting level. The indicated XP have to be gained before actually acquiring the corresponding spellcasting level. This means that one can't start with a spell-casting character when the PC is created. For example, if a 3rd level Ogre wanted to become a 1st level spell-caster upon reaching his next level, he would need to reach a total of 16,000 XP instead of 15,000. In order to cast spells, a Shaman must have a Wisdom of 9 or better. A Wokani needs an Intelligence of 9 or better. All spell-casters must be at least 1st level in their race to be able to cast spells.

Aquatic Ogre /Merrow (*Homo monstrum Amphibious*)

Most statistics are as a common Ogre, with the following alterations;

Climate/Terrain: Any water (salt, sweet and even brackish)
Frequency: Uncommon
No. Appearing; (2d12)
Armor Class: 7
AV: by armor (which is rarely worn)
Movement: 60'/30', Sw 120'/40'
No. of Attacks: 2 claws and 1 bite, or 1 weapon
Damage/Attack: 1d6/claw + 1d10 Bite or by Large weapon (+1 Die)
Special Defenses: Camouflage effectively invisible 10-80% chance by DM decision based on location or Roll 1d8x10% and 1d100 below that number to be unseen.

Faster and fiercer in water than their land kin, the freshwater Ogres are greenish and scaled with webbed hands and feet. Their necks are long and thick, their shoulders are sloping, and they have huge mouths and undershot jaws. They have black teeth and nails and deep green eyes with white centers, and their hair resembles slimy seaweed. About 10% grow ivory horns, especially the more powerful males. Aquatic Ogres are very fond of tattoos, and females may have their entire bodies inked with scenes of death and destruction as a sign of status. They speak their own dialect and the Sindian-based language of other Ogres. They call themselves Merrow after real Merrow encounters long ago, which infuriates real Merrow.

They are a magical adaptation by some Darokinian mage of the Ithel family on Itheldown Island experimenting on common Ogres in the years 770-773AC. Soon thereafter (Summer 773AC) a disaster happened and Itheldown Castle and the island became warped and twisted. The Aquatic Ogres however survived, and in the decades after 900AC they even spread beyond the lake.

These creatures have now been found in Darokin along Lake Amsorak where they were created, but also in Karameikos along the Castellan River part merging Kelvin Moor, The Malpoggi and the Blight Swamp, and some small pools in west Thyatis (White Lakes). They have not reached the sea, yet when there they will follow the currents to find new locations to live (Brun southern coast has a Eastward current, so they will appear (as seen from Malpoggi) Five Shires, Karameikos, Ierendi, Minrothad, Thyatis, Isle of Dawn and Ochalea.



Combat: Using their green coloration, aquatic Ogres can hide, becoming effectively invisible 10-80% of the time, depending on terrain. They attack from cover, so others are -5 on their surprise roll. Merrow typically attack with a large piercing spear (inflicting 2-12 points of damage) in a swimming charge at +1 to hit, followed by melee with talons and teeth.

Habitat/Society: A typical merrow tribe consists of: 1 chief, AC3, 6+6 Hit Dice, +2 on damage 2 patrol leaders, AC3, 5+5 Hit Dice, +1 on damage 2-24 standard merrow 2-24 females, AC5, 3+3 Hit Dice, 1-2/1-2/1-6 damage 1-12 young, AC6, 2+2 Hit Dice, 1-2/1-2/1-4 damage 1 shaman of 3rd level ability Merrow dwell in caves in shallow, fresh water (50-250 feet deep), after 1075AC often with Scraggs (see Troll). They can live out of water for about two hours, so they often forage on land. Merrow usually control an area with a radius of 10-15 miles, hunting and foraging throughout this territory. In times of scarcity, or when the lure of treasure becomes too great, a war party will attack the coastal villages of Humans. Merrow prefer gold and jewels and often overlook dull magical items in search of glittering prizes. The goals of a merrow chieftain rule the tribe, and these power-hungry monsters seek to completely control their "kingdoms," often leading to attacks on intruding ships.

Ecology: Merrow are ignorant and superstitious and have no skills but plundering and murder. Areas of the freshwater lakes and seas where they have influence are avoided by sailors and fishermen. These monsters are carnivores, preying on all who enter their regions, often emptying the seas of life with their voracious appetites.



Prince (King after 1010AC) Alebane, Chief of OGREMOOR,

Mountain Ogre 10 (*Homo monstrum Brutalis*), St 18, In12, Wi11, Dx10, Co17, Ch16. Com12 (Humans9) AL CN, Faith Jammudaru. Brawling (ST+1), Intimidate (St), Muscle (St), Martial Arts offensive (Dx+1), Languages; OGREMOORIAN, Tharian, Glantrian. Expert in the Trident, and the Club. Basic in Warhammer (in 1010AC+ he will have this weapon mastered at Skilled), and has a High Drinking Skill (+1=18).

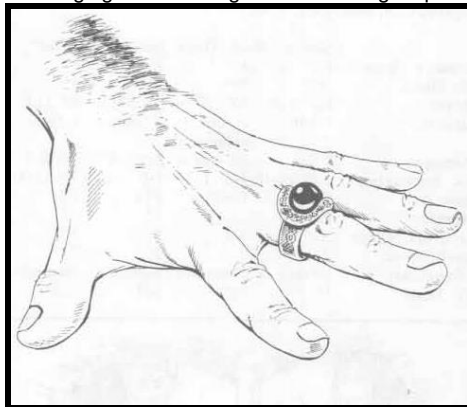
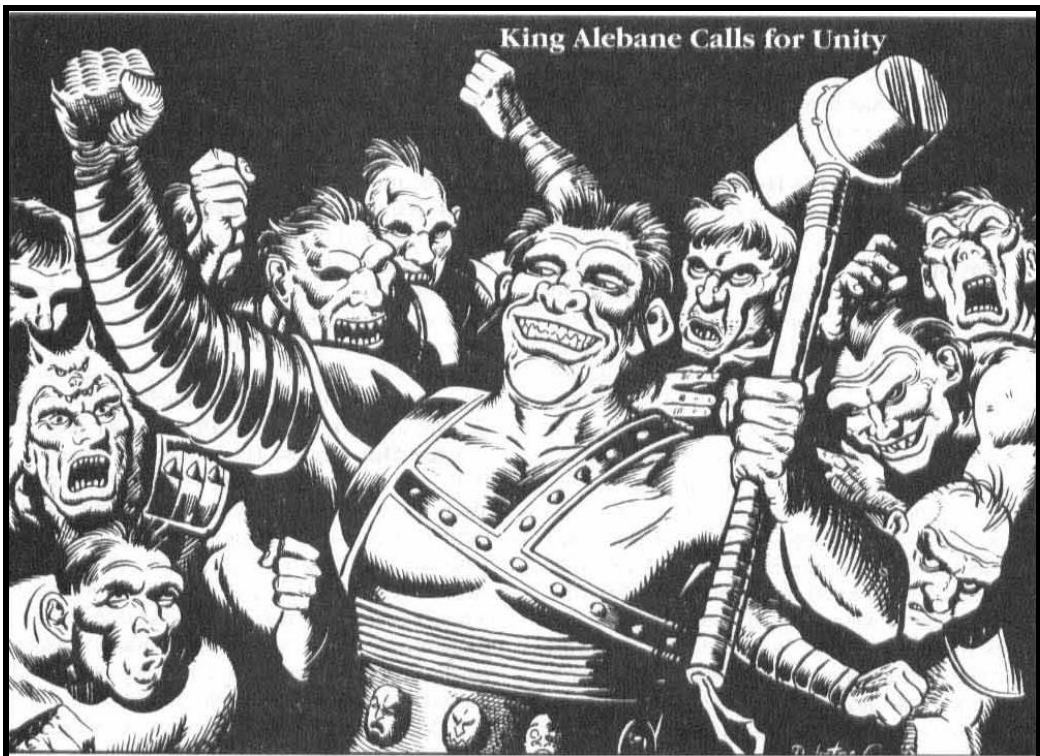
Prince Alebane is born of a family of pariahs in upper OGREMOOR. Very quickly he left his horde and became a wandering monster.

He was captured by a Darokin caravan and ended up as a monster feature at the Lizziene Colosseum, in Glantri.

His former owner, a Glantrian Prince by the name of Innocenti di Malapietra, had him trained as a professional gladiator. He defeated a number of Glantrian heroes, and became so tough that he almost gained the status of hero among the locals. Eventually he escaped and succeeded to return to OGREMOOR. Prince Innocenti will pay a reward of 5000gp for his return in Glantri.

With his fearsome training (weapon mastery in two weapons, as well as two-weapon combat), Alebane had little difficulty defeating the various OGREMOORIAN leaders who stood in his way to the tribal throne. Alebane owns his name to the number of drinking contests he has won.

He's an arrogant and very brutal leader. He'll fight for the pleasure of fighting. Despite his chaotic nature, he dislikes attacking a helpless foe, a rather unchallenging feat. He would instead help an enemy regain some Strength, and then fight him to the death. This attitude has sometimes gotten him in serious trouble. He may befriend a Human ex-gladiator acting bravely or challenging him into a fight. He even might spare the gladiator's life.



Alebane looks like a typical *Homo monstrum Brutalis*, with many scars. He often wears the OGREMOORIAN turban and a huge trident (damage shifts 2 dice up).

He wears a large ring on his right hand, which is in fact secretly a 7thHD [Huptzeen](#). (MMMC Constructs page 1444) Uruk Vaath, the creator, instructed the Huptzeen to stay with Alebane and secretly influence him to raid Red Orcland rather than Orcus Rex.

Unbeknownst to Uruk, the enchantment is flawed. The Huptzeen is the victim of a split personality; at times it acts as instructed, but at other times it believes itself to be the true power behind the Ogres and seeks to influence Alebane into invading Darokin.

It uses such spells as *Charm Monster*, *Ventriloquism*, and *ESP* or *Mindmask* during Alebane's sleep to achieve its ends.

Darokin Defensive Measures causing Humanoids to Farm

The Darokin OGREMOOR side however has less defensive measures until the building of the Great Wall, this could be due the lack of current population in the region, as only near Fort Fletcher are more small settlements, and in the Daelbar region. Ardelphia, will have some locations that still be plundered, but there is too less to do this often. Even chaotic Humanoids know by experience that taking all will ruin the future raids, and thus they will mostly leave them be. Fort Fletcher region is too well defended and too many risks, Soth-Kabree and Nathrat, and the Southern Free Province are however, an open place...especially after the meteor fell. the area will reflect this. However, Orcs, Ogres, Goblins thus will have foraging areas or even primitive farms and herd animals...and the area will reflect this



Jammudaru, the Slime Lord, Vaprak, Prince of Nightmares, Karaskan

Patron of Slime, and Gore, Destruction, Torture, Ogres, Vengeance

Region: OGREMOOR, Broken Lands, Darokin, Karamaikos, Rockhome, Norwold, Skothar: Nentsun, Sind, Hollow World locally, Hule, Davania: Addakia, By primarily Ogres.

Sphere: Initiate (IM 5) of Entropy.

Homeplane; an unknown layer of Hades

Date Ascension; 12th century BC.

Sponsor; Orcus

Statistics; AC-13, HD 32, Hp 280, MV 150'/50',
#AT 3 = Punch-3d6+9, Spear-3d6+13, AM 60%, SV IM 18, AL CE
ST 40, IN 33, WI 28, DX 28, CO 45, CH 50 Com 17(Humans 4)

Powers; Groan, Height Increase, Improved Saves vs. Power Attacks, Increased Damage. Spear +4

Known History: Jammudaru was an Ogre that lived on the fringes of the Great Waste during the first half of the 13th century BC. During the Great Drought and the following Humanoid migration, Jammudaru raided the Human settlements and massacred hundreds of Sindhis, looting water and food for himself and his clan. Because of his cruel actions he brought upon himself the devastating curse of a powerful adventurer he met during one of his raids, and the curse turned him into a monstrous shambling and putrescent Humanoid with no resemblance to his former self.

Filled with anger and scorn, he tracked down the Human who had caused his mutation and captured him together with his companions. He tortured them for hours and finally boiled them alive in a great cauldron filled with hot oil and green slime, devouring their corpses. Still fuelled by a never-ending rage, he started a campaign of blind destruction and mayhem against powerful Sindhis and innocent people alike, until his evil deeds got caught by Orcus, who guided him on the path of Entropy.

Jammudaru finally became Immortal in 12th century BC, after much slaughtering and massacres he committed in Sind, Hule and the western Known World. He is now patron of brutal vendetta (done for rage or justice), of destruction and torture, and is considered the patron of the majority of Ogre communities all around the world. His cruel cult is also welcomed among the most brutish and evil hill giants

Personality: Jammudaru embodies pure hatred and he pushes his followers to commit extraordinary acts of violence to avenge any offence made against him or them. He preaches the sanctity of torture to vent one's frustration and hatred onto others, freeing his followers from this powerful feeling before it consumes them. The nickname Prince of Nightmares comes from his maniacal lust in inflicting pain and torture on his enemies and on innocent people alike, plunging his victims into frightening nightmares which become a painful reality.

Jammudaru has no specific Goals in the Hollow World. However, supplicants who believe that someone has wronged them (though they are usually selfish and false accusations) will often pray to him for 'justice'. They usually know him under the name Vaprak. Jammudaru will often supply those supplicants with some information crucial to their revenge, and encouraging words which prompt them to take it. He will often demand a service from them afterwards, usually ordering them to attack and destroy clerics of other Immortals, clerics who do not give him his due. When adventurers come across a scene of horror, where some innocent cleric or shaman has been boiled alive for no apparent motive, it is always some worshipper of Jammudaru who is responsible.

Appearance: Always a huge bulky, towering Ogre, often with a skin of caustic green mess like pond-scum: with no features except a vague maw are evident on his face, and a deformed snout-like appendix. Whatever appearance, his voice is always clotted and seethes with hatred and his body writhes with anger. He takes offence at everything not phrased with the utmost in delicacy and care.





Allies/ Enemies: Jammudaru is a loner without allies, but has a couple of real enemies. He hates Tarastia, the Immortal for Justice and revenge, which is opposed by Jammudaru's promotion of senseless, unjust revenge and so opposes him at every turn, while he hates her with passion, since she teaches a too strict and measured justice, while he preaches to give in to hate and resentment to feel and enjoy vengeance. He is also an enemy of Halav, who hates all Humanoid species. Kagyar despises Jammudaru for inciting his followers to destroy monument, architecture, and great works of craftsmanship and art.

Followers Alignment: Neutral and Chaotic. May not have siblings to care for, or a permanent partner.

Follower Powers; Heal wounds (as per Cure Serious Wounds Potion) when eating a dose of Juju Moss. It must have been drenched in a foe's fresh blood at the time of consumption, or within 1 Turn per HD of the victim where it was cooked from, before losing all power. It always causes a cataleptic trance lasting 1d12 hours.

Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Humanoid Shaman

Alignment: Chaotic

Powers: And receive the Endurance skill in addition to other skills.

Earn twice a foe's XP value if cooked alive in the Shaman's Gri-Gri (a big Cauldron). The foe must fit (alive) in the cauldron, and then is eaten at the rate of 1 HD per turn, while singing Hymns to Jammudaru, it causes dreams about the Immoral Patron.

Rare Ogre-moorian Juju-moss, macerated a week in the remaining goo, produces one dose of healing moss (effect equal to a Cure Serious Wounds Potion) to be carried and used within a lunar cycle—this way it doesn't cause a trance.



Skill Effects; Free Torture Skill

Allowed Weapons; Standard, Large Weapons preferred

Allowed Armor; Any

Holy Symbol: A cauldron filled with a sickly green and black bubbling liquid

Vestments; Furry Clothing, long wild hair and beard

Adventuring Gear; Any, but at least hairy

Dogma: Ogre and evil giants, vendetta, torture, violence, fear, destruction

Daily Activities: Duties of the Priest: Guidance, Marriage. Protect and further the dogma.

Temples & Such: Only Shrines, with a sacrificial fire place to heat a cauldron for boiling and eating victims near.

Holy Days: None, but any fulfilment of revenge ends with a great party of eating and destruction, ending in a bonfire.

Piety awards: Fulfilment of an act of revenge +1

Piety Penalties: None additional

Habits: ▶ Cautious -2 Forgiven -6

Dead: Burn or let rot away, if anything.

Birth: Nothing special

Colours: Dark—almost Black—red

Incense / Oil: Cannabis oil (and Ogres are affected different than Humans, they feel invigorated when smelling these, while Humans and Elves are becoming sullen, sort of happy and slow (initiative -2).

Symbols: A broken weapon, meaning that the vengeance was fulfilled.

Stone / Metal: Basalt, Granite, Steel

Plants: None

Day: Nytdain

Animal: Oozes and Slimes

Chant: None. These clerics don't chant, but will sing war songs after the battle, heralding their success.

Special Spells

The mages, Wicca or Wokani loyal to Jammudaru have invented several Slime and Gore spells, though these are not listed here, his followers, be it Wokani or mage, will make use of these spells (These spells are Uncommon to them Very Rare to non followers). These Mage spells are; **Tentacle Arms, Feeblemind Pudding and similar spells listed in [the spell list](#).**

Heroism

Range: Touch

Duration: 1 round per level of the caster, or permanent if Restore

Effect : person touched

Save; None

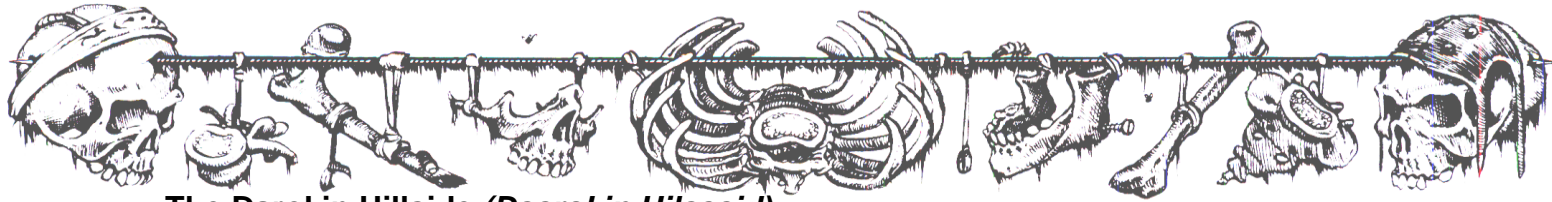
Casting Time: 6

Cleric 4 spell

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

This spell affects only Humanoids, DemiHumans and Humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THAC0, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived).

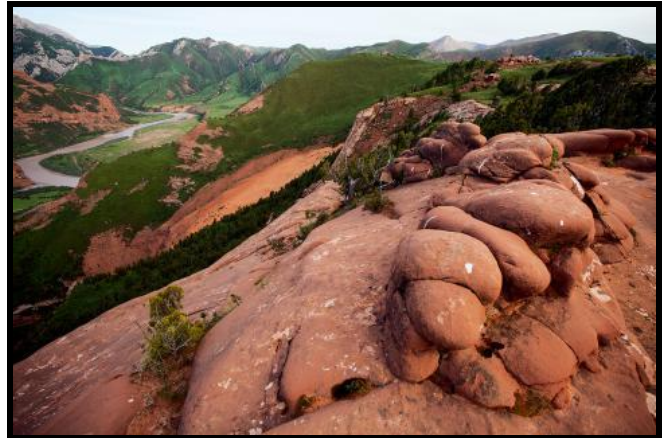
The secondary effect is that this spell can be used to restore only 1 drained energy level or HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be thus affected after this spell is finished, while still being within the time period to restore the drained level.



The Darokin Hillside (*Daarokin Hilasaid*)

The Southern side of OGREMOOR borders Darokin's former [great Province of Ardelphia](#). In the earlier days this was a wealthy promising province. [846 AC](#): Orc horde from the Broken Lands loots Ardelphia, utterly destroying the city. (GAZ11 DM's Guide page 6) Trouble with the Orcs was at a minimum during this time, with one notable exception. The northern town of Ardelphia was looted and leveled by a huge army of Orcs crossing the border from the Broken Lands. Fortunately, the Orcs (including OGREMOOR OGRES) quickly fell to bickering among themselves over the booty, and the army disbanded and returned home without causing any more damage. The city Ardelphia destroyed and with it, the strength/center of the region. Nowadays only a few small villages remain, held up by the few Darokinian Fortresses and helpful adventurers.

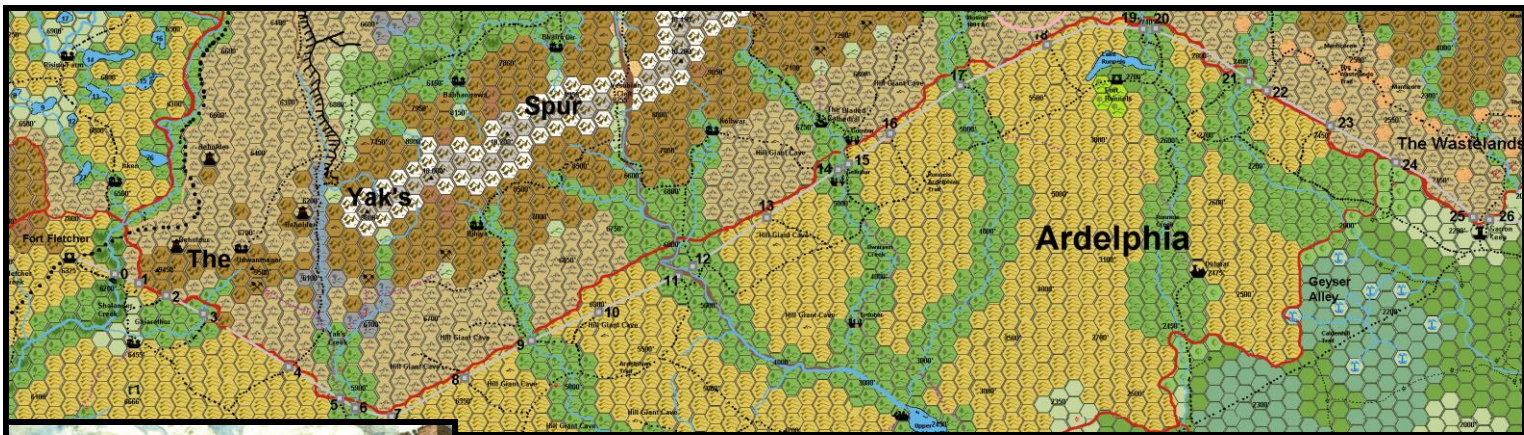
Manticores, Hellhounds, and some unknown monsters roam the region, and there is not much loot to find. Ogre Shaman and Wokan often wander the region in search of herbs for healing and cooking. The area is a mixture between bare rock and vegetation, broken up by many creeks.



Ogremoor looking south down from the Yak's Spur down onto Ardelphia

The Great Darokin Wall (*Da Gret Daarokin Vol*)

A new site of interest on the Darokin Hillside is the Great Darokin Wall. Work began on the Great Wall of Darokin way back in Swiftmont AC 1010



The Great Darokinian Wall under construction

[see [TSR9372-D&D-Mystara 1010AC-Poor Wizard's Almanac I](#)] and was finally completed in VATERMONT of AC 1014. The 20' high about 10' wide wall runs for about 125 miles, from Fort Fletcher to Corunglain City, following the southern edge of the Broken Lands. It is a remarkable feat to have built such an immense project by Human hands with only a minimal use of magic. The wall has 29 small keeps with entries on inner and outer wall to enable passage to trails beyond, and to allow the flow of water or in some places in case of need. The **Runnels Creek**, **Dwarven Creek**, and **Calden Stream** were too wide to enable a continuation of the wall and here the wall is interrupted with a small keep to continue on the other side with another small keep in case of an attack on these weaker locations. Only the wall at **Shalander Creek** has no extra keeps, as Fort Fletcher is nearby. The wall is made of a mix of baked bricks and natural stone.

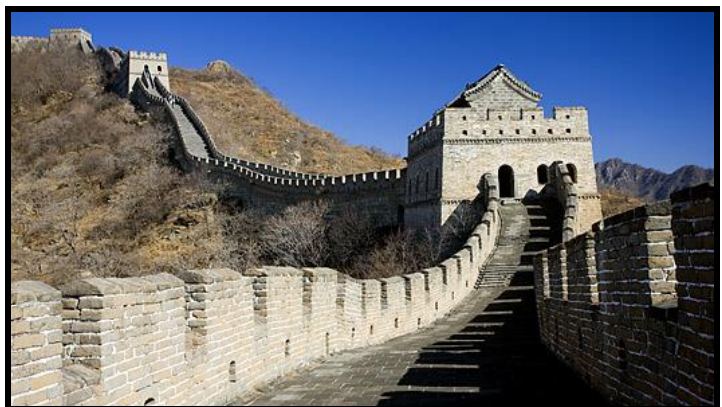
The outside (i.e. the side towards the Broken Lands) has mostly a natural stone wall, while the top, keeps and inner part of the wall is made of brick. The wall is solid and filled with bricks, sand stone, and packed earth.

Each keep has a fire on top to make signals in case of an attack, and has an average of 10 soldiers continuously stationed here. A boring job in lean times, as such there are small farms, just on the inside of the

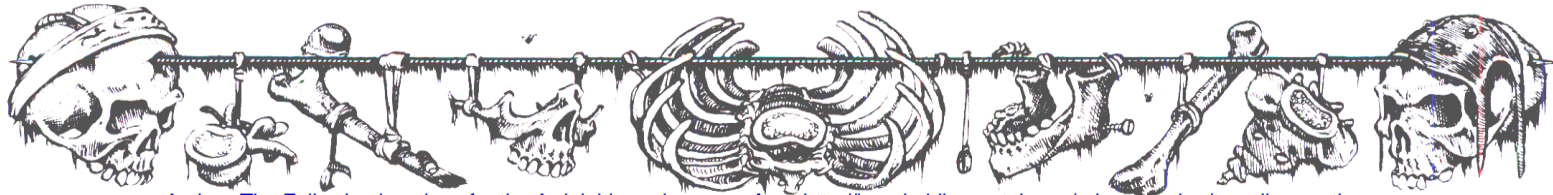
walls.

It is NOT possible to use the wall for horses, not only is the wall interrupted on many locations, but each tower has entries just for Human sizes (to prevent OGRES from entering),

As there were several attacks on the builders with several casualties in the neighbourhood of the Bladed Cathedral, there are conspiracy rumours that the corpses buried nearby, have been dug up, and interred within the wall. If this is true (*up to the DM to decide*), then this enables evil magic to create this 200yard section of the wall to become a **Living Wall (*Murus corpori incorporus*)**. The top of this wall section can still be travelled as normal, but a Detect Evil or Detect Undead will reveal the area as such. Read more about this vile undead in my *Mystara Monster Manual Compilation* books <http://pandius.com/mnstrmnl.html> Chapter Undead page 1271.



The Great Darokin Wall just NW of Garron Keep, crossing through sections of the Broken Lands there.



Author: The Following locations for the Ardelphia region came from <http://ioe.obsidianportal.com/adventure-log/traveling-north> And though interesting enough to place on the map, nothing was detailed enough. As such thus following are my improvisations.

The site of the 13 Witch Knights of Ogremoor (Ogremoor ke 13 Chudail Shooraaveeron Kee Sait)

This site was the magical location where 13 Erewan Elven mage knights turned to use an evil form of witchcraft in the age of Ardelphia. Experienced enough to be a knight in some unknown forgotten obscure order, these elves were more interested in power and witchcraft than in righteousness.

In effect they all behaved like Avengers but without a religious base. These elves felt they were much better than peasant Humans, which begged for help or forgiveness when they did something wrong...again.



They did however create the Bladed Cathedral, with magic and (enslaved) workers of Human and Humanoid origin, to give the people a large place to worship. Even today rumours speak of the horrors the Humanoid and Human workers had to forcefully endure to create it. Even the Ogremoor Ogres disdain this place to this day. It is unknown which Immortal(s) the cathedral was build for, as it holds no shrines or insignia, and the knights did never tell.

And though the local populace was devastated by the Humanoid attacks in 843 AC, these "knights" did nothing to help them. Instead they went to battle the Humanoids, and acquire treasures, but all for themselves, not to help the poor.

They even commanded the complaining people to be hung, with arguments "to cleanse their soul".

Many of the Ardelphians under attack by the Humanoids fled south into Darokin, while others went to the Bladed cathedral, hiding in fear, where they hoped the knights should have come to aid them in their dire moments.

They never did, and never came, and one by one waiting for help, the refugees of Ardelphia died, either by Humanoid blades, hunger, cold or thirst. Some even died by fear alone.

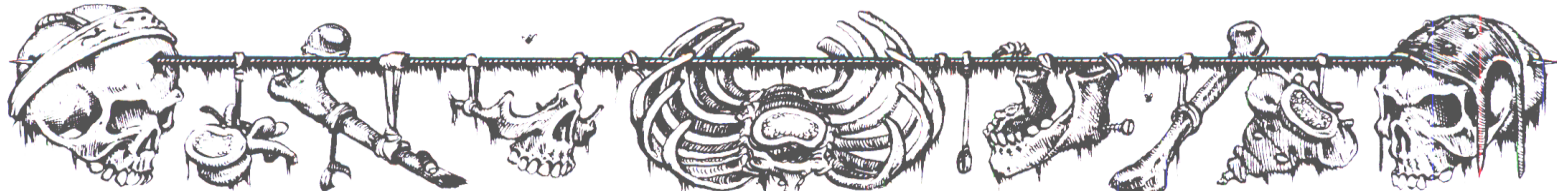
It is these souls which torment the knight to this day for their ill-gotten demise; haunting their dreams, tormenting their thoughts, harassing their feelings wherever they went.

Every year the Elven knights reconvened here to find a solution for their "problem", at the same camp location they did before; where the complaining commoners were hung.

In 1010AC they discovered that their former camp was actually a magical location like the ones in Alfheim. Though not as powerful, their thought was it might be a resolution to get rid of the troubling souls. In an attempt to resolve their problem, they did create a witch circle; and with the Summoning they released a powerful surge of magic, directed at the old Bladed cathedral, where many of the dead they caused still laid untouched. Wondering what had happened the arrogant Knights went within. Unbeknownst what they summoned, what power they hungered still with their greed, they entered the Bladed Cathedral they themselves erected in those days of bygone time.

How experienced they were, they one by one died by the horrors they now unleashed. In Limbo their souls were stripped to shreds by the souls of the dead who waited for them to come and retaliate as revenge. And with each death a taunted now truly angry soul reawakened and became able to pull the tormented Elven witch knight soul back into their dead body, restored them





to a sort of unlife; a vampire. The plot had been finished; the Demon Braataat succeeded to create an evil location, created 13 mighty undead followers, killed hundreds of people, and arose to exalted stature. Capable of using weapons and magic, these elves turned evil and became Vampire Witch Knights. Their thoughts were still not calmed, and it needs a group of new heroes to bring them rest or more people will be hurt. Now they are under control of Braataat, an entropic evil Demon (see http://pandius.com/Great_School_of_Magic_in_detail.pdf page 474) specialized in turning Witches to evil, corrupting them to Hags, rarely heard of in current times, but in history its name pops up regularly. As such these Vampiric Elven witch knights have access to all Witch spell including those he granted (see [PDF](#) pages 457-474). Keep in mind that beside the Vampiric Elven Witch Knights, there are also 13 evil Ghosts, who desire to prolong the Knight's punishment.

Bladed Cathedral (Bled Vaala Kaithedral)

A single large half-underground temple-like structure, shaped almost used like a city, with inside a huge sarcophagus. This is based somewhat on the Dark Souls game.

The following maps from that game are very usable, but best is to add your own undead content instead, together with the 13 witch knight vampires. These 13 vampires start roaming the area to accomplish their goal; activating the Shoggoth Stone. This stone is deep within the Cathedral, inside the large sarcophagus. Guarded by the well experienced Elven vampiric witch knights [Elven Witch and Knight level 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, all 12 HD vampire, with each two weapons at mastery level, and all witch spells, and skills (including casting un-memorized spells from a cauldron or book, as often as desired--normal casting times do apply), but also by other undead, minor vampires (recent victims), charmed Ogres, and constructs (many placed upon the Sarcophagus itself) controlled by the demonic force responsible for creating the Shoggoth Stone in the first Place.



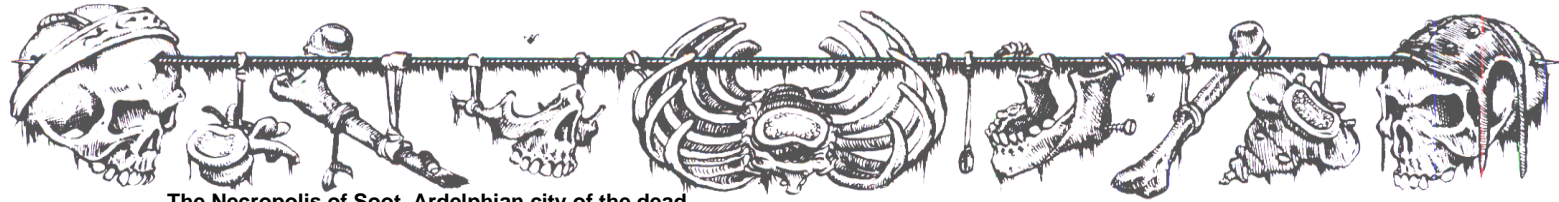
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3; http://darksouls3.wiki.fextralife.com/file/Dark-Souls-3/cathedral_of_the_deep_3.jpg

4; http://darksouls3.wiki.fextralife.com/file/Dark-Souls-3/cathedral_of_the_deep_map4.jpg





The Necropolis of Soot, Ardelphian city of the dead
(Mrtakon ke Ardelfiyan Shahar, Soot ka Qabrastaan)

This is an old area known before the Ardelphian era, and was used to inter the dead of Ardelphia. The last dead interred here were several hundred victims of the war on Ardelphia in 843 AC. The great geological changes in the area, however, made sure no floor is level, and damages are great. Several restless incorporeal undead reside within, but great treasures of bygone times may be found. It is here where weapons are stored which could be of great use against the Vampire Knights of the Bladed Cathedral.



The small shrine of Brother Tredamay (Elbino Maulavee Teerth)

Tredamay is a Cleric/Loremaster, an albino with long white hair and red eyes (hence the OGREMOORIAN name; *Albino Cleric Shrine*). An adventuring party seeking help from Tredamay mistook him for a vampire, and broke brother Tredamay's concentration during an exorcism attempt upon one of the undead of the Bladed Cathedral, which led to an attack by the undead. The undead escaped after turning invisible, enabling the undead knight to become aware of opponents coming for them.

The barely surviving Brother Tredamay told the party of the Shoggoth Stone which is the source of chaotic energy that twists the laws of nature.

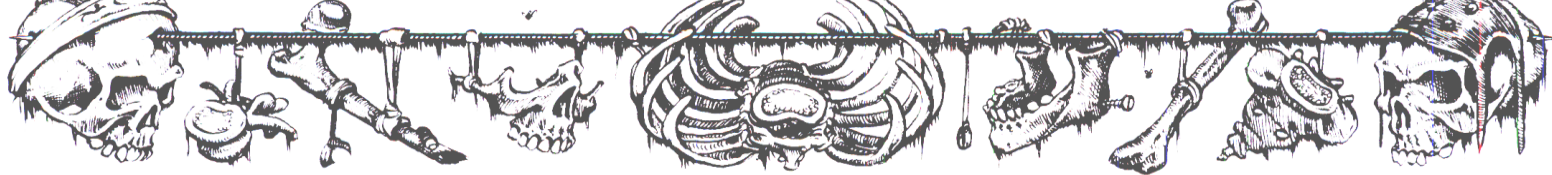
'The Shoggoth stone is able to place the region in eternal darkness (a Continual Darkness of 50 miles diameter, not dispelled by any known way), enabling the undead to rule there and then.

When the stone is removed with the aid of the Staff of the Rightful the eclipse will be lifted. The staff is located in a tower...' Tredamay's breath stopped and soon thereafter he perished, and was interred by the guilty-feeling party. The heroes must find ways to locate the staff.



DM Knowledge only; Players stop reading this next upside down section!!

The tower of the Staff of the Rightful is actually hidden in Dovestone Tower in Fenhold in one of its secreted rooms (see my Altheim Map <http://binchnails.deviantart.com/art/Altheim-1-Mile-East-609247888>) Why?? Because these Half-Elves of Fenhold were very righteous but treated wrongly. The use of the staff and return to the Fenfolk will clearly help them in developing their own voice and identity, so long denied. The secret immortal responsible for creating this artifact (which in effect can create a single burts of Continual Light 50 mile radius, together with a Bless effect to the righteous, and Blight undead (Reversed Bless spell) within the area of effect), specifically did so for working against Braataat and his companions and followers.



The Northern Lands (*Uttaree Bhoomi*)

This area is the most uninhabited area of the Broken Lands. Most Ogres see the area as unfriendly and lacking areas to settle. The merchant trail west of Ogremoor towards Glantri is used from Fort Fletcher and Fletcher soldiers accompany merchants up north until they reach Glantri. This is not only required due the Humanoids, yet also due the various monsters roaming the region. The Northern lands are split up due a long cliff along where the Vesubian once flowed north to south. Now only a few creeks and seasonal streams travel north then west to Former Well Lake, and then merge with Shalander Creek going south. Other creeks flow North-East to form "The River-That-Returned" in the elevated riverbed of the former Vesubian River.



"River-That-Returned" seen from the North Ogremoor hills.

The lower western part of the area is largely uninhabited, even by Ogres, and is more or less a hunting ground for several monsters like the beholders, hellhounds and such.

The Eastern part, conveniently located on top of the long cliff north-south, is the most fertile region, and a few Ogre villages have become stable residences.

Especially the Nadee-vah-Lautae (River-That-Returned) and its creeks enabled a reasonable stable forest in the region. The river is further North clamped between eroded terrain cliffs and the mountains.

There are not real

tensions between the Orcs north and the Ogres, yet both sides are aware of the others borders and sometimes conflicts are made short and brutal.

The southern part against the mountains is firmly Ogre controlled, and holds a several Ogre villages.

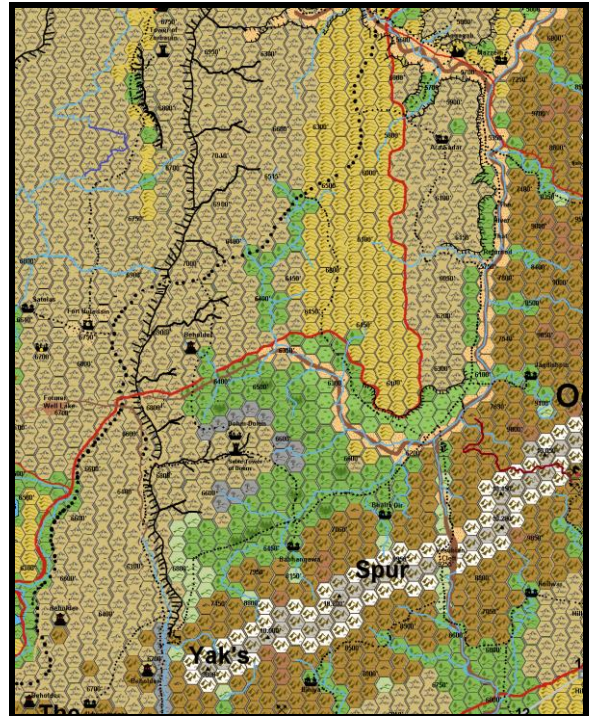
Orcs from the north are afraid of the Ghouls of **Dohm-Dohm**, an unknown Glantrian, Ardelphian village or as most suggested of Humanoid background, located at a long ravine eastwards of the north-south cliff.

The only Humanoids living in this region, officially owned by Ogremoor, are bands—or better small families—of Thouls. These are fragmented, and short lasting, as young are often stolen by the Orcs and Ogres to serve them.

Somewhere long ago a Necromancer named Deimos lived here and created large groups of Ghouls and other vile undead. The Necromancer was of mixed Thyatian/Flaemish decent, and helped the Alphasians in the Forty Years War (788-828AC) against Lord Glantri in their attempt to hold control of the future Glantrian region, and fled here after Lord Hazultram was killed by alexander Glantri. His attempt was to create a private army of undead which would propagate by infecting the victims, thus enlarging his army.

He succeeded in the first step; the creation of many Ghouls by transforming a large section of the local population into Ghouls, letting them infect all the locals. Nobody was spared.

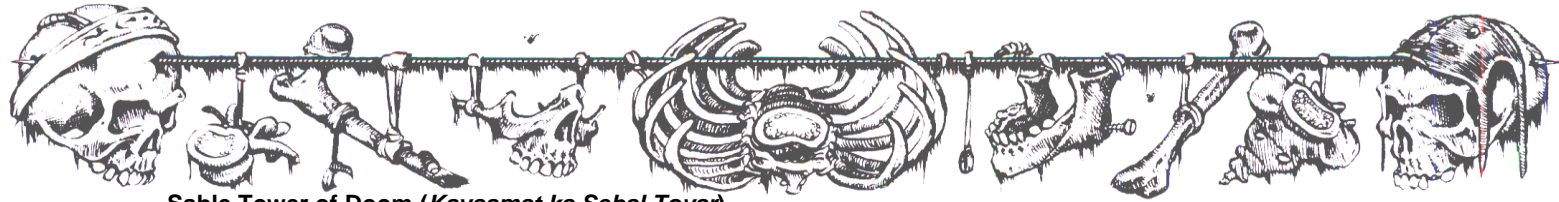
As his second step in his plans Deimos then tried to take control, and found out his power of Undead control was too low, and he decided he had to become a Lich to be able to control a vast army. His recipe and components were right, yet his mixture was somewhat flawed (see [MMMMC Undead](#) pages 1368-1369) and this caused him to slumber until awakened. The ghouls stayed behind, could not travel to far away (approximately 10 miles at best), and fed upon the passing Orcs, Ogres, and hapless travellers and adventurers, and still wait for their command to act. Most ghouls will be in slumber (and be active in Limbo) until their body receives the signal of control or nearby living sentient prey(which awakened them).



The North-South cliff dividing the northern Lands of Ogremoor.



The Ghouls of Dohm-Dohm



Sable Tower of Doom (*Kayaamat ka Sebal Tovar*)

In OGREMOOR, on the other side of the Yak's Spur Mountain Chain, this ominous black tower appeared in the Northern part in the year 1012 AC.

A lich called Deimos created it using magic. (Source: Tower of Doom/Shadow over Mystara arcade game staged at 1014 AC)

Before this date, the area was only an abandoned ruined village **Dohm-Dohm**, of unknown Glantrian, Ardelphian or as most suggested of Humanoid background infested with ghouls. Deimos had been assumed dead after experimenting with Lichdom potions and was interred within the ruins in some abandoned tomb since Glantrian Thyatian Era. When he awoke (probably due the impact of the Meteor in 1006 AC), and his sentience and magical powers became clear, the Dragon Synn took notice of him.

She forced him that he took control of the Ghouls that lived in the Dohm-Dohm region, and send them to spread out. He also created many Humanoid (*and some merchant and adventurer skeletons*) within the region in an attempt to amass an army. Due to Synn he rapidly controlled several Humanoid tribes which slowly re-entered the upper Broken Lands after the Shadow Elves pushed them out. Together they succeeded even in luring several Shadow Elves from Aengmor (who abandoned Rafiel as their Immortal) to their cause.

The original Sable Tower has been part of these old ruins. And only the castle section of the later Sable Tower on top of a crystalline hill was visible before. As in 1012 AC the altered larger Sable Tower seems to be sprung overnight as a single magical dark crystal creation, rising from the ground and itself by shifting as it was empowered, it did not actually grow. (*similar like a measuring tape push from one side up creating a tower*). Inside an empty cave-like interior with a spiralling passway to the top in the outer walls, curving around like a giant screw. It can be assumed that this is the elevation of a pre-existing Tower Crystal, only called forth and up by Deimos' his Entropic powers. When he later was defeated the Tower Crystal seemed to be destroyed by collapsing into itself (according Tower of Doom shown Scenario), it actually sank back down to its original height, no longer increased in size due massive Entropic powers. The tower on top of the Black Crystal became a ruin in the process, burying Deimos and its secrets, long after Deimos was dealt with. The interior brickworks and balcony sections on each 20' height were destroyed as well and displaced underneath and outside the crystal. The mayor of Corunglain did send adventurers west to Fort Runnels, closer to the tower, in a cooperative attempt with Corwyn Linton master of Athenos and of the Linton merchant house.

The powers of the Crystal are to enhance Animate Dead magic and Control Undead magic over a much greater number and distance than normal. This is partially based on the Crystal, and partially on the Undead Liege using these powers. With each use and each Undead controlled the tower grows on the Entropic Energy summoned in this process. All Deimos had to do is refurbish the Crystal's hollow interior with brick and tiers (why he decided this is still unknown).

The ancient Dwarven tunnels (probably from the Ardelphian golden era, gave access through these mountains from the Darokin

side, if the Large Red Dragon Flamewing was slain, which resides within these tunnels. The Red Dragon Flamewing was a recent settler, as no important encounters are of a Large Red Dragon in this region. It is suggested he/or she came from the Silver Sierras, and was forced due the Meteor Impact of 1006 AC to relocate, discovering the Dwarven tunnels and the Dwarven gold within, it had a new lair. It could have been that this Dragon was or was not a Renegade of the Dragon Kingdom, as it was not influenced by Deimos evil, and lived and acted upon its own merits here.





Thoul (*Monstrum Goblins Mortidium*)

Humanoid	Thoul												
Type	Humanoid												
Climate/Terrain	any non arctic land												
Frequency	Very Rare												
Organization	Tribal or Solitary												
Activity Cycle	Any												
Diet	Omnivore												
AL	CE, NE, LE												
NA	1d6 (1d10)												
Size	72+1d12 inch (fitness 1d12)												
ST (PR)	3d6=3-18												
IN	3d6-2=3-16												
WI	3d6-2=3-16												
DX	3d6-2=3-16												
CO	3d6=3-18												
Com, Cha	3d6-1=3-17												
Languages	Hobgoblin												
Spellcaster Limits;	Shaman 8, Wokani 4												
AC	6												
AV	by armor												
Levels	Youngster	Teenager	NM	1	2	3	4	5	6	7	8	9	t/m 36
XP Needed	-9600	-4800	0	9600	19,200	36,400	76,800	153,600	303,600	603,600	903,600	1,203,600	+300,000
HD	1**	2**	3**	4**	5**	6**	7**	8**	9**	9**			9**
HP	1d8	2d8	3d8	4d8	5d8	6d8	7d8	8d8	9d8	9d8+2	+2/m		
MV	120/40'												
THACO	19	18	17	16	15	14	13	12	10	9	8	7	6
Attacks	1 bite												
Damage	1d3 (prone victims only)												
Attacks	2 claws												
Damage	1d3 each												
Attacks	or 1 weapon												
Damage	by weapon												
Special Attacks;	Ghoul Paralyzation (Fairies/Dragons/Elves are immune)												
Special Defenses;	Infravision 90'												
Scent	Race (IN-4), Individual (IN-8), Tracking 1/8 WI round up)												
Weakness	0												
Immune to;	0												
Primary Skills	Battle Tactics												
Compulsory Skills	Alertness												
Extra Vulnerable to;	0												
AM	0												
Saving	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11		
ML	10												
XP Value	16	30	65	175	425	625	1250	1750	2300	2500	calculate		
TT	C												
Body Weight (LBS)	Size x ST / 3,5												



Thouls are magical crosses between Ghouls, Hobgoblins, and Trolls. They were created by the Nithians in 1050 BC in an attempt to create a servitor race. In spite of their ghoul-like blood, they are living creatures, not undead.

Most Thouls look just like Hobgoblins: about 6½ feet tall, dark skinned, and untidy. Some, however, show clear signs of their Troll ancestry. Such Thouls can have any of the following characteristics: relatively hairless skin with a greenish cast instead of the dark-red or reddish-orange skin of Hobgoblins; slate gray or dull black hair, ropy in texture; long and tube like noses like a Troll's, very different from a Hobgoblin's rather canine muzzle.

Like Hobgoblins, Thouls have yellow teeth. Their eyes—yellow like some Hobgoblins or pure white—apparently lacking a pupil (*Ghoul-like origin; pupil, sclera and iris all have exact the same color.*). This and their somewhat vacant look are traits that point to their Troll and Ghoul ancestry.

Again like Hobgoblins, Thouls favor brightly colored clothing, usually blood-red cloth and gleaming-black leather.

Their weapons are always well cared for and brilliantly polished.

Thouls have no tongue of their own, speaking mostly Gobbleton instead. Roughly 60% also speak the languages used by Orcs, and sometimes even carnivorous apes. Thouls living among

Hobgoblins can speak Common if their Hobgoblin hosts do. Independent Thouls speak a local language 20% of the time.

Combat:

Like Hobgoblins, Thouls have infravision with a range of 60 feet and fight equally well in bright light or darkness. Thouls living with Hobgoblins share their hosts' hatred of elves.

Thouls can paralyze victims just as Ghouls can. A target hit by a Thoul's claw must make a successful saving throw vs. paralyzation or be paralyzed for 1d6+2 rounds (this paralyzation is disabling the muscles, yet not the muscles of internal organs). They often disdain the use of melee weapons unless they are facing Elves, which are immune to the paralyzation effect. They also spur this paralysis in their saliva, but Biting is only used as a weapon on prone victims.

Armed Thouls usually carry some kind of sword and a long bow.

When injured, a Thoul can regenerate 1 hp after 3 rounds of becoming damaged each round, until cured. This stops when the creature dies. Lost limbs can't be reattached like as with Trolls. Broken Bones must be set using a healing skill or regrown together faulty. The regeneration ability is not that powerful to restore those issues.



Habitat/Society:

Thouls have a brutal, militaristic outlook, just as Hobgoblins do. Independent Thouls live in small family groups in caves or ruins. Lone Thoul encounters are with hunters and scouts whose business has taken them away from the main group. A Thoul lair contains two young for each two adults. Immature Thouls inflict no damage other than paralysis (their victims receive a +2 bonus on saving throws). Thouls often serve as bodyguards to Hobgoblin kings and chieftains. About 25% of subterranean Hobgoblin lairs have 2d6 Thoul guards (*only 5% of Hobgoblin surface villages have Thouls*). Any Thoul living among Hobgoblins is hated and feared for its superior abilities and status, and a Thoul living in a Hobgoblin tribe without the sponsorship of a powerful Hobgoblin leader is treated as wretched outcast. Frequently, such Thoul survive the abuse they suffer only by virtue of their regeneration ability. Thoul spellcasters are rare but slightly more frequent among Thouls living with Hobgoblins. Thouls can become shamans of up to 5th level with access to the Necromancy, Healing, and Charm spheres. Thouls can also become 4th level wiccans or 8th level.

Ecology:

Thouls are a viable race but have one of the lowest birth-rates among Humanoids. Opportunistic Hobgoblins, and occasionally Orcs, frequently raid independent Thoul communities to get young Thouls to train as royal bodyguards, assistant shamans, or witch doctors. Thouls live about 50 years. Thoul guards in Hobgoblin tribes live a little (1d8 years) longer, due to better food and living conditions.



Racial Tolerance; Giant -4, Ogre -3, Goblin, Hobgoblin, Bugbear -2, Kobold, Orc, Gnome, Other -1

There are three recognizable subgroups of Thouls in the world. Thouls in Denagoth are either Necrophagous or Rexor. All types stand 6-7' tall. The majority are thin; it is rare to find a heavy Thoul.

Age	Thoul
Youth	
0-4	Baby
5-7	Youngster
8-11	Teenager
Adulthood	
12-16	Young Adult
Seniority	
17-20	Adult
Veneration	
21-40	Mature
41+	Elder
50+2d8	Death

Goblinoid Thoul (*Goblinus monstrum Cannibalalis*)



Pale skinned, bulldog facial features, dirty brown or black hair. The primitive Cannibalalis wears animal hides and uses simple weapons like clubs or its claws. It exists among Hobgoblin communities or in isolated camps. They are noted for eating the corpses of their dead. Found: Rare in Broken Lands, Uncommon in southern Known World, common in Hule.

Ghoulish Thoul (*Goblinus monstrum Necrophagous*)

Dead white skin, white hair braided with bones, very gaunt, with toadlike facial features—often with bone piercings. Necrophagi wear animal and Humanoid skins and fight with bone clubs or their claws. They live in deep caverns or isolated communities far from other Humanoids. Their necromantic practices and habits of feasting on putrifying corpses lead other Humanoids to avoid them. Found: very rare in Broken Lands, and in Glantri, common in Denagoth

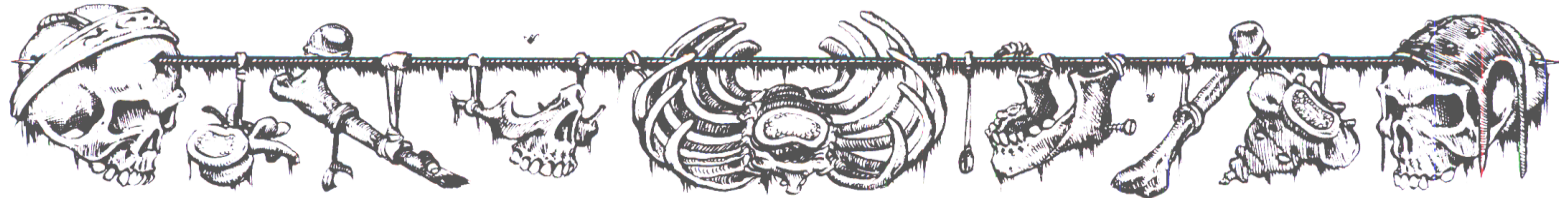
Northern Thoul (*Goblinus monstrum Rexor*)

Ash-grey skin, brown or black hair in braids, needle teeth, near Human features. This intelligent subgroup has developed in eastern Denagoth and has begun the process of civilization. They suffer the full dietary restrictions of Necrophagous. Shamans and Wokani can rise to 8th level. Found; Norwold and Denagoth only.

Thoul Soup

Thouls, even though of partially Undead descent, dislike Ghouls and other Undead, especially the more powerful versions like Vampires, and worse. To battle these these Wokani and Shamans created a specially enchanted soup made from special Mushrooms (*called Deadshrooms*), Pumpkins, Vampire Dust, Thoul-, Ghoul- or Wight Blood, Wraith or Spectre Essence, Garlic, Onions, Rocksalt, and Cave locusts. The food gives the imbiber a flatulence lasting for 8 hours. The stench permeating a 40 yards from the imbiber will chase away any Undead except Skeletons and similar bony Undead without organs (or having only an image of organs like Ghosts, Wraith, etc). The stench will also affect Humans, Elves, Dwarves, Gnomes, Hin, Rakasta, Lupin, Fey, Fairykin, Predatory animals, yet does give these only a -2 or -10% (whatever fits best) on initiative, saves, THACO, Skills, Casting checks, Thief abilities, Coordination checks, and similar skills due an invasive nausea lasting as long as they are in the area



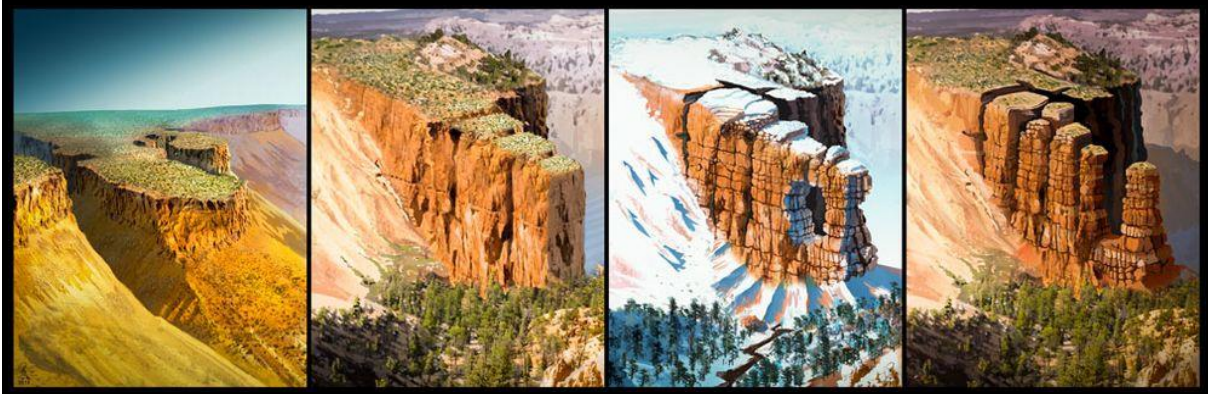
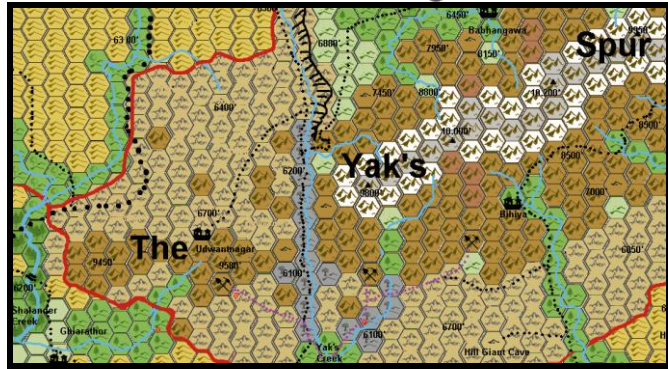


The Yak's Spur (Yaak ka spar)

The Yak's Spur, a mountain spur suffering severe erosion, and located at the furthest western point of OGREMOOR as well as the Broken Lands (until the Meteor impact in 1007AC which increased the Broken Lands territory)

When the region was uplifted in the after effects of the 1700 BC catastrophe, it ripped the rocks from the ground and rapidly gained altitude, sometimes with distances of several feet a day. In the meanwhile weather and the many quakes caused damage in the form of erosion. Not only the mountains that were born were affected, but the surrounding raised bedrock too.

Especially the north reveals a strange territory with often a mushroom like appearance, of sturdy 10 to 30 feet tall pillars, 20 feet wide heads clamped close to each other. This weird Broken Land can be found in a section of about 10 miles by 10 miles.



Several creatures seem to have found a niche here. At least three and maybe more beholders of the pale moss green Known World (*Oculithorax tyrannis Mystarae Darokinus*) breed have been sighted here in the last 200 years, and at least one of the brighter Green Norwold breed (*Oculithorax tyrannis Mystarae Aquilonium*) breed is known to have its habitat somewhere along the Yak's Creek.

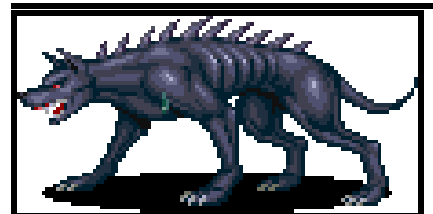


The Beholders like the geological effect of two surfaces (one on top, one 10-20 feet lower) with multiple accesses in between. They may even have created real vertical Beholder lairs (see [TSR 09521- Monstrous Arcana: I. Tyrant](#)) underneath, where several beholders could live. Keep in mind the different Beholder breeds are aggressive against each other seeing the other as imperfect abominations.

Other creatures found here are Hell Hounds. Normally more often found in the Mountains of Nathrat, these creatures hunt here and form a pest to both Humans and Ogres trying to live in the area. Especially the Ogre village **Udwanatnagar** has to cope often with the Beholders and the vile hunting Hellhounds.



The Norwold and Known World Breed Beholders

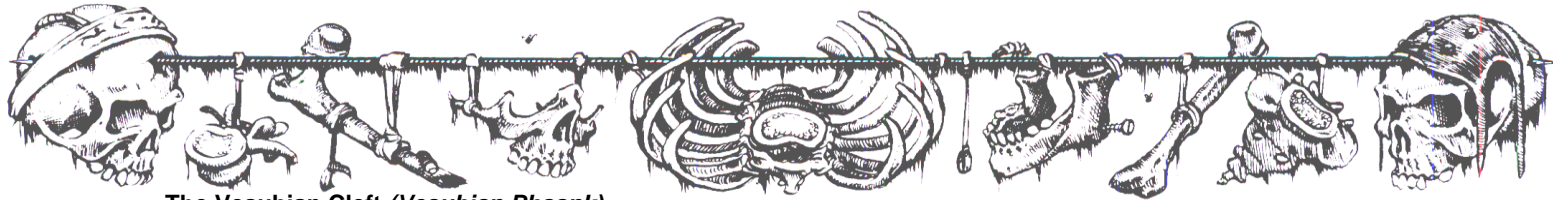


The Lich Deimos succeeded to take control of a Norwold Beholder and several Gnolls and Hellhounds in 1014 AC. And the Dragon Synn lured a few more into its aid as well in 1019 AC (Source; *Tower of Doom/Shadow over Mystara arcade game staged at 1014-1019 AC*)

The area is known by the Ogres to be a location where interesting statues can be found. However, when returning, parts of the statue may appear to be eaten. The Ogres do not know which creatures does this.

Unknown to the Ogres the statues found are petrified victims of the *Turn-to-Stone* eye-ray of the Beholders, and later de-petrified, partially eaten by a Beholder and petrified anew to prevent spoilage.





The Vesubian Cleft (*Vesubian Phaank*)



This area is rarely visited. The Ogres fear it. They speak of a horrible Ogre Mage lives here. The area itself is cold, and 9255 feet high up the mountain, but was originally the bed of the Vesubian River before the Catastrophe of 1700 BC uplifted the region. The surrounding mountains are even 1000 feet or so higher. The sand here is still part of the former river bed, and within it gold can still be found. However there does indeed live an Ogre Mage upon this barren pass. But it is not an actual Ogre, but a child of Baba Yaga and Alebane, born 987AC; named Matuschka. Like her mother soon abandoned by her own people (as she resembled a horned Troll, and Ogres hate Trolls), she left the Horde at age of 6, when her mother left for distant causes too. She travelled all along Ogremoor, and rapidly learned she possessed magical powers the other Ogres were not capable off. As being non-evil,

she decided to turn away from her Ogre society and settle somewhere near until became accosted to her new and growing powers. In 1010 she became 23 years of age, had seen the sky falling down (the meteor of 1006 AC), seen magic dwindle and arise (Week and Days of Dread), and saw elves crawling from the ground (Shadow Elves). She took her magic and investigated the lower Shadow Lands, and found no real danger; she travelled to Oenkmor, and saw no danger here too.

Then she travelled through Darokin and into the corrupted Canolbarth; here she felt danger, great danger. Danger in the form of magic multiplied and corrupted, yet even here she saw that there was still the power of nature resisting, trying to regenerate. The source had to be elsewhere.

She travelled to Ethengar, where many thought she was her mother, and fled for their lives or requested help in the form of magic or knowledge.

She travelled in 1012 AC to Glantri, and the nearer she came, the more she felt the dangerous source. More research was needed. She returned back to the Broken Lands, only learning that the Shadow Elves captured Oenkmor, changed it, and now intended to keep the Broken Lands for themselves only. Investigative as she was she entered Oenkmor, now Aengmor, unseen entered even the Pyramid and located the Nightwing deep below, and the source of power; from an entity known to the Shadow Elves as Atzanteotl. Almost detected, she had to kill several of these elves, and took their bodies with her. At least dinner was taken care off, and maybe more could be learned. Within her house on the Vesubian Cleft, she dissected them under the utmost scrutiny, discarding (eating) all not interesting. She did, discover that the Shadow Elves were subjected to some form of magical radiation, and this caused mutations (enabling Spellcaster powers or more Humanoid appearances), and with their relocation they became more subject to the Glantrian radiation, which in combination to the aura of the Nightwing, the gate it creates, and the entity power, causes a rapid new change in all affected.

More investigation is needed, but there is something amiss...greatly...All her information leads to think magic will soon disappear, magical creatures will slowly horribly die and the world will be a boring place.

Matuschka is a more intelligent and a dangerous variety of Ogre (or Half-Ogre, Half-Whatever). She stands about 10 feet tall and weighs up to 700 pounds. Her skin varies is blue purple, and her hair is very dark brown. She favours loose, comfortable clothing and armor. She carries the skulls of the slain Shadow (Dark) Elves of Aengmor with her as containers.

She has several languages; Sindhi (Ogrish dialect), Ogremoorian, Tharian, Thyatian, Gundirrim (Hill Giant), Elvish (Shadow Elven Dialect) and could learn a new language within a few months.

Matuschka relies on her spells and other magical abilities, resorting to physical combat only when necessary. When faced with obviously superior forces, she prefers to retreat using gaseous form rather than fight a losing battle. While using gaseous form she can fly at 300'/100' with MF 1A.



Spell-Like Abilities

At will—*Darkness, Invisibility*; Once a day; *Charm Person, Cone of Cold, Gaseous Form, Sleep. Change Shape* (into the form of any Small, Medium, or Large Humanoid or animal known).

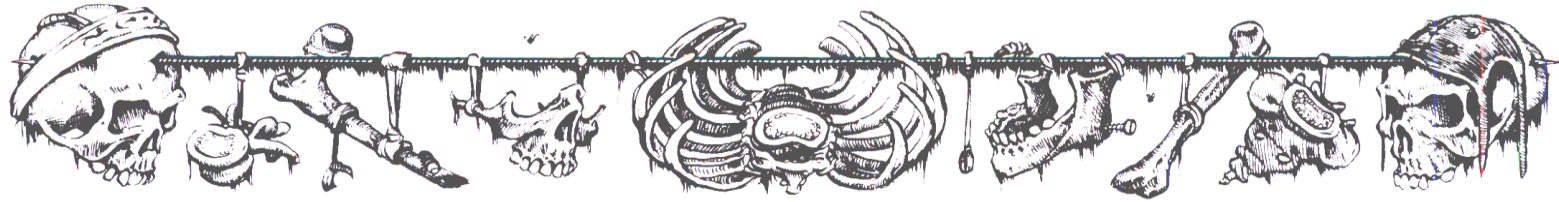
Regeneration as a Troll, thus fire and acid deal normal damage to Matuschka. If she loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 6 rounds. If the head or some other vital organ is severed, it must be reattached within 1 Turn (10 minutes=60 rounds) or she dies. As of yet Matuschka cannot regrow lost body parts, but might be able later in time and experience (10th level and max HD). She earns experience as a Troll Shaman and Wicca combined, yet in effect is a normal Wicca Mage..

Spells; Mage level 7, unknowingly using Witch spells and thus nature magic, taught by her mother at young age.

Statistics; ST 21, IN 17, WI 17, DX 11, CO 22, CH 17, Com 17 (Ogre or Human 4), HD 7+5***, Wicca Mage 7, Hp 37, Mv 90/30' Att claw 1d4(+4 ST), Ogre Sword 2d6 (+4ST), Longbow +2, (Range x2) 1d6+2, AC 2 AV4 (Chain shirt), Sv MU8, ML 8

Due her large size she has a Hide in Shadows of only 10%. Due her strength she can lift and carry more than normal Humanoids/Humans. Her arms reach up to 10 feet. Matuschka has Infravision up to 60 feet.

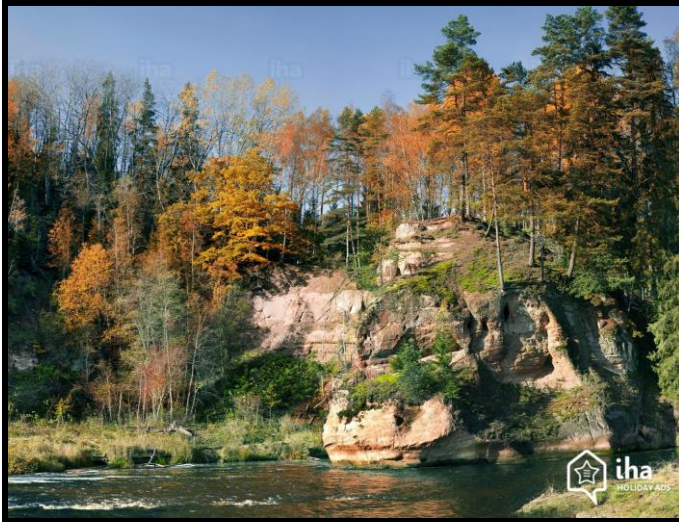




The East Hills towards the Vesubian River (*Eest Hills Vesubia Nadee Kee or*)

The hills in the eastern part of Ogremoor reach all the way to the Vesubian River.

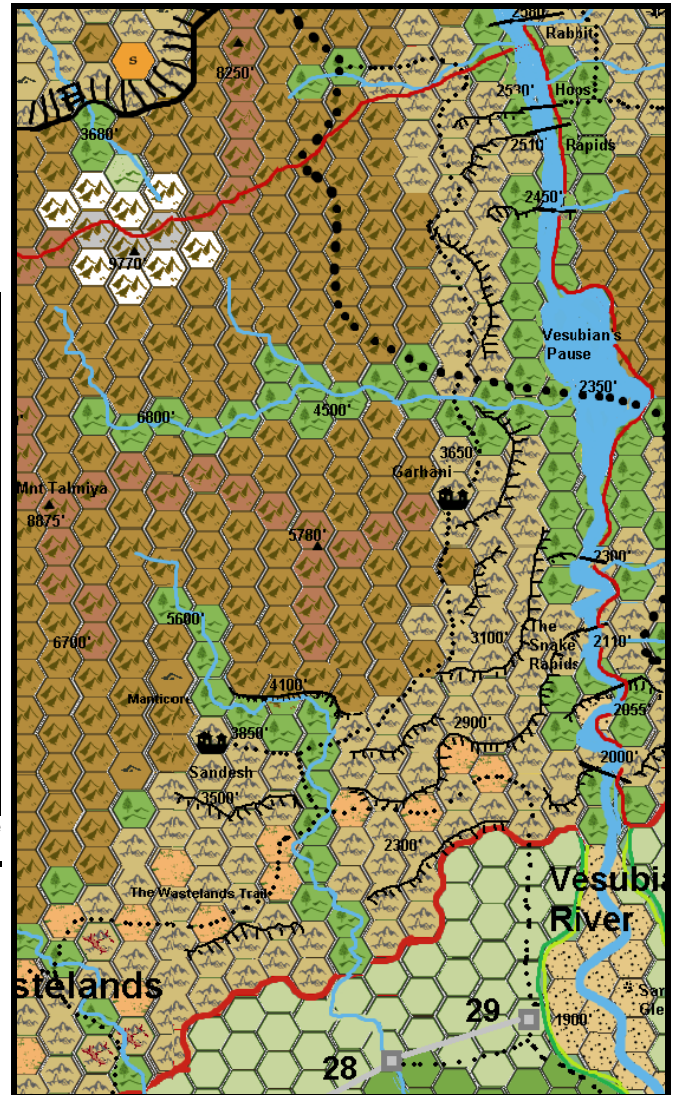
The area is the result of erosion and increasing height of the area since, resulting in a stepped tier-like cliff ridden broken lands, cut through with several creeks and rivers (including the Vesubian). High atop these tiered cliffs are the Ogre villages Sandesh and Garbani, of which the last lies close to the Darokin –Glantri Merchant trail. And Ogres here now and then either demand passing tribute, or just come-in and take what they desire, disregarding most combattant adventurers and guards. Mostly within a few minutes, they walk away with draft animals, or a whole wagon.



The Eastern Part of Ogremoor as seen from the 'safe' eastern coast of the Vesubian River, reveals the steep cliffs the region is known for.

The region is thus predominantly Broken lands, with no more than bushes and wastlands with just bare ground. Sections close to water, however, show abundant tree growth and enable lots of animals to find a place to live. Boars, Giant Boars are found here, which are prey to Owlbears and Displacer Beasts. Kobolds from Kol, often hunt here on permission of Thar and Alebane. That does not affect however, that Ogres sometimes have to peel away some mushy Kobold meat from underneath their feet, ...unintended of course, ...a dinner none-the-less.

The Owlbears here are somewhat adapted to the region, having almost white feathers on the head, back and backside of the paws. Darokin has its rumors these beasts are somehow domesticated, yet this is not proven thusfar. Only the quest by the adventurers against Deimos the Lich wandering through this region in 1014AC, gave proof of this. (Source; Tower of Doom/Shadow over Mystara arcade game staged at 1014 AC). This proof is not even that stable, yet it is confirmed the monstrous beasts encountered do not attack the Humanoids yet seem to work together to hinder or even defeat the heroes. How the primitive Humanoids succeed to control several of these voracious beasts is still unknown.



The Wastlands Trail leads East to West through East Ogremoor and is infested with Owlbears.

Owlbear: (*Strigiformii ursidaeus species*)

Common Owlbear (*Strigiformii ursidaeus Ursaeus*)

Owlbear	Common	Young		Arctic	Winged
Type	Adult 4 year+	Cub 0-2 year	Young 3-4 year	Adult 4 year+	
Climate/Terrain	Monstrous Animal				
Frequency	Temperate Forest	As parent		Any Arctic	any Temperate
Organization	Rare		Very Rare		Very Rare
Activity Cycle	Solitary of Family		Pack		Family
Diet	Mostly Carnivore				
AL	N				
NA	1d4(1d4)	1d2 (arctic 1d6)		1 (2d4)	1d4(1d4)
Size	L:;8' +tall	S; 5-20% adult	M; 30-90% adult	H:12' +tall	L; 8'+ Tall
Wingspan	na	na		na	20'+2'/1' size over 8'
ST	16+1d4	As Adult-8	As Adult-4	16	
IN	3+1d3	2	3	3+1d3	
WI	12	6	9	12	
DX	12	6	9	12	
CO	14+1d4	As Adult-6	As Adult-3	11	
CH	7	9	8	7	
Languages	0				
Spellcaster Limits;	na				
AC	5	7	6	5	5
AV	2	0	1	3	2
HD	7*	1, 2, 3	4, 5*, 6*	7+2*, 8+2*	5+2*
HP	7d8 +CO Adj	1d8/HD+CO Adj		8d8+2 +COAdj	5d8+2 +CO Adj
MV	120'(40')	60'/20'	90'/30'	120'(40')	120'(40')
SW	15'(5')	9'/3'	12'/4'	90'(30')	15'(5')
FL	na				
MF	na				
THACO	13 -ST Adj	18 -ST Adj	15 -ST Adj	13 -ST Adj	15 -ST Adj
Attacks	2 Claws				
Damage	1d8 each +ST Adj	1d4 each +ST Adj	1d6 each +ST Adj	1d10 each +ST Adj	2d8 each +ST Adj
Attacks	1 Bite				
Damage	2d6 +ST adj	1d4 +ST Adj	2d4+ST Adj	1d12+ST Adj	2d8 +ST Adj each
Special Attacks;	Bearhug				
	2d8 +ST Adj	na	2d4 +ST Adj	2d8 +ST Adj	2d8 +ST Adj
Special Attacks;	na				
Special Defenses;	High Senses, nearly impossible to Surprise				
	Continued Fight at 0hp				
	Infravision 120 yard				
	Detect Invisible target by Acute hearing				
Immune to;	na		Any Cold		na
	Light/Darkness, Sight Pollution(sand)				
Extra Vulnerable to;	Piercing (no AV)				
MR;	0				
Save as;	F3	F4	F1	F8	F5
ML	9	10	7	9	9
XP	850	10, 20, 35	75, 300, 500	850, 1200	400
TT	Incidental 25% chance C				
Body Weight	1300-1500LBS	5-20% adult	30-90% adult	1500-1700LBS	1100-1300LBS

An owl bear is a huge bearlike creature with the head of a giant owl.

They are covered with a thick coat of feathers and fur, brown-black to yellow-brown in color, the brown feathers of its owlish head merging seamlessly into the fur of its body, somewhere past its shoulders and back. They are 8-foot-tall standing upright, and weigh between 13.000cn/1300LBS and 15.000cn/1500LBS, Males are darker colored than the slightly larger females.

Walking on all fours they are 4' high and 6' long. They are about 3 feet wide, and have a claw reach of 5 feet.

The beaks of these creatures are yellow to ivory and their terrifying eyes are red-rimmed. The creature is furry from the feet to the neck, at which point fur gives way to feathers. It stands 8' tall and weighs 15,000 cn (1,500 pounds). Owlbear ears are assymetrical to orientate sounds' origin like owls.



The Owlbear looks around by turning its head instead of moving its eyes, as the Owlbear's eyes are fixed in its head, looking straight ahead. It compensates for this by being able to turn its head a full 270 degrees, as compared to a Human's 180 degrees. The Owlbear has twice as many neck bones as does a Human (fourteen to our seven) which allows for this flexibility. In addition, an Owlbear can snap its neck from one position to another almost instantaneously.

Owl bears are commonly found underground and in dense forests.

They have nasty tempers, are carnivores, and are usually hungry, preferring meat. If both its paws hit one opponent in one round, the owl bear hugs for an additional 2d8 points of damage.

An Owlbear's screech echoes through dark valleys and benighted forests, piercing the quiet night to announce the death of its prey. An Owlbear emerges from its den around sunset, rears up on its hind legs, and stretches, and hunts into the darkest hours of the night, hooting or screeching to declare its territory, to search for a mate, or to flush prey into its hunting grounds.

The Owlbear's red-rimmed irises enable it an Infravision of 120 yards, undisturbed by sudden lightources.

Combat

The Owlbear attacks prey on sight, always fighting to the death (ignore morale rating for purposes of

determining retreat). It attacks with its claws and snapping beak. Roll the claw attacks first. If both are successful, the bite attack gains a +2 to hit. In real life, claw attacks serve to give a secure grip for the bite. Owlbears, like Humans, can rotate their forearms, and this gives them great strength and agility in seizing their prey. It is perhaps this feature alone which gives the Owlbear its deadly ability to "hug" its opponents—and allows them to make powerful side-swipes with their wicked claws, enabling them to send the attacker and its weapon flying off in different directions with one swipe of its paw.

If an Owlbear scores a single claw hit with a roll of 18 or better, or with both claws, it drags its victim into a hug, subsequently squeezing its opponent for an automatic 2d8 (+Strength adjustment) points of hugging damage per round until either the victim or the Owlbear is slain. The Owlbear can also use its beak attack on victims caught in its grasp with a +4 to hit, but cannot use its claws, relying on its crushing strength and sharp beak to kill its prey.

A single attempt at a Opposing strength roll may be made to break from the grasp of an Owlbear (PC+Owlbear roll=highest succes wins). Note that if the Armor Class of a victim is high enough that 18 is insufficient to hit, the hug is not effective and no damage is taken.

Death: The rugged constitution of an Owlbear allows it to fight on for 4+Con Adjustment rounds after it reaches 0 to -8 hit points. It will screech incredibly loud intense deaththroes during this period. Once brought to -9 or fewer hit points, however, it is immediately slain.

Eyes: Like the owl, an Owlbear has double normal infravision, and quadruple normal hearing, making it a creature that could hear a mouse rustle in the grass across a field. In fact, the Owlbear's hearing is so finely developed that it can attack normally in total darkness, and similarly can attack invisible creatures without penalty. Of course, this can be nullified with a silence spell.

Owlbears also have a transparent third eyelid (called a nictitating membrane) that they can flip across their eyes at will in an instant. This protects their sensitive eyes from dust, grit, and the like, but it also can protect them from strong light. Light or Darkness and even Blindness spells are therefore ineffectual as blinding attacks against an Owlbear.

Fur and AV: With dense fur protecting them from the elements and powerful claws protecting them from other animals, bears are the true rulers of the animal kingdom in the areas where they live. The fur of an Owlbear is more resistant to non-piercing weapons. A piercing attack will negate any AV completely however.

Cunning: The Owlbear; is intelligent enough to determine its strongest opponent or most damaging weapon. Its senses enable it so sense every move within 30 feet.

Climbing: Because of their great size and weight, Owlbears are not good tree climbers. Anyone fled high into a tree by an Owlbear is not completely safe, though, because the beasts are just nasty enough to wait it out, and are often strong enough to knock over the tree, depending on the size of both the Owlbear and the tree.

Strangling: Many predatory mammals do not kill by mauling their prey to death. Instead, they instinctively try to get a choking hold on the victim's neck, shutting down the air, blood, and nerve pathways. In game terms, a critical hit on a bite attack means that the animal has gotten a chokehold on the victim's neck, inflicting automatic maximum bite damage each round the chokehold is maintained. This tactic can't be used against characters with full helms, plate mail, plate armor; or similar protections, as the neck is too well protected.

Habitat/Society

Owlbears inhabit the depths of tangled forests in temperate climes, as well as subterranean labyrinths, living in caves or hollow stumps. Owlbears live in mated pairs; the male is slightly (10%) larger and heavier than the female. If encountered in their lair there is a 25% chance that there will be 1 to 6 eggs (20%) or young (80%) in addition to the adults. The offspring will be cub size and fight accordingly, depending on their growth. A character has a +2 bonus to his opposed strength check to escape the hug of an immature Owlbear.

An Owlbear pair claims a territory of one or two square miles and will vigorously defend this territory against all intruders. An Owlbear's main weakness is also its greatest strength -- its ferocity. Because Owlbears are so bad-tempered, they stop at nothing to kill a target. It is not difficult to trick an Owlbear into hurling itself off a cliff or into a trap, provided you can find one.

Its lair is littered with the bones of its prey. It drags partially devoured kills to its den, storing portions of the carcass among the surrounding rocks, bushes and trees. The scent of blood hangs heavy near an Owlbear's lair, attracting scavengers and thus hunting more prey.

Elven communities often encourage Owlbears to den beneath their treetop villages, using the beasts as a natural defence during the night. Hobgoblins favour Owlbears as pets. A starved Owlbear might showup in a gladiatorial arena, ruthlessly eviscerating and devouring its foes before a bloodthirsty audience.

Though the fur and feathers, and even beak may vary in color, the Owlbear (*Strigiformii ursidaeus Ursaeus*) is a single species.



All Owlbears have excellent senses of hearing, sight and smell (High).

In winter they sleep most of the time, but their metabolism does not slow down completely. They have actually eaten so much to double their weight, and just before sleeping a constipating mix of fruits, wood and other undetermined stuff, which literally stops any secretion.

They can easily wake up and leave their lairs (often hollow trees, caves, ground-dug holes, stuffed with mosses, hair, straw, twigs) during warm spells. They will have lost up to 60% of their weight when they awake at spring, but in long winters many younger ones do die in their sleep. Bears live in small family groups. Unlike bear young, which are always birthed during the winter sleep, Owlbears lay eggs in spring or summer, allowing the young to grow and survive the winter. Each young has a 25% to die in winter. More than one individual has been badly injured when approaching, taunting or even playing with seemingly harmless owlbear cubs.

Special Abilities	Senses			
	High	Medium	Low Senses	None(as Human)
Detect Predator/Nemesis	83%	66%	0%	0%
Detect Invisible & Ethereal Beings:	Int +8	Int +4	Int +2	not
Tracking:	Wis +8	Wis +6	Wis+4	Only with skill
Odor Scenting; Race:	Success	Int. at +4	Int. at +2	not
Odor Scenting; Individual;	Int.	Int -2	Int -4	not
Detect Noise:	35% +2%/Lvl	30% +1%/Lvl	25%, no bonus	7%+/-Dex adjust
Weakness, Penalty vs. Saves odor- or sound-based attacks (a stinking cloud, a banshee's wail, etc).	-2	-1	No weakness	none

Ecology

Owlbears have a lifespan of 20 years. They are warm-blooded ovipareous mammals, and thus lay eggs. They prey on anything, from rabbits to bears, to Trolls, to snakes and reptiles.

Owlbears prefer temperate climates, but some thrive in subarctic environments. As a hybrid of two animals, one diurnal and the other nocturnal, they have an unusual active time, waking at noon, hunting animals active during the day, then hunting nocturnal creatures before going to sleep at midnight. Owlbears are active in the summer months and may hibernate during the cold season if temperatures drop below freezing.

Honey: There's enough bear in an Owlbear that it can't pass up honey. This appears to be one of the few exceptions to the Owlbear's otherwise carnivorous diet. It remains well-adapted to honeygathering, as its thick coat of fur and feathers protects it from bee stings, and it retains the long tongue of a bear, perfect for lapping up the sticky substance. It will also devour the bees and ants, or other honey-producing animal.

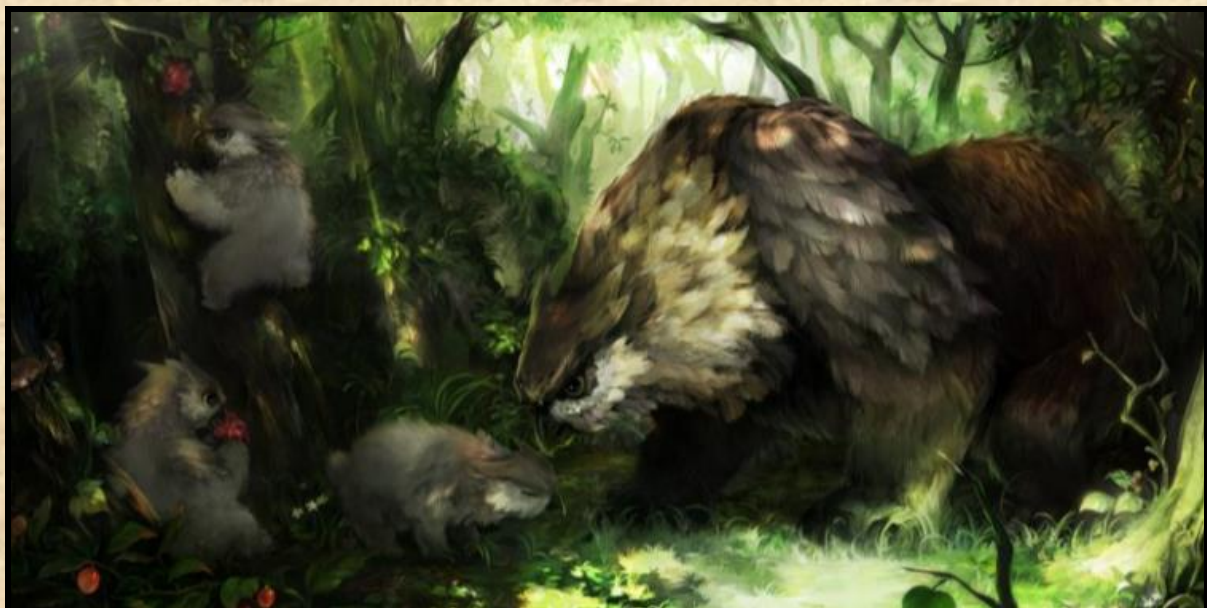
Bark Shredding: A tree whose bark had literally been shredded in parallel grooves; the strength of the creature is enough to enable to dig an inch into a tree with one swipe of its paw. This is a common sight in Owlbear infested areas. The creatures claw at selected trees with their front paws. This not only keeps their claws sharp, but marks off an Owlbear's territory.

Owlbear Down: The underfur/feathers of Owlbears are the softest materials to make pillows, or down blankets. As such the single complete pelt of an owlbear 125cn is valued as Rare Fur at 500sp.

A Cape/Jacket made from an Owlbear is 10x basic Cape/Jacket cn and is sold for 500SP, an Owlbear Coat/Robe x 25 basic cn for 1000Sp, and an Owlbear Blanket x 200 basic cn for 2000Sp

Owlbear pellets are tight oval bundles the size of a Human fist, seemed organic, and had little bits of bone sticking out. Like owls, Owlbears tear their food into chunks and swallow the chunks whole. Inside the stomach, much of the prey is digested, but bones, fur, feathers, and insect shells are churned into pellets, and regurgitated by the beast. These pellets are usually found near an Owlbear's lair, and are thus a good indicator of an Owlbear's presence nearby.

Treasure: An Owlbear does not actively seek treasure but the remains of victims may incidentally be found buried in shallow holes around an Owlbear lair.



Eggs and Young:

Within a cave or otherwise dry burrow, a nest of small pile of twigs and leaves, and plucks of down, are several white spherical objects two feet in diameter. Owlbear eggs are nearly perfect spheres. There will be from one to six eggs in an clutch; the eggs are laid several days apart. These Owlbear eggs are valued 2000 silver pieces each and hatchlings are worth 5000 silver pieces or more on the open market. Once the young start to hatch, young eat like owls fresh chunks of meat. And the parents provide them with freshlykilled meat. Owlbear "cubs" are carnivores from the start, and even though the mother Owlbear is half bear, she does not produce milk for her young. The young will be raised by the mother for the first two years, during which time she will teach the cubs how to hunt for themselves. Owlbear cubs are a curious bunch, and they'd come out to see what all they can. After the end of the second year, the cubs will go off on their own and stake out their own territory.

Eggs and Young are typically bought by wizards; while they are nearly impossible to domesticate (See Training), they make formidable guardians and wizards sometimes place them in locations of strategic importance (it has been said that an Owlbear is a less subtle version of a "Keep Out" sign). Owlbears in dungeons and ruins almost always have been placed there by someone. Owlbears are never allowed in settlements of the Elves, Hin, Dwarves and Humans due their danger, and are often killed on sight, even if trained.

Training: Training a young costs 2000gp and 20 weeks minimum, with a training skill check at -8, -10 to train an adult, and timeand costs are doubled. The chance to find an able and willing trainer is only 10% per village. Their instinct however is only suppressed with the training and will awake when they get the chance. And then the animal is used to Humans, and not afraid of them anymore. It will know where to find food, and how to open doors, cans, chests, and even break through windows.

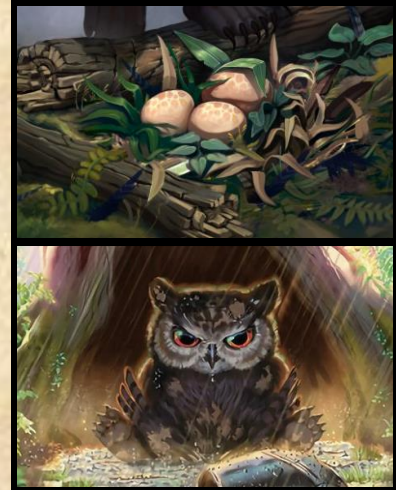
Meat: The meat of a slain Owlbear, is not worth much, as it is not the best eating. Owlbear fur and down are however highly valued.

History: Scholars have long debated the origins of the Owlbear. The most common theory is that a (assumed demented) wizard, created the first specimens as a guardian; by crossing a giant owl and a bear, given the lethality of this creation, it is quite likely that the wizard who created them is no longer alive. However, venerable elves claim to have known these creatures for generations, and some fairy insist Owlbears have always existed in the Dreamlands.

Owlbears are vicious, ravenous, aggressive, and bad tempered at all times. Owlbears use very loud screeches of varying length and pitch to lure potential mates,

Predator: Dragon, Roc, and similar large Predators only. The Owlbear is often the Apex predator itself.

Prey: anything larger than its paws (10 inch or more).



Arctic Owlbear (*Strigiformii ursidaeus Arctius*)

There are rumors of white arctic Owlbears, a cross between arctic owls and polar bears, but no specimens have ever been captured.

Arctic Owlbears are the polar cousins of the normal Owlbear; they resemble a cross between a snowy owl and a polar bear. Both fur and feathers are a snowy white, while the claws and beak are both black. Yellow, glowing eyes look forward from a rounded head. Arctic Owlbears speak the Owlbear "language", made up of loud screeches.

Combat:

Arctic Owlbears are as foultempered as their forest-dwelling cousins, immediately attacking prey with their front claws and wicked beak. They hug for 2-16 points of damage per round after scoring a claw hit with a roll of 18 or better. Once engaged in a hugging attack, the arctic Owlbear cannot use its claws, but uses its beak to full advantage. A single attempt to break free from a hug is allowed; use the chance to bend bars/lift gates to determine success. The arctic Owlbear's fur and feathers are all multi-layered, protecting it from the coldest temperatures, even when wet. For this reason, the beasts are immune to all cold-based attacks. Additionally, due to their ability to blend into the arctic environment, they are 75% likely to surprise their prey.



Habitat/Society:

Arctic Owlbears live in the coldest areas of the arctic, often making their lairs in pre-existing caves or carving their own dens in banks of snow. However, they tend to be wanderers, constantly on the move in search of prey, and so do not settle in one place for very long. If encountered in their lair, a mated pair of arctic Owlbears may have 1-6 eggs (20%) or young (80%) with them; there is only a 25% chance of one or the other. The young will be grown by age (DM), fighting as creatures with 5 or 6 Hit Dice. Damage from an immature arctic Owlbear is 1-6/1-6/2-8, and characters get a bonus of +20% to their bend bars/lift gates roll when trying to escape from a hug.

Ecology:

Arctic Owlbears live for about 20 years. They will prey on anything, but prefer seal meat above all else. Unlike normal Owlbears, the arctic variety hunt primarily in the day, and, being good swimmers, will pursue their prey into the frigid waters without hesitation. They are well-equipped for their environment— rough, leathery pads on the bottom of their paws help them maintain stability over icy surfaces. The local inhabitants of arctic regions say that there's nothing worse than having an arctic Owlbear on your trail, because of their stubborn determination, nasty disposition, and constant hunger.

Owlbear Down: The underfur/feathers of Owlbears are the softest materials to make pillows, or down blankets. Arctic Owlbears are even warmerr, and softer, and mostly white above all. As such the single complete pelt of an owlbear 250cn is valued as Rare Fur at 1000sp. Mostly only Rulers can afford these items.

A Cape/Jacket made from an Arctic Owlbear is 10x basic Cape/Jacket cn and is sold for 5000SP, an Owlbear Coat/Robe x 25 basic cn for 10,000Sp, and an Owlbear Blanket x 200 basic cn for 20,000Sp

Winged Owlbear (*Strigiformii ursidaeus Aves*)

The winged Owlbear is the ultimate synthesis of owl and bear. It looks like a standard Owlbear, but in addition it has a pair of large wings growing from its shoulders. They are just as nasty-tempered as their ground-dwelling cousins, and uses the same screeches.

Combat:

Winged Owlbears fight as the wingless variety, utilizing their front claws, sharp beaks, and mighty hug. In addition, they are almost totally silent in flight due to the construction of their wing feathers, and this imposes a -6 penalty on opponents' surprise rolls. They can make a flyby attack with both claws and beak, taking the target of 2000cn or less up in the air, possibly hugging the target midflight, without losing any speed, and minimum sound. Sometimes they drop their prey (preferably on rocks) causing extra falling damage as normal.

Habitat/Society:

Winged Owlbears can be found in almost any nonarctic environment (when they can be found at all—they are very scarce), but seem to prefer wooded forests and mountainous terrains. Due to their flight capabilities, winged Owlbears tend to claim larger territories as "theirs"—usually ten to twenty square miles. Winged Owlbears live in mated pairs. If encountered in their lairs, there is a 25% chance there will be 1-3 eggs (20%) or young (80%) in addition to the adults.

The young are identical to normal Owlbear young, as their wings will not support them in flight until they are at full size.



Ecology:

Winged Owlbears tend to live slightly longer than the normal variety, often reaching 25 years or so. They are sought after by wizards, even though to date no one has managed to domesticate one; nonetheless, eggs can go as high as 4000 silver pieces, while the price for live young can reach 10,000 silver pieces

Part bear, part bird, altogether deadly

Owlbear Minion

4th Level Wizard or Wokani Spell invented by a Goblin Wokani named Abert Bossss 989AC. Became Known in 1019AC by the GSM and Darokin Council,

Range:	20'
Duration:	Special
Casting Time:	12 hours, then 12 hours sleeping together.
Area of Effect:	One creature
Saving Throw:	None
Components:	Verbal, Somatic, Component; the animal and mage must be present, and food of the animal, which must be eaten by both.

This enchantment is similar to the first level spell *Find Familiar*; however it brings to the caster a bond with a present Owlbear minion with powerful abilities. Other versions of this spell exist include Blink Dog, Cooshee(Elven Dog Elves and Half elves only), Unicorn (Lawful Good Casters only), Displacer Beast, Pegasus, Dragonne, Hippogryff, Griffon. (See Dragon 228 page)

The creature is not attracted like with the Find Familiar spell, and needs to be supplied, preferably at a young age. The creature benefits a wizard by conveying its sensory powers to its master, conversing telepathically with him, and serving as a guard, scout, or spy. A wizard can have only one minion or familiar at a time, so these spells prevent other to work. The minion enters into a magical bond with the wizard. The animal will live as long as normally, unless it is killed earlier by spells, physical attacks, or neglect or dies by disease or old age.

Like a familiar or companion, the minion gains the saving throws of its master if these are better. The wokani or wizard gains an empathic link with the minion and can issue it mental commands at a distance of up to 30 miles.

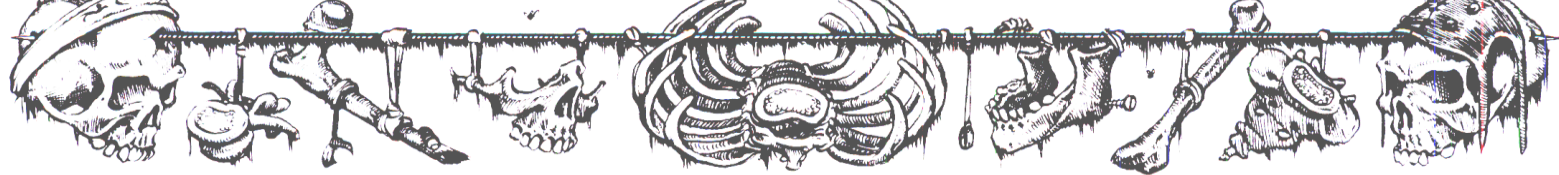
A number of hit points are added to the minion based on the wokani-wizard's level, to a maximum of 20 bonus hit points. For example, a 12th level wizard with an Owlbear minion would add 12 hit points to the creature's total. A 16th level wizard would add 16. Wizards can call upon these creatures to perform various tasks and missions and can rely upon their special abilities. Minions easily carry out basic orders and understand when their masters are in danger. If the minion is separated from the wizard by more than 100 miles (or by either one of them changing to another Plane), the wizard loses one hit point at end of each day until the wizard dies (at which time the minion also dies) or until the minion returns to within the 100-mile radius. The creature will always feel the general direction to its master.

If the minion is killed, the wizard must successfully roll a Constitution check or loose two points of Intelligence. If the check is successful, the wizard loses one point of Intelligence. These points can be restored only by Regeneration; after 3 months+1 month for ever Constitution point lower than 8 a single Intelligence point will have been restored. If the minion dies naturally by age or disease this does not happen.

A minion Owlbear will not fight to the death unless it is commanded to do so by its wizardmaster or unless its master is in serious danger. Though these animals prefer forests, and continue to hunt as normally, they usually stay close to their masters – no matter where he travels. Unlike other Owlbears, due the spell these animals do not seek a partner to mate and thus lay no eggs. They hibernate in the winter – provided they live in lands that have such climates. A Wokani or Wizard with using this spell develops a small crest of brown hair at the top of his head, mirroring the Owlbear's crest.

Once cast, the caster will be forever bound to this species, even when it died, and any other variation of this spell will then fail.





The Ogremoor/Trollhattan Mountain border (*Ogremura/Trollhațana Pahaři Sarahada*)

These are a vast area of mountaintops with in between some wide valleys.

The rocks are sturdy sedimental stones mixed with volcanic stones like Basalt and granite. These are the results of the areas geological history as given [here](#), added with elevation, erosion and inclination effects, making steep and slippery rocks, and an overall very difficult terrain Movement rates are generally 50% slower than in most mountainous areas, and like any other mountain, a straight line of travel is nearly impossible.

Many very narrow paths move along these rocks created by erosion, and sometimes alteration by the Humanoids. The whole area is very travellers unfriendly, and local animals (including predators take advantage of these.

These valleys are the only connection between Trollhattan and Ogremoor. The Ogres of Ogremoor hate the Trolls of Trollhattan. The Trolls regularly invade Ogremoor and Ardelphia the Northern Province of Darokin and try to steal as much edibles they can take with them. In this process they also cause high amounts of destruction and not only the Humans, but also the Ogres of Ogremoor (especially the villages) are totally fed up with this. Over the years some young Ogres even have been taken as food. Understandibly the Ogremoorians absolutely hate the Trolls, and since 995AC they attempt to kill or chase away any Troll invading the area.

The Border to Trollhattan is since then seriously guarded. They erected several simple 3 story (Ogre-sized) stone watchtowers viewing any Troll nearing Ogremoor (These are not displayed on the main map though visible on the map here). One tower stands per mile of the Trollhattan/Ogremoor border except mountain ridges and iced/snow-covered areas, giving a total of 16 stone watchtowers with some walls and other barriers inbetween.

Each of these towers is guarded by 4-8 Ogres, under command of the single most powerful Ogre. Each tower is named after this Ogre, and thus may change name after a few years when a new stronger leader takes over. Otherwise the group stays together. These troops are Horde quality/statistics, yet are not counted in the Horde's number of members. As these duties give less honor, as doing nothing long periods of time, they are seen as somewhat degrading. The only pride remaing is the local adherence.

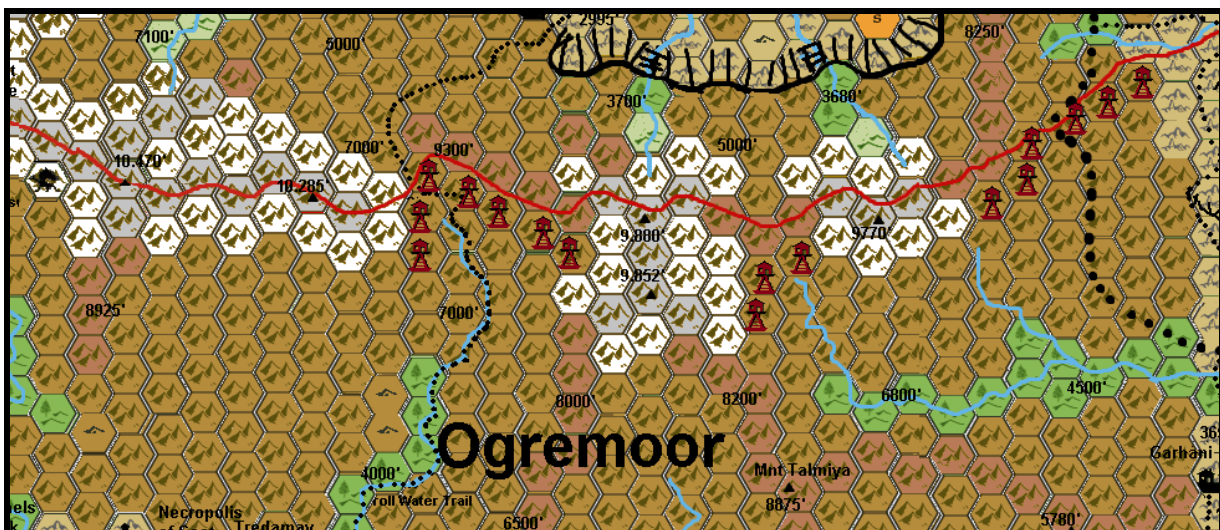
There is at least one female available too cook. And 1d6 Goblins with at least 1 Direwolf, to do other chores, yet their most important chore is for the wolfriders, when Trolls try to invade to run down the mountain to the nearest village and inform the local Horde to take action. This is called Kabutara Di-di-uti or Pigeon Duty (*as the Ogres tried pigeons first—copied from Humans—yet their rugged hands and strength prevented the birds from arriving alive. So the Goblins are a sort of servant/Running Pigeon on duty*).As the Trolls do regularly try to invade, yet also keep long periods doing nothing inbetween raids, concentration on the duty may turn into a rut sometimes.



The Guhrmah Tower along the Trollhattan 'secret' trail.



The most east tower, owned by Gubaki. With in the distance Eed Orcland





Humanoid Mounts

Humanoids use several Mounts, mostly depending on species and availability.

This Table supplies the available mounts in the Broken Lands and which species use these by a Black Mark. When a Blue mark is used the animal is used as source (Milk/Meat/Eggs/Fur/Leather/Bones/Horns/etc), and even as a pet, yet not as mount. Trolls don't use these, they just eat them when encountered. Mounts listed in Red are not available in the Broken Lands or not used there, yet will be used in other areas where these Mounts and Humanoids live together. Giant Slugs exist only underground in the Broken Lands, and they are useless in the hot dry environment on the surface of the Broken Lands. Large Humanoids used as mounts are Identified by the Letters.

MMMC links; [Animal](#), [Lowlife](#)

K=Kobold

G=Goblin

B=Bugbear

H=Hobgoblin

Y=Yellow Orc

R=Red Orc

C=Common Orc

Gn=Gnoll

O=Ogre

T=Troll

Ca=Caymen

L=Lizardmen/Troglodytes

Gi=Cyclops/Hill Giant

M=Minotaur

Hi=Hivebrood

Undead Mounts can be of any other species listed. Use normal statistics as per MMMC, yet have movement rate halved and remove any special abilities, special attacks, and defenses, AM, and weaknesses of the living creature and add bonuses weaknesses of Zombies or Skeletons instead. These are all animated by Wokani or Shaman. Using Undead Mounts reduces Morale of living Opponents by -2.

Smaller Humanoids might use larger Humanoids as mount if they are slaves or friends, these can be Giants, Trolls, or Cyclops. Ogres refuse to be used as a mount, Trolls are unreliable, yet used regularly.

Slavemounts might be 'readjusted' to enhance control and/or effectiveness in their task (riding, battle, work, etc). Often they are blinded, front limbs may be replaced with weapons and such.

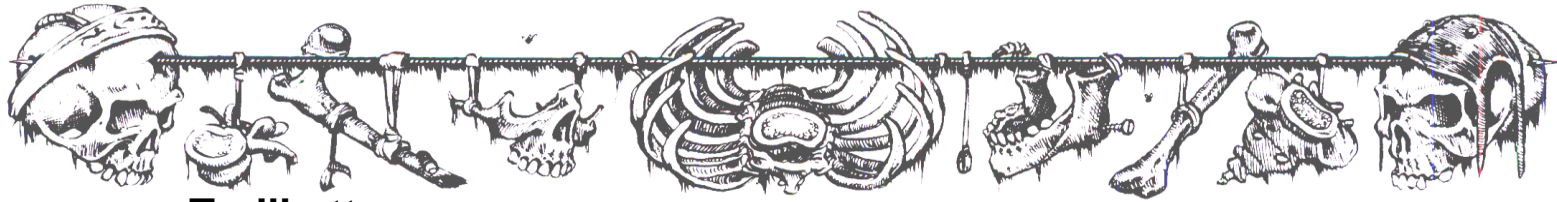


Mounts	MMMC page	Used by														
		K	G	B	H	Y	R	C	Gn	O	T	Ca	L	Gi	Hi	
Common Mounts	Camel															
	Horse															
	Mammoth/Mastadont															
	Elephant															
Uncommon Mounts	Boar															
	Giant Boar															
	Giant Goat															
	Elk															
	Moose															
	Giant Deer															
	Rhinoceros															
Water Buffalo																
Rare Mounts	Wolf															
	Icewolf															
	Direwolf															
	Worgen															
	Frostwolf															
Very Rare Mounts	Giant Lizard (any)															
	Rockhome Lizard															
	Skinwing															
	Giant Eagle															
	Giant Owl															
	Giant Rat															
	Dog															
	Giant Ferret															
	Giant Beetle															
	Sabretooth Tiger															
	Triceratops															
	Ankylosaur															
	Crocodile															
	Giant Slug (any)															
Dragon (small)																
Undead Mount																
Large Humanoid																
Giant Dragonfly																
Giant Ant																

Most mounts given here have a Barding Modifier (BM = costs/weight to normal Barding costs)

Where these are not given in the MMMC, the creature will not accept any barding, yet a saddle will cost as normal even though it might be readjusted somehow to fit the mount.

The DM decides the local availability to Humanoids to use Obscure mounts; <http://pandius.com/obscride.html>



Trollhattan

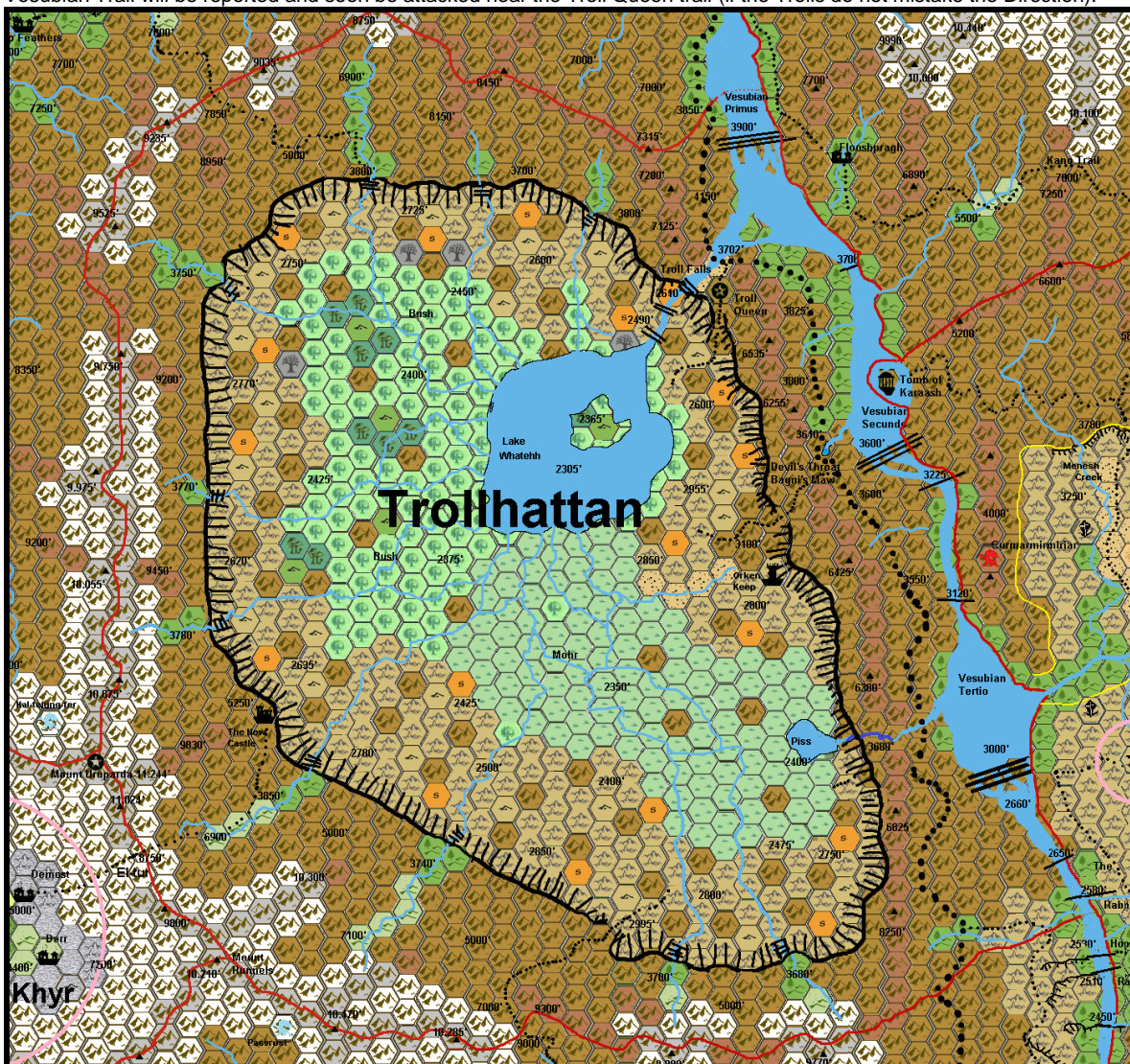
Upper Trollhattan

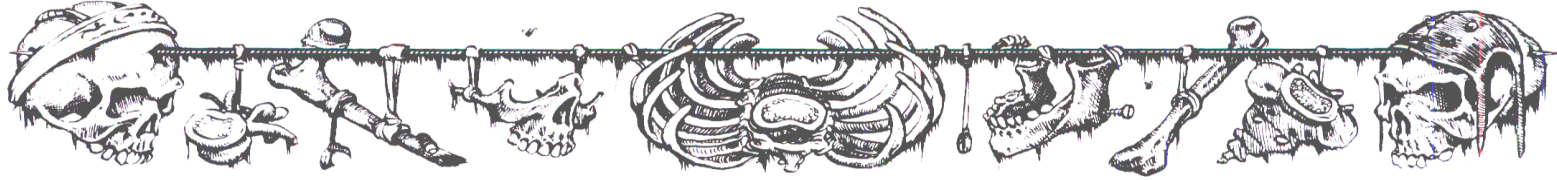
Surface 1100 sq miles. This is where the Trolls live. They have no discernible culture. The Trolls' haven is located in the worst area of the Broken Lands. It's a region of swamps and sickly forests west of the Vesubian River, between Orcus Rex and Ogremoor. Haa'k Hordar, the ruler, is one of the meanest, ugliest, biggest, and most ravenous of Trolls. She belongs to the Grim Rippers Horde. Upper Trollhattan, 1100 square miles with 1310 Humanoids, mostly Trolls, 50 Troglodytes, 50 Thouls, 50 Lizardmen, scattering of others. A ring of mountains totally surrounds this region, preventing most caravan guides from discovering it. It lies in a 600' deep depression with sheer cliffs (and this is not like the canon maps dictating the area at -600 feet, but it is only 600 feet lower than the surrounding area as page 12 Gazetteer 10 Orcs of Thar detailed). Water from the Vesubian River flows through tunnels under the mountains and then falls into Trollhattan, contributing to an everlasting fog that prevents observation from above. The swampy region is in a permanent gloom. Trolls thrive here, feeding on various swamp horrors. The only reason this 'valley' does not (yet) flood, is that the water seeps down into Lower Trollhattan at the same rate it flows into the 'valley'. In the future, this will change however, and in 1075AC the evolutionary adaptation of several Trolls birthed the first Scraggs.



Trollhattan actually includes the mountain range around it as well as a large section of the Vesubian River. Especially the mountain region is very inaccessible and therefore nearly uninhabited by Humanoids including Trolls. The Vesubian region is uninhabited as well, yet scouts are placed to inform Trolls of merchant wagons travelling along the Trail with possible food to steal.

The Trollhattan depth can be accessed by a few muddy caverns leading from the depression to the mountains towards Orcus Rex, or to Lower Trollhattan. There is the Vesubian trail on the surface along the statue of the Troll Queen, as well along the Devil's Throat and in the south by the trail to Ogremoor, all these are muddy trails leading down to the depths. In the north of the waterfall there is a cave which provides access to the Trollhattan depth, exiting 2 miles SW of the waterfall. The last trail is south of Lake Piss, and enters a narrow tunnel going up ending where the Vesubian Tertio Creek goes underground. This trail is used only by Thoul, Troglodyte and Lizardmen scouts as the Trolls are too large to use this way. Merchant wagons passing by on the Vesubian Trail will be reported and soon be attacked near the Troll Queen trail (if the Trolls do not mistake the Direction).





Lower Trollhattan

1200 square miles with 1450 Humanoids, mostly Trolls, some 20 Troglodytes and 30 Lizardmen (even though these often disappear in a Troll's belly). This area is just as bad, if not worse, than Upper Trollhattan. A great deal of the water and muck seep through from above, and almost continuously rain over the land below. The largest feature of Lower Trollhattan is a large, shallow lake with a mushy island in the middle. This is the siege of Haa'k Hordar, chief of the Trolls, and her Grim Rippers.

A 30 mile long beach (lovingly named in Tharian **Jag-na-Muhr**; *the Kiddy Beach*) opens on the Lava Flow. It's a terrible place, extremely hot, with steaming sulphuric vapours, geysers, tar pits, and bubbling mud—a real fun place for Troll kids to play. They stay away from the lava, though, since lava hurts and does not heal easily.

The rest of the population thrives in the bogs surrounding Troll Lake, an incredible jungle of semi-intelligent fungi capable of lifting small prey out of murky waters and swallowing them. This living jungle snaps at anything edible with its sharp vegetal mandibles, with slimy tentacles pulling feet and hands towards putrid, nauseating flowers. Constant sucking, swallowing, chewing and digesting sounds occur everywhere in this forest. Any normal monster wouldn't last long in this abysmal place, but the Trolls haven't even realized the danger—they just eat it. Haa'k Hordar hasn't bothered setting up camps or fortresses since no Humanoid is foolish enough to invade. If they do; more food for the Troll! She rules from her island in Troll Lake, sitting on her semi-living throne of slime and fungus, spending most of her time eating what her subjects bring her, anything from stones, fungal tree stumps, treasure, slaves, monsters or even annoying subjects. Almost all dangerous or carnivorous Funghi from the [Mystara Monster Manual compilation chapter Lowlife](#) can be found here, and in Upper Trollhattan many of the Carnivorous Plants from the MMMC Lowlife (if not restricted to a specific region) are to be found here as well.

Haa'k Hordar is able to muster 5 main hordes with promises of excitement and new food, of which only 2 main hordes and a single minor horde are found in Upper Trollhattan. Troll hordes are always commanded by Troll Chiefs and three to four chieftains. Few Humanoids are reckless enough to command ethnic Troll clans without a solid escort.



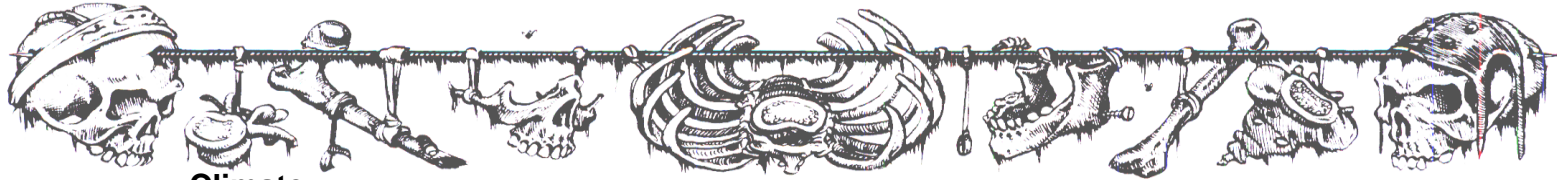
Haak Hordar's hut made by Orcs of Thar out of luring her to their side. It is a single 35' diameter room structure of wood on the Island.

Trollhattan Hordes						
Name Settlement	Occupants	Number	Tier	Dominant Horde	Leader/Faction	Information
T/L/Tr/Th/O						
Caves only						
Forest (W of Lake)	Troll	150/5/-/10/-	3rd	Rottin' Hands	Haa'k Hordar/ Bagni	Uses Fungal Lasso's
Lake (Coast & Island)	mixed	130/10/-/-/-	2nd	Leprous Heads	Haa'k Hordar/ Bagni	Uses Fungal Lasso's
Swamp (fungal Forest W of Lake)	Troll	155/-/12/-/-	2nd	Leprous Heads	Haa'k Hordar/ Bagni	Uses Fungal Lasso's
Lake (Broken Lands N of Lake)	Troll	185/9/-/11/1	2nd	Gunkhh	Nit-pah/ Karaash	
Lake (E of Lake)	Troll	130/14/-/-/-	2nd	Gunkhh	Nit-pah/ Karaash	
Swamp (fungal Forest W of Lake)	Troll	155/7/18/-/-	2nd	Gunkhh	Nit-pah/ Karaash	
Swamp (S of Moor)	Troll	60/5/8/-/-	3rd	Rottin' Hands	Haa'k Hordar/ Bagni	Uses Fungal Lasso's
Swamp (SW of Moor)	Troll + Thoul	36/-/12/24/-	4th	Bashers	Sjoghum / Karaash/Bagni	
Hills/Mountains (Around Orken Keep)	Troll and some Orcs	49/-/-/5/9	5th	Winter Trolls	Hummel/ none	minor horde (since 993AC)
Tribes in Lower Hobgobland						
Lake Island	Troll/Lizardmen/Troglodytes	700/30/20	1st	Grim Rippers	Haa'k Hordar/ Bagni	Uses Fungal Lasso's
Lake Shore	Troll	300	2nd	Rottin' Hands	Haa'k Hordar/ Bagni	Uses Fungal Lasso's
Swamp SW	Troll	200	2nd	Gunkhh	Nit-pah/ Karaash	
Swamp SE	Troll	110	3rd	Leprous Heads	Haa'k Hordar/ Bagni	Uses Fungal Lasso's
Swamp E	Troll	140	4th	Bashers	Sjoghum / Karaash/Bagni	



Jag-na-Muhr; The Kiddy Beach in Lower Trollhattan

In this table
 T=Troll,
 L=Lizardmen,
 Tr=Troglodyte
 Th=Thoul
 o=other (mostly Orc)



Climate

The Trollhattan mountains have the same climate as Orcus Rex and Ogremoor. And as such are more temperate and drier, similar to Real World Mountains like the Pyrenees.

The Trollhattan depth is, however, completely different. Several factors do contribute to this difference. First the cold winds blowing from the mountains trapping the moisture and warmth below. Second, the continuous adding of water by the Vesubian River. Thirdly the heat coming from the magma below being much closer to the Trollhattan depth's floor. Together these create a sort of microclimate, dominated by a foggy moist air, constants evaporation of available water and condensing of water through these mists. Vegetation and animals adapted to this constant moisture and relative higher temperatures, also help maintaining this microclimate.

The area is dominated by sturdy swamp trees, lichens and mosses, ferns, giant ferns, and an almost jungle-like environment. Several seeds sent to Glantri for research and study were added to the area (*due to Troll attacks and taking/eating/defacating these, or simply tossed wagons and contents flowing in the Trollhattan depth*). While most of these seeds did not survive, several found their place in this niche climate. The ecology is still mostly temperate plants, with a fine mixture of some rare foreign plants, of which several are carnivorous. There are many small birds, and some lowlife wandering around, yet most larger creatures are missing; Trolls are the main predators here eating anything they can.

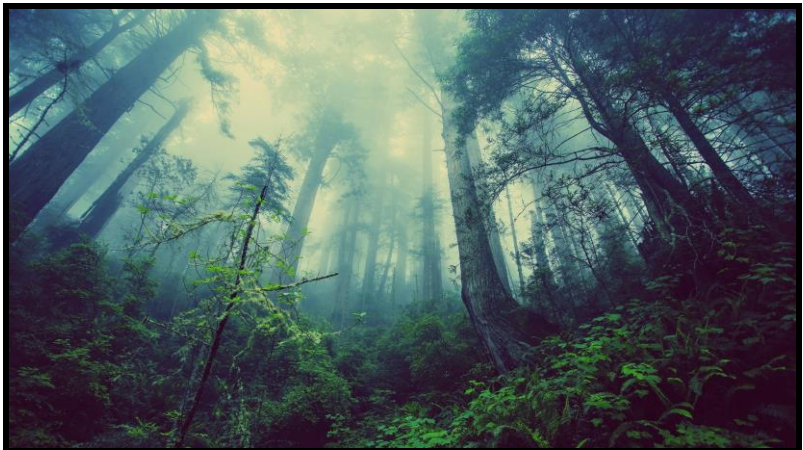
As the Trollhattan depth is mostly covered by thick fog and/or vegetation, a view up to the mountains or down to the ground is near impossible.

The fog is nearly everlasting, and almost only gone when a rainstorm passes over (so still no view up). Almost all precipitation is always rain (any snow or sleet thaws during the fall), only hail succeeds to hit the ground, and Trolls really enjoy this prickly weather as a treat of joy. (no matter the size of hail/damage)

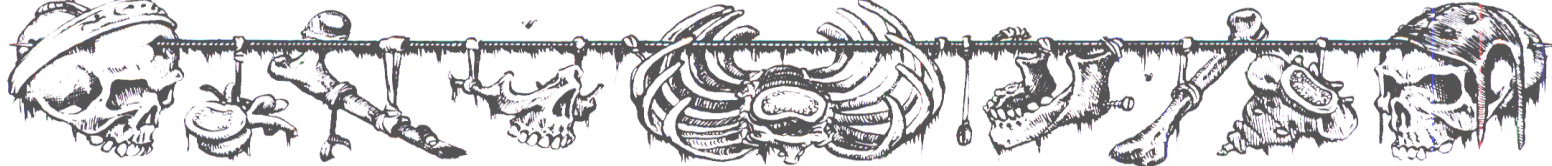
The temperature is several degrees warmer than the average Temperature for the Broken Lands as per generic tables, mostly due to the geothermal heat, and it is much higher in moisture due the dampness and enclosed environment creating the microclimate. As there are more differences here the data is just for the Trollhattan depth. Use these numbers and further the normal rolls as per [TM1 system on page 36](#)



The entry to Trollhattan near the Vesubian Trail and the Devil's Throat is known only to a few non-Trolls, yet is not the only one entry.



Weather Numbers for Roll															
winter months				spring months				summer months				fall months			Dominant Wind
12 - 1 - 2				3 - 4 - 5				6 - 7 - 8				9 - 10 - 11			
T+	T-	P	F	T+	T-	P	F	T+	T-	P	F	T+	T-	P	F
40	20	20	80	50	35	20	80	85	65	30	80	55	40	25	90
W to NW Never stronger than 3															



Wandering Creatures

Creatures listed in the following table can be found in TSR 1071 The D&D Rules Cyclopeda, TSR 2501 AD&D2– Mystara Monstrous Compendium, TSR 9438 -DMR2- D&D–Mystara–Creature Catalogue, TSR 9173 - D&D - AC9 – Creature Catalogue or otherwise in my Mystara Monster Manual Compilation books <http://pandius.com/mnstrmnl.html>. Some, however, might vary a bit and are explained next to the table were they are mentioned.

Trollhattan depth			Trollhattan Mountains		
1d100	type Encountered	number appearing	1d100	type Encountered	number appearing
01-02	Carnivorous Funghus	1d3	01	Giant Bee	1d3
03	Lizardmen	1d6+50% 1 caster	02-03	Troll	1d10
04-08	Troll	2d6+ 1 caster	04-08	Troll	2d4+ 1 caster
09-12	Troll	1d6	09-14	Orc	2d6+ 50% 1 caster
13-14	Carnivorous Plant	1d3	15	Chimera	1d3
15-18	Common Orc	2d10+2 casters	16-18	Tharian warband	20 various+2 casters
19	Giant Leech	1d4	19	Griffon	1d4
20	Swamp Water Termite	1d4	20	Faenare Scouts	2d4
21-24	Killer Tree	1d4	21-23	Manticore	1d4
25-31	Insect Swarm	1d4	24-26	Lizardmen 1d6	2d4
31-32	Rats	2d10	27-32	Common Birds	3d20
33-34	Common Rodents	2d12	33-34	Common Rodents	2d12
35	Decapus	1d4	35	Black Bear	1d4
36-38	Hypnosnake	1d4	36-39	Herd of Goat	2d12
39	Carnivorous Funghus	1	40-42	Eagle	1d8
40-42	Eagle	1d4	43	Roc, Small	1d8
43	Carnivorous Funghus	1d3	44	Roc, Large	1d4
44	Carnivorous Plant	1	45	Roc, Giant	1
45	Giant Racer snake	1d8	46-50	Cloud Giants	1d2
46-50	Stirge	2d10	51-52	Mountain Lion	1d4
51-52	Giant Snail	1d4	53-54	Cockatrice	2d4
53-54	Carnivorous Plant	1d4+1	55-56	Dragonne	1d3
55-56	Carnivorous Funghus	1d3	57-58	Faenare Adventurers	1d12
57-58	Carrion Crawler	1d12	59-60	Ice Wolf	1d8
59-60	Snake, Viper	1d4	61-65	Wyvern	1d6
61-65	Snake, Constrictor	1d4	66-69	Great Eagle	1d2
66-69	Giant Bee	1d6	70-73	Randara	1d2
70-73	Robber Fly	2d6	74	Fly, Giant Bluebottle	1d4
74	Water Weird	1d2	75-76	Pegasus	1d12
75-76	Common Birds	3d20	77-81	Grizzly Bear	1d4
77-81	Fly, Giant Bluebottle	1d4	82	Black Pudding	1
82	Boggart Fairy	1d10	83-84	Displacer Beast	1d4
83-84	Whipweed	1d4	85-86	Red Dragon	1
85-86	Giant Wasp	1d6	87-90	Animal Herd(various)	2d10
87-90	Green slime guzzler	2d10	91-92	Common rodents	2d10
91-92	Common rodents	2d10	93-94	Stone Giant	1d6
93-94	Ochre Jelly	1d2	95-100	Faenare	1d8
95	Wyclamp	1d2		Predator -2 reaction	
96-97	Green Slime	1d6		Defensive -1 reaction	
98	Troglodyte	1d6		Defends only, or flees	
99-100	Will'o Wisp	1d6		Prefers to flee	

Common Rodents; Hills; Mice, Hamster, Guinea pig, Mountain Mice

Common birds; Blackbird, sparrow, mousebird, etc.

Animal Herd Hills; Fallow Deer, Moose, Boar, Wild Sheep...Mountain; Capricorn, Wild Goat.

Herd of... usually accompanied by 1d2 of the ruling race of the region

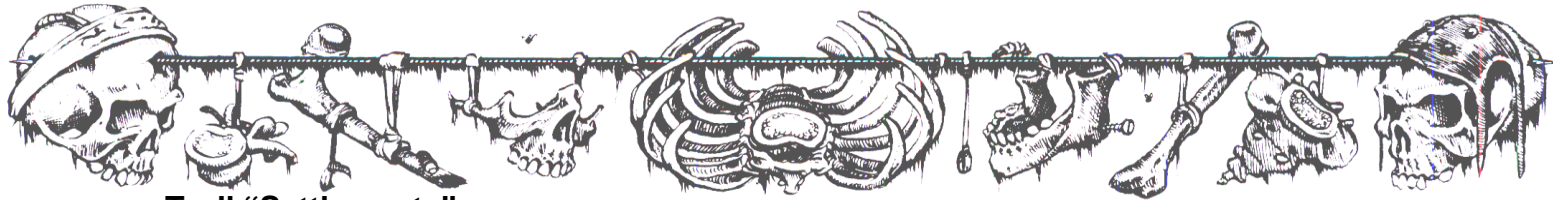
Stone Giant; These are travelling workers for the Cloud Giants or Faenare.

Cloud giants; Menashir and Kobblanta are the young couple settled in the New Castle (see chapter Khyr.)

Dragons; As explained above.

Undead Skeletons are mostly tools of local Wicca or Shaman, and set to guard or patrol, they are of various racial build-up.

Faenare are detailed [here](#). **Faenare Scouts** are Faenare with level of 6+1d6 with scouting/survival/tracking skills. **Faenare adventurers** are level 2d6 individually and include at least one able and known Windsinger. For all other roll 1d20 and all rolls of 1-4 are young who flee at the first attempt or are wounded somehow (DM create plausible reason), rolls of 5 or higher are the rolled number -4 in level for these young ones.



Troll "Settlements"



Typical Troll cave, filled with filth, dung, food-remnants and anything a Troll found temporarily interesting due color, shape or shine (A.k.a. Loot)

Trolls have no settlements, no villages, towns, cities or anything similar. They have, however, many caves, which are used by families of Trolls available. Young Trolls mostly remain in these caves until the age of 10, until that moment they are "protected" by their mother, as long as the natural protective hormones produced during the Pregnancy still reside within her (if not she might eat them if hungry). None of these caves bear names. If their ever had been a consciousness of settlements in the era of the Troll queen, it is long forgotten by now. Trolls

living elsewhere in the Broken Lands barely understand the aspect of a settlement, other than a cave in the open or one in ground. They learned to accept this behaviour of other Humanoids. It is in these locations Trolls might be intelligent enough to learn to use armor or weapons.

Trolls sometimes create art, like scratched faces in rocky walls (*with their nails, teeth or even bone...it does regrow anyway*), fletched branched in shapes (*like a very simple rack, but hey...it is an intelligence feat to them*), or knot any fabric together to see it hanging and moving, or even paint (*using literally anything with a color; be it dung, blood, your face, or anything else*).

Troll art is strange indeed, but when they do, they are tremendously proud of it, and will always be insulted if you do not appreciate it.

Warning; do not insult or mock them or their "art". Sometimes it is difficult to see what is art and what not, but beware not to name something art when it is not. Trolls have long toes to "step" upon, and are easily angered. However, if treated accordingly, a Troll might decide to let you live for some time longer, or even let you go, if you promise to return to view its next piece of art. They will rarely remember this promise over time. Yet when they do, and you do return, you will be remembered always as an art appreciator, and are the closest to a friend for Trolls possible.



Things often found in Troll Lairs

Troll weapons; mostly clubs (size/weight x 1.5 Damage 1d6 base) or stone axes (80cn Damage 1d8 base)

Living fungus tentacles from Violet Funghi used as lasso. Secondary effect if used within a week from harvesting; Victim touched by these tentacles (Trolls, and even Gnolls are immune due their regeneration) must save vs Turn to Stone or lose 3 points of Strength Dexterity, and Constitution for 1 Turn after releasing contact. If the save is succesfull, the loss is only 1 Strength, Dexterity & Constitution for 1 Turn after contact. These tentacles are stretched to 30 feet by the Trolls, and torn from the funghi manually. Further these weird rope-like weapons function as a normal Lasso. They lose their extra numbing effect if dried out. In moist regions this takes a week, in Gnollistan, Red Orcland Yellow orkia and close to lavastreams this is 8 hours.

Wind chimes made from animal or demi-Human-oid ribs.

Bandywert. A natural cross between clover and ivy. Treasured by fey and Trolls, who use it for weddings.

Shovel Mushrooms. When shaken over a patch of ground, the spores cause buried things to rise to the surface.

Singing Lichens. Horribly annoying, not only they grow like scabs or shieldlice on a Troll, the continuously sing or humm the same melody when exposed to any light. They sound a lot more intelligent than they are, yet actually repeat that one song they ever heard before. Will stop humming or singing if the Troll they live on is killed and will accuse you telepatically; "You are a horrible scumdog murderer and could you please put the dead Troll somewhere sunny please, thank you goodbye."

Memory Moss (Obliviax See [MMMMC Lowlife page 836](#)), Once defeated, sucking on them does 1d6 Int damage (*restoring 1 per hour*), but then you gain one of the Trolls who also have suckled upon this moss, its latent memories if you succeed on an Int check. (*DM; these are mostly visual, and regular, important or food / battle or art related, as Trolls forget most other rapidly*).

Current situation 1000-1010 AC

Trolls are usually despised by all other tribes, not for political reasons, but because of the Trolls' lack of wit, and their bad habit of taking a quick bite from other Humanoids, either because they're hungry, or to check how they taste, or simply just for fun. To this they usually answer; "So what? It'll regrow later!" Trolls dislike the Ogremoorians simply because they don't let them enter their country (*at least king Thar takes a few on campaign*).



Troll Races (*Monstrum species*)

Humanoid	Troll													
Type	Humanoid													
Climate/Terrain	Any land													
Frequency	common													
Organization	Tribal													
Activity Cycle	Any													
Diet	Omnivore													
AL	any chaotic													
NA	1d8(1d8)													
Size	92+1d20 inch (Males -6") (fitness 1d12-2)													
ST (PR)	3d6+3=5-21 (female)/3d6+2=5-20 (males)													
IN	3d6-2=3-16													
WI	3d6-2=3-16													
DX	3d6-2=3-16													
CO	3d6													
Com, Cha	3d6-2=3-16													
Languages	Krugel Orc, Neathar (or antalian or Oltec)													
Spellcaster Limits;	Shaman 4, Wokani 2													
AC	9													
AV	by armor													
BM	x1 x1.5 x2													
Levels	Whelp	Youngster	Teenager	NM	1	2	3	4	5	6	7	8	9	t/m 36
XP Needed	-35,200	-26,400	-17,000	0	35,200	105,600	246,400	528,000	828,000	1,128,000	1,428,000	1,728,000	2,028,000	+300,000
HD	3+*	4+*	5+*	6+*	7+*	8+*	9+*	10+*	11+*	12+*	12+*	12+*	12+*	12+*
HP	3d8+2	4d8+2	5d8+3	6d8+3	7d8+4	8d8+4	9d8+5	10d8+4	11d8+4	12d8+4	12d8+4	12d8+4	12d8+4	+2/WI
MV	120/40'													
THACO	17	16	15	14	13	12	11	10	9	8	7	6	5	4
Attacks	1 bite													
Damage	1d10													
Attacks	2 claws													
Damage	1d6 each													
Attacks	or 1 weapon													
Damage	by weapon													
Special Attacks;	Slam, Sweep, Smash (see giant)													
Boulder throwing	3'-15'-30'-60'/120' for 2d6													
Special Defenses;	Infravision 90'													
Scent	Regeneration 3 hp/r after 3 r													
Weakness	Race (IN), Individual (IN-4), Tracking 1/4 WI round up													
Immune to:	0													
Primary Skills	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12				
Compulsory Skills	Sleeping, Drinking (DL+25)													
Extra Vulnerable to;	0													
AM	0													
Saving	12				10				8					
ML	10 or 8 (with fire)													
XP	75	200	400	650	1025	1400	1750	1900	2125	2300	calculate			
TT	D													
Body Weight	Size x ST / 3,5													



These creatures are the most alien of the Humanoid races. Trolls are horrid

carnivores found in all climes, from arctic wastelands to tropical jungles. Most creatures avoid these beasts, since Trolls know no fear and attack unceasingly when hungry. Their frame appears thin and frail, but Trolls possess surprising strength.

They look like tall, skinny, rubbery monsters, with a mottled, slimy skin, almost like rubber. Their greenish fangs and claws seem to be a continuation of their skin rather than a separate matter. Their arms and legs are long and ungainly. The legs end in great three-toed feet, the arms in wide, powerful hands with sharpened claws.

The Trolls' rubbery hide is colored a moss green, mottled green and gray, or putrid gray. A writhing hair-like mass grows out of their skulls and is usually greenish black or iron gray in color. Their dull, sunken black eyes possess 90-foot infravision. Females are easily distinguished from males; they are both larger and more powerful than their male counterparts.

Trolls walk upright but hunched forward with sagging shoulders. The Trolls' gait is uneven and, when running, the arms dangle free and drag along the ground. For all this seeming awkwardness, Trolls are very agile. They are masterful climbers and can scale even sheer cliffs with an 80% chance of success. Trolls have a poor hearing, but their sense of smell is superior (Though still somewhat lower than a dog).

Can Trolls jump? Yes, Trolls can jump, yet only a far Jump running forwards or a standing jump up. With their long legs Trolls jump further forward than Humans, yet jumping up is as high as Humans, although their long arms can reach further (6'). With their length of 7' or taller they can grab anything at 13' height and standing jump at 15-21'. Trolls can't make a standing jump forward over a greater distance than 3' (which is their stride distance), they have to run to jump further.



Language

Trolls have no language of their own, using “Trollspeak”, a guttural mishmash of Local common Human, Giant, Goblinoid, or Orcish used Languages, holding surprisingly many Fairy words. Trollhattan Trolls are known to speak Tharian/Thyatian with thick [Cockney](#)-like accents, probably due their long noses and sloppy fanged jaws.

Trollspeak is highly transient and Trolls from one area are only 25% likely to be able to communicate with Trolls from another. Most Troll non-verbal and guttural communication seems to be similar, and there is a 25% chance a Troll can make any general message understandable to another Troll, whatever language they both possess.

Trolls can become their racial class, and Shaman and/or Wokani (witchdoctor). For abilities resembling other classes they need to use skill slots instead using a class. Legends say that the Troll races are among the oldest living things on the planet. They're eating almost anything, including Humans, demiHumans and Humanoids of any race.

Trolls walk upright but hunched forward with sagging shoulders. His gait is uneven and, when running, the arms dangle free and drag along the ground. For all this seeming awkwardness, Trolls are very agile. They are masterful climbers (often have the Skill, else have 45% instead 30% CW). They have poor hearing, but their sense of smell is superior to that of most Humanoids.

As recent military campaigns into Vestland's Trollheim continue, the youngest generation of Trolls is becoming wary of man, and more cautious and resourceful in confronting Human adversaries. Some Trolls have been reported using a variety of weapons in imitation of Human usage. Others are showing courage and ingenuity in coping with fire attacks. Experts worry that the military efforts may inadvertently produce an aggressive, thinking breed of Troll—clearly a greater threat to northland culture than the less sophisticates Trolls normally found.

Combat

Trolls attack with both their clawed hand and bite. They can attack multiple opponents, but if both claws hit, the bite has a +2 to hit. In the rare cases Trolls use weapons, use the BM factor (See Giants chapter) and can—but rarely do throw boulders as Giants (See also giants). If confronted by a large or magical fire, Trolls try to find a way around the flames. Trolls combine a ravenous appetite with limited Intelligence (almost no long-term memory), so they're frequently distracted and break off pursuit 50% of the time to pick up food or whatever dropped by fleeing prey. Trolls are powerful, fierce, but unimaginative fighters.

They're barely conversant with the notion of tools, but they do learn to use Improvised weapons like tossed rocks and tree-limb clubs in their various games and sports. Some Trolls trained by Humanoids can and do use other weapons and even armor—as in the Broken Lands.



The left Troll here has a recently regenerated arm, it will color as the body within a few days. All three Trolls here, have variant yet similar buildup of the body and face.

Regeneration

Troll wounds and injuries heal at a remarkable rate, three hit point per round, starting 3 rounds after being damaged. When using an edged weapon, it is possible to sever the thin limbs of a Troll (a natural 20 with an edged weapon is needed). Severed limbs continue to fight after separation from the body (hands squeeze, heads bite if stepped on, etc.). Attacks by severed limbs are at normal chances to hit, then scuttle back and rebind with the body once the battle is over. The head and claws of the Troll will continue to fight as long as the creature has 1 hit point or more. Severed limbs can be simply reattached in 1 round, or they grow back in a few hours to days. Limbs unable to reach the body within 24 hours die of, but this is of little consequence since Trolls regenerate any body part from the head down within a week.

Trolls reduced to 0 or fewer hit points fall to the ground, incapacitated but not slain. Incapacitated Trolls continue to regenerate and stand up to fight as soon as they have a positive number of hit points. If a Troll is dismembered and scattered, the largest surviving piece regenerates. The others die within one day if they cannot rejoin that piece.

They don't however regenerate burning damage from heat, extreme cold or acid, this is healed as any creature by 1 Hp per day. As long as there is any Acid or Fire damage the Troll doesn't have any regeneration capabilities other than normal healing. A Troll reduced to 0 or fewer hit points and immersed in acid or burned with fire is killed. Unless totally destroyed by this method, it will eventually regenerate completely. This regenerative ability makes playful activity peculiarly aggressive by Human standards. Troll youngsters think nothing of popping the arms or legs of their playmates, and the victims show no ill-will for such mistreatment, as the effects don't last. As a result, Trolls appear virtually fearless to Humans.

Trolls have mostly no fear of forms of death applied by Humans, and launch themselves into combat, flailing wildly at their opponents and biting whoever comes closest.

They occasionally (25%) throw stones before closing with their victims. Thrown stones are about 5 to 14 inch diameter and weigh 2 pounds per inch diameter, have a reach of 100' +10'/Strength adjustment- 1/inch diameter over 10 inch and inflict 2d4+1/inch diameter points of impact damage.

Although Trolls do feel pain, it only makes them uncomfortable rather than terrifying them. Trolls who have experienced fire (or extreme Cold) or acid may display an intense fear of these phenomena because they cause injuries that don't heal (at all after death or extremely slowly when alive—1 hp/day, and no regeneration of extremities, leaving always scars). It thus lowers their morale by 2. Trolls don't seem to fear magic, other than fire magic, apparently because they're too dim-witted to understand its effects. A Troll's regeneration and other abilities are natural, not magical. Trolls do not understand magic, and rarely fear nor value it. Magic users are simply Humans without the annoying metal husks. If confronted by a large natural or magical fire, Trolls try to find some way around the flames.





Habitat/Society



Despite their legendary hankering for flesh, Trolls eat actually anything. Apparently rocks and metals take longer to digest or just pass the digestive track in small chunks, and these are not pleasing to the Trolls' palate. Plant matter, whether vegetables or tree stumps, is acceptable. But for a quick treat, Trolls relish flesh. This adaptable diet permits Trolls to live virtually everywhere, above and below ground. All Humanoids are a source of nourishment. Giants are an exceptionally dangerous form of nourishment, probably equal to adventurers—*"Canned meat, Yum, but how to open it?"* Humans are prized nourishment. Humans like fire, which Trolls definitely don't like. If given a choice attacking a Human with and a Human without fire, they attack the one without fire. Trolls don't connect the phenomenon of light with fire, and are not intimidated by magical light.

Racial tolerance; Goblin, Hobgoblin, Bugbear -2, Ogre -3, Giant, Elf -4, Human, Halfling -5, Dwarf -6, Faerie/Faenare -8, Kobold, Gnoll, Other-1. If proven to be a Troll Art Lover, +1d6 to racial Tolerance.

Society

Trolls can survive in all climes, but prefer dense forests, swamps and subterranean locales, since they dislike bright sunlight (due their better infravision), they suffer no combat penalties there. They usually make their lairs in caves, using great boulders to block entrances. Inside a Troll cave are a number of rough nests made of straw and grass, sometimes covered with stolen cloth, furs. Scattered bones and treasure will be lying around, often covered by rubbish, filth and manure. If there are no caves in the area, Trolls dig themselves a Troll-hole and cover the opening with a large stone or branches, twigs and leaves.

Age	Troll
Youth	
0-4	Baby
5-8	Youngster
9-11	Teenager
Adulthood	
12+1d4	Young Adult
Seniority	
16-19	Adult
Veneration	
20-44	Mature
35+	Elder
75+2d12	Death



Troll-holes are usually built under or near trees and are 90% undetectable. Any one stepping on a Troll-hole lid of twigs is 75% likely to fall through the leafy door and tumble in the den below.

The Troll's cave's interior is filthy, with bones on the floor and a nasty smell, but the cave may be a treasure-trove that housed all the trolls' plunder, from brass buttons to pots full of gold coins. Containing clothes of the Trolls' victims, and several weapons. Some of these might be valuable decorated with gems or even magical. despite this, they are far from clean, to say the least. More immediately useful to explorers is food still untouched, including bread, cheese, and bacon, and a barrel of ale or beer still full plundered from a merchant wagon or nearby settlement. The pots of gold, are often burried, (mostly partially) in the dirt and muck. Trolls do not know what to do with most of the stuff.

Trolls live in small packs of 3 to 12 Trolls led by a dominant female who often is also the Shaman. Leadership is retained only by combat; this can be resolved sometimes in eating contests, but often end still in the death of one. Troll battles are frequent. They rend each other limb from limb, but these battles are rarely fatal. Still, it's a custom of Trolls to toss the loser's head a great distance from the fight scene, and losers must sit and wait for at least a week until their bodies regrow.

The chief's duties are few. She often leads the Trolls on their nightly forages, loping along, sniffing the air for prey. If a scent is found, the Trolls charge, racing to get there first, and letting out a cry once prey is spotted. The leader gets more and first choice of the food, may choose which male to mate with. They give of birth to 1 Troll baby every three to five years until maturity (rarely twins).

Their lairs are often near Human settlements or along well-travelled roads, but not too near, for even Trolls respect organized resistance by fire-bearing Humanoids. A Wandering Troll, in search for a new lair, travels by night and sleeps by day, as these creatures are nocturnal. Ravenous from walking, these wandering packs, on occasion, attack and devour entire Human-oid villages. They prey on all but the most powerful of creatures. They respect and fear Dragons, but hate Giants of good alignment, with other Giants they sometimes work together for a common cause.

Games

Because of their remarkable durability and even more remarkable stupidity, Trolls are fond of exceptionally simple macho-type of sports and games—anything that exercises their bone and muscle without making demands on their brains.

Take tree-ramming, for example. Trolls run head first into trees, over and over again, until the Troll or the tree falls over. Sometimes the object is to knock over the tree. Since the Trolls generally forget the object of the game long before the tree or the Troll falls over, the game quickly degenerates into mindless confusion, with laughing Trolls running full-bore into anything that holds still long enough to be hit. Other games, like Cliff Diving, Toss-the-Tiger/Lion, and Chicken Kick, are equally pointless and violent, and no one but a Troll would care to be involved.



Some more intelligent Trolls may make burrows with a more Human-like stone-stacked front, yet this is where similarities end.



Crafts and Technology



The only thing a Troll knows how to make is noise, and some minor forms of art (if you could call it art). Trolls have been known to use weapons and shields, but not necessarily in the way the items were intended to be used. (Some of the variations are surprising.DM; use your imagination) Trolls have very limited attention spans, and they can lose and rediscover an object held in their paws many times in the space of a few minutes. As a result, although Trolls absentmindedly collect items in their lairs, they're totally indiscriminate in what they collect. A Troll will have no idea what you mean when you ask where his treasure is. Adventurers seeking treasure in a Trolls' lair will find it is mostly a matter of luck, since Trolls don't have any of Humanity's concepts of value.

There do exist, however, those extremely rare Troll individuals (no more than 100 spread all over Mystara) who have learned how to use armor and weapons and become dreadful warmachines themselves (*none of these currently resides in the Broken Lands, else they would take leadership/control easily*).

The recent Troll hunter's campaign in the Northern Reaches forced these creatures to adapt and they did, mimicking Humans using armor and weapons.

Ecology:

Trolls prey on all but the most powerful of creatures. They respect and fear Dragons,

but they hate Giants and wage war with them frequently.

Death

Trolls can die by Fire, Extreme Cold, and Acid and sometimes other reasons-by racial differences. They also die from diseases, (*including infections*), old age, disintegration, Petrification, power draining, material displacement in other material, curses, Immortal magic, anti-regenerative weapons, starvation (*although they can get sustenance by eating almost anything animal or vegetable*), and drought.

Troll blood is used to manufacture both poison antidotes (actually it is the best base for it—mostly a pint of Troll blood, the poisonous creature's viable poison and some alchemical components are enough). The blood of one single Troll (1pint/Con point), worth 400gp on the magic market, can be enough to make several such potions. The blood is also used in some varieties of healing potions. This requires the same amount, but more difficult techniques. Ogres and Rexian Orcs sometimes leech a Troll to make these antidotes. Some Trolls sometimes, carry blood with them as a beverage to drink later..It regenerates the loss anyway, and they like the taste.

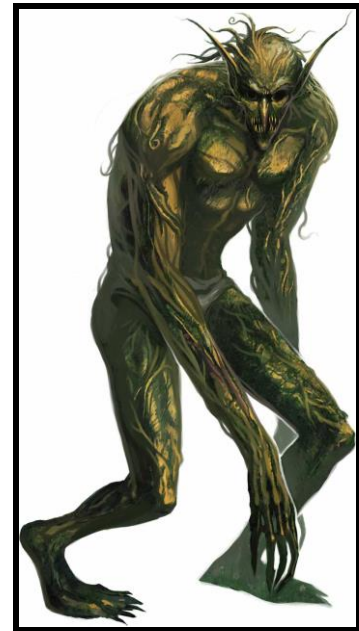
Faith

"*Huh? What's Faith...can I eat it?*". Trolls are incapable of most worship since they don't understand the concept of Immortality or even Death. Most of them are too stupid, which doesn't help either. Things Trolls treasure most are eating, having fun, more eating, sleeping, frolicking around (*can't say it more decent*), drinking and eating again, often with a few snacks or drinks in between. Those who understand worship are those living with other clans, or who travelled and noticed their strange "*Game*". Always on the lookout for new games, they joined, and the rules of the game slowly sunk more or less in. if one of them ever gains an ability of some sort, he's more likely to say; "*Hey, look! I won something! Let's try again!*" but the next day, he might just as well have forgotten all about it. Some of them follow the "wrong group" of worshippers, shifting from one Immortal to another, and sometimes end up as a little pile of smouldering ashes. "*Wow, neat! Hey, how d'ya do that?*" "*Hey Ragha, stop foolin' around, get outta there*". These foul creatures aren't known for having any Immortal patron at all. Most Trolls have no idea what an Immortal might be, or what worship is. A Troll would probably try to eat an Immortal, if meeting one. Trolls have no real understanding of magic or spellcasting, and therefore, no fear of it. Any Trolls who do have the knowledge of Immortals follow often Bagni Gullymaw. This Troll has reached Immortality in the Sphere of Entropy by smashing all eating records in a Troll's lifetime, slaying massive amounts of adventurers, Humanoids and monsters. Unfortunately most Trolls have forgotten who he or she was. Jammudaru is also often followed instead. Sometimes they switch between the different Immortals, becoming cursed often by them correspondingly. However, Bagni and Jammudaru are followed most consistently.

To become a Shaman of Bagni Gullymaw, one must have eaten a number of personal foes equalling ten times his own HD. Foes are eaten at the rate of 1 HD per turn. Shamans recover their spells not only by sleeping, but may also receive new spells by eating 1HD of foe-flesh for each spell level they have access to. First level Shamans get an extra skill named Odor scenting or a +2 bonus to this skill limit. Any followers gain a permanent +2 bonus to saving throws vs. poison when absorbing potentially harmful foods.

Natural Troll Races

These races are capable of reaching higher levels of experience, as given in the table. All use the same table, any differences are mentioned in the text. The earlier Trolls and the later Trolls have fully merged genetically, and made the earlier Trolls with some faint fairy background fully disappear around 2300BC. The legendary Troll Queen was of this Fairykin-Trollkin species.





Scrag-River/Lake Troll (*Monstrum carnivorus Aquaticus*)



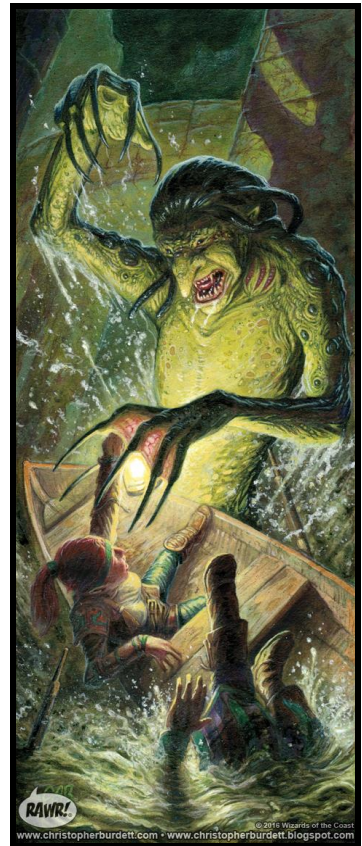
A breed of genetically unstable trolls settled in the waters in 2400BC and evolved into Scraggs and Ocean Scraggs. They breed slowly, but still become a stable race. They still live on the ground (even underwater) and near coasts. Most of them left the waters around 1700 BC due the massive geological changes of the coast of Brun and evolve in time into the common Troll. The few remaining Scraggs and Ocean Scraggs become so threatened that some Immortals place a few examples in the Hollow World. On the Outer World the both Scrag species become extinct around 1500BC.

In 1075AC Bagni Gullymaw attempts to save the Trolls from extinction in Trollhattan and alters the genetics of the Common Trolls causing them to re-evolve into Scraggs.

These gilled Trolls, are the most loathsome of all Trolls. They travel the waterways in search of victims. Their arms are thin and frail but their

mouths are wide and lined with needle-sharp fangs. Their color ranges from blue –green to olive green. Scraggs have all the normal Troll abilities, but must be immersed in water to regenerate. They can survive out of water for an hour and often come ashore in search of prey. Scraggs devour anything they can catch, but prefer Humanoids and have a fondness for dwarves. They're devious hunters and often carry a few baubles with them. They lay gems near the water edge and wait for someone to notice them and reach down to grab the gems. Other traps include burying themselves in the sand, or in shallow water, and waiting to be stepped up upon, or tangling the rudders of small boats. Scraggs occasionally nest beneath bridges or near ferry boats, demanding a toll in exchange for passage. The average toll is the equivalent of one cow per week, per Troll. Livestock and children frequently disappear when Scraggs are near. Scrag Wokani and Shaman can use only spells usable underwater. No fire spell can be cast by them. They can eventually (after 1200AC be found on any continent but always in low numbers, many then live in Trollhattan of the Broken Lands.

In most respects equal to a normal Troll, but different in the following; Climate/Terrain Any Lakes/Rivers, Frequency; Rare, Activity; Day, NA 1d6, MV30'/10' Sw 120'/40', Claw Damage; 1d4+1 each, Bite 3d3, Size 8'. Regenerate in water only.



Salt Water Troll- Ocean Scrag Troll (*Monstrum carnivorus Oceanus*)

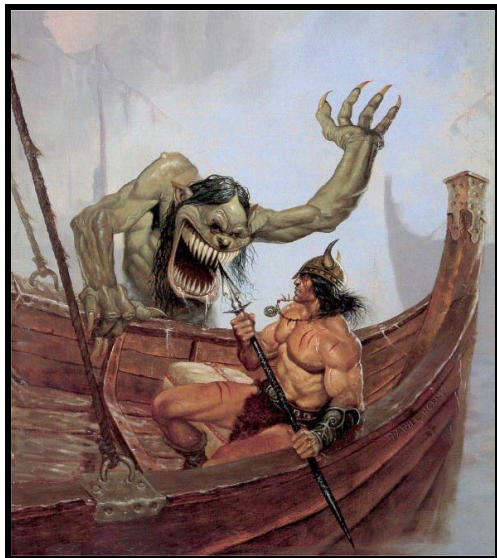
A breed of genetically unstable trolls settled in the waters in 2400BC and evolved into Scraggs and Ocean Scraggs. They breed slowly, but still become a stable race. They still live on the ground (even underwater) and near coasts. Most of them left the waters around 1700 BC due the massive geological changes of the coast of Brun and evolve in time into the common Troll. The few remaining Scraggs and Ocean Scraggs become so threatened that some Immortals place a few examples in the Hollow World. On the Outer World the both Scrag species become extinct around 1500BC.

In 1075AC Bagni Gullymaw attempts to save the Trolls from extinction in Trollhattan and alters the genetics of the Common Trolls causing them to re-evolve into Scraggs. The first Ocean Scraggs are discovered in 1100AC on the Norwold and Sindian Coasts. These gilled Trolls, are also very loathsome. Large, green, and pot-bellied, marine Scraggs are thick skinned and heavily scaled. Limp hair, like seaweed, hangs down their shoulders on land, but floats up in water (and becomes home to different kinds of tiny marine life). Their feet are webbed and wide to aid them in swimming. While their limbs are shorter and weaker than normal Trolls, their mouths are larger and filled with hundreds of needle-sharp fangs (1d20 damage). They can subsist on fish and shellfish, but crave Human flesh. They create their lairs in shallow ocean caves or beneath city docks. They emerge from their caves at night, climbing up ship railings in search of sailors or hunting the piers for a strolling couple or a lone drunk (its Alcohol level becomes the current AP given to the Troll). Their attacks are quick and stealthy, they usually hunt in packs of four to six, but occasionally several dozens may attack a large ship. Their arms are thin and frail but their mouths are wide and lined with needle-sharp fangs.

Their color ranges from blue –green to olive green. Scraggs have all the normal Troll abilities, but must be immersed in salt-water to regenerate. They can survive out of water for an hour and often come ashore in search of prey. Scrag Wokani and Shaman can use only spells usable underwater. No fire spell can be cast by them. They can be found only near the coastline, they haven't adapted to the ocean so far that they completely subsist on it. Thyatis, Northern Reaches, Ylari, Isle of Dawn, Norwold, Karameikan, Five Shires, Sindi, and Savage Coast harbors are noted for a chance to have an Ocean Scrag lair near.

In most respects equal to a normal Troll, but different in the following; Climate/Terrain Any Coast, Frequency; uncommon, Activity; night, NA 1 (10% 1d6), MV30'/10'Sw 120'/40', Claw Damage; 1d4 each, Bite 8+1d8, Size 10'

In most respects equal to a normal Troll, but different in the following; Climate/Terrain Any Coast, Frequency; uncommon, Activity; night, NA 1 (10% 1d6), MV30'/10'Sw 120'/40', Claw Damage; 1d4 each, Bite 8+1d8, Size 10'





Common or Swamp Troll (*Monstrum carnivorus Maximus*)



Most Scraggs return to land around 1700BC due the massive geological changes of the coast of Brun and evolve in time into the common Troll, which becomes the most wide spread Troll on Mystara. No wits but great appetite. They're tall, green, with swampy-brown splotches, with oozing warts and bumps of sometimes frightening bright colors (Orange, blue, etc.). They have a large, drooling mouth with protruding fangs. Their long brown, black, greenish-black, or even purple hair, is loose or tied in the back. Older specimens have muddy grey or white hair, or even shiny bald skulls. Only a very few use armor,



but if so, then spiked armor with full-faced helms is preferred. Barbed-wire hunting nets are also used. Common in all Known World wilderness, especially humid caverns, steamy swamps, and Trollhattan of the Broken Lands.

Forest/Root Troll (*Monstrum imbecillus Rex*)

This species is not noted for their Intelligence. They have tall, and have light yellowish-green skin with dark green spots (or vice versa). Black, straw-like hair grows on top of their head, straw-like shape. They have been seen wearing studded red leather belts and sashes, and carrying spiked whips. They have long, slimy, carrot-shaped noses (again a Troll feature). They inhabit wilderness hills and the gloomiest forests. Statistics as per Normal Troll.



Earth Troll (*Monstrum imbecillus Terreanus*)

This Troll is larger and more durable than the other Troll species. (+2d12" instead 1d20" and con +1). Their skin is mostly earth colors in brown and green tones. This species is uncommon and mostly found in the Norwold/Vestland/Heldann area. Statistics as per Normal Troll.



Swamp Troll, Forest Troll, Earth Troll, Rock Troll

Grey/ Rock Troll (*Monstrum erroneus Hyboreanus*)

This species is not very bright, either. They're tall and hunched forward, having dull white or grey skin with light bluegreen shades. Thick, woolly hair on their head, shoulders, back and forearms. They're common in Hyborea, Polar Regions, or glaciers high in the mountains. Statistics as per Normal Troll, except; This creature is a slow, powerful (Str +1, 21 max), and unusually peaceful species. It is fully susceptible to Troll Petrification.

Lesser Troll or magical created varieties of troll Races

These races aren't able to reach higher experience levels and are listed here only as a completion of the species variations. They are all the result of magic user experiments, which often led to devastating results. Some of these "things" could become a viable race if they could find a spot to survive. They are mostly hunted down severely, as their numbers are still extremely low.



Desert Troll (*Monstrum imbecillus Furens*)

Desert Trolls are spawned in the Nithian era (1000-500BC) by either magical manipulation, or enforced adaptation with magical aid. They are usually tan, but can modify their color from bleached tan to mottled rock brown, causing a -2 penalty to opponents surprise rolls. This takes 3 rounds. Their keen senses and animal cunning reduce their chances to surprise to 1 in 10.



These Trolls are immune to normal fire, heat and cold. They don't regenerate acid damage, damage from magical fire, and fire breath weapons. They suffer damage from normal water that can't be regenerated. This is 1d4 from vials, 2d4 from flasks, 4d4 from waterskins. A decanter of endless water will cause 25 damage per round. Purified (i.e. Holy water) causes double damage. A potion of sweet water causes 6d6 damage and a save vs. poison or die in 6 rounds.

These Trolls are tougher (Co+1, Dx-1, Int+1—basic max) and more tenacious than their more common counterparts, but are also more solitary.



They skulk at the edges of settled areas, waylaying travelers and polluting sources of pure water. The only liquid they drink

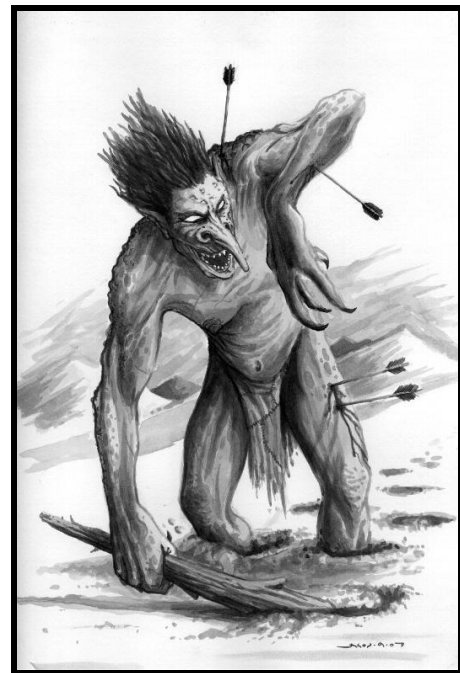
is blood. In most respects equal to a normal Troll, but different in the following; Climate/Terrain Any Desert, Frequency; Rare, Organization; solitary, NA 1 (10% 1d6), Claw Damage; 1d4+2(+ST adj) Size 9'

Ice Troll (*Monstrum erroneus Frigidus*)

The Ice Troll is a smaller (-25"), more intelligent relative to the normal Troll, and is probably the result of some unknown magical experiment, like so many others it first appeared around 150 AC in Norwold. It closely resembles the normal Troll, but it has semi-transparent, very cold skin. They are famous for being cunning, evil creatures which keep Humans and demiHumans as livestock. Because these creatures need water to regenerate, they almost never leave their lakes and rivers, and will create elaborate traps to lure their prey to them. They do leave the water in cases of rain, snow fall, or when thick layers of snow have accumulated, they can hide and regenerate in. They are organized and intelligent enough to know their weaknesses, and rarely start a fight at a disadvantage. Unlike their larger and less intelligent cousins, they don't wade into combat blindly, but will try to pick off weaker opponents one by one, hoping to bring back live prey. Ice Trolls generally attack with their claws for 1d8, and rarely bite for 1d3, but they have been known to use weapons. Attacks may be directed against different opponents in reach.

The regenerative powers of the Ice Trolls aren't as great as normal Trolls. They must be immersed at least halfway in water or completely under snow to regenerate 2 points each round beginning 3 rounds of wounding. Severed limbs will crawl for 30' straight forward to reach snow or water, otherwise they die off. Fire and acid are the only attacks the Ice Troll does not regenerate. Because of their physiology, fire based attacks do double damage, and they're unaffected by any cold attacks. They can be damaged only by magical weapons, probably due to their magical origin.

They live in groups of 7 to 12 in arctic and sub-arctic regions, near open water. Because they're smaller and less resilient than normal Trolls, they've developed a higher sense of cooperation to stay alive. Each group has a female leader, usually the most intelligent. These are responsible for keeping the group safe and well fed. They live near settled regions, hoping to waylay and capture Humans and Demihumans. They frequently bait traps for adventurers, using treasure they've salvaged from previously waylaid groups. Settlements also provide more common livestock, which although less preferable than Human flesh, is considered edible in times of need. These Trolls establish their lairs in or near lakes and rivers. Here they'll have gathered their treasure, as well as 5 to 20 Human prisoners, fed upon grains and vegetables, so the Trolls will never go out of food. These Trolls are carnivores and can't digest vegetable matter. They also feed upon fish, found in their rivers and lakes. These Trolls mate in spring and give birth to a single child in late fall. When the tribe gets too large, it splits off, one group wandering around for a new lair in winter. They hunt Rhemorhaz, and even pick off a solitary Frost Giant. Ice troll blood is frequently used in the manufacture of *Frost Brand* swords, and *Rings of Cold Resistance*. They can only become Shaman, not Wokani. In most respects equal to a normal Troll, but different in the following; Climate/Terrain; Any Arctic, Frequency; Rare, NA 2d6, MV90/30', Claw Damage; 1d8 each, no bite attack, Size 8', Average HD 2.



Gargantuan Troll (*Monstrum erroneus Gargantua*)

About 100 of these are rumored to still exist. They survive in mostly isolated areas, and dislike harassment from adventurers. All of these creatures are of tremendous size and weight, and if they don't die by adventurer weapons and magic they'll finally die out by starvation. Until then they're still a supreme hazard, as they devastate whole regions in search for any sustenance. (see http://pandius.com/Monster_Manual_5.pdf page 1535).



Giant Troll (*Monstrum erroneus Giganticus*)

Generally thought to be extinct. These Trolls were created (*actually only altered*) by an Alpathian Blackheart mage in the year 1944 AY, from crossbreeds with Hill Giants. This creature was the base for the Wizard Gargantua to create an even larger Troll race. (*Monstrum Erroneus Gargantua*). About 2000 of their kind have spread over Norwold, Hule, Wendar, Vestland and Soderfjord, in small families.

They're tall and hunched forward; having reddish-brown skin with light green shades, and red-rimmed eyes. They have thick, woolly hair on their head, shoulders, back and forearms.

Despite their pot-bellied appearance, they are immensely strong and have therefore a BM of 3. Its claws inflict a basic 1d6+1 damage instead. This creature is a slow, powerful (Str +2, 22 max) species.



Instead of using their claws to attack, weaponless Giant Trolls are more likely to grab a medium sized victim (3-5') and wield the struggling victim like a club, beating the target with the body. (*As normal club x2 club but damage is divided evenly between "club" and target.*) They can catch missiles like Giants 25% every time, and can hurl boulders for double normal range, and 3d6 damage, this they do as often as they can.

Giant Trolls who are overwhelmed by many small- and medium-sized opponents take time to grab and hurl the warriors into nearby trees, leaving more time to deal with the softer, weaker enemies

These Trolls almost never attack with their bite, because they find it difficult to bend forward with the flexibility Trolls normally enjoy. Then too, the head of a Giant Troll, more than any other part of their cross-bred anatomy, is almost identical to that of a Hill Giant, except the color of their skin. The Giant Troll also lacks the razor sharp teeth of normal Trolls that strike fear in so many. They regenerate damage as normal Trolls, but at the rate of 2 point per round. They can't reattach severed limbs, but they will eventually (a year or so) regrow.

Giant Trolls are found in bands of 1 to 12, and are rarely found alone. Their lairs mostly hold 2 to 12 normal Trolls who act as lackeys (and sometimes food) for their larger cousins. Sometimes they acts as personal guards for the local Hill Giant chief, which they always have a good standing with. They speak Trollish and Bratak (Hill Giant). They can be found in nearly any clime. Because their close connection to the earth, the sedentary earth and rock, and both versions of Giant Trolls have been known to "go to sleep"—to become immobile and indistinguishable from the earth and rock where they rest. Read also the chapter on Giants.

They have a very acute sense of smell and 90-foot infravision. Giant Trolls are feared throughout the world, for not only do they possess the horrible ability to regenerate damage inflicted upon them, but they also possess the power and strength of hill giants (fearsome in their own right). The combination is a deadly one, and, even worse, giant trolls travel in loose tribal bands of 1d12 members. They are rarely encountered alone. Lairs of giant trolls are always served by 2d6 normal trolls who act as simple lackeys (and sometimes food) for their larger cousins.

Giant Trolls are found in nearly every clime. Giant Trolls are on good terms with strong Hill Giant tribes, serving as elite personal guardians for the ruling chief.

In most respects equal to a normal Troll, but different in the following; Frequency; Very rare, NA 1d12, Average HD; 8, give only weapon damage by weapon x2, can Smash, sweep, slam, Size 12'.

Two-headed Troll (*Monstrum imbecillus Biclopus*)

These ferocious Troll/Ettin crossbreeds, were magically created by Alpathian Blackheart mages in 1950 AY, possess a mottled greenish brown skin tone, and their dress is usually moth-eaten rags or animal skins. Though part Ettin, these monsters retain many of the abilities of normal Trolls. They regenerate like Trolls, but only 1 hp/round, and severed limbs don't reattach nor regrow. (Their thicker limbs are not cleaved on a roll of 20). Their BM is +2, but they rarely wield weapons, and although they have the Strength and physique, they don't throw boulders. Like Ettin, these Trolls are surprised only on a 1 on 1d10. These creatures live in damp underground caverns and can be found leading groups of their smaller Troll cousins. They are 60 inches taller than normal Trolls and their weight divider is 0.75 instead of 1.5. They can be found on Bellisaria and Alpathia only, but may be relocated to the isle of Dawn and/or the continent of Skothar to the East. Two-headed trolls use Trollish as their language.

Two-headed Trolls attack with two claws and two bites. Both bite attacks are always against one opponent, but the claws may be directed against different foes. The troll can, though rarely, wield a weapon with a +6 damage bonus. These creatures live in damp, underground caverns and can be found leading groups of their smaller troll cousins.

In most respects equal to a normal troll, but different in the following; Frequency Very Rare, NA 1d3, Average HD 10, Att 2 bite +2 claw attacks.





Troll Wraith (*Monstrum immateria Mortis*)

Spectral Trolls, were created by Night Dragons using Alpathian Blackheart magics (probably "Synn"—the Great One) in 910AC on Oceania. They take material form only in darkness, and tormented by the memory of life. They try to slay all living creatures they encounter. Resembling normal Trolls in all respects but color, their jet black skin and hair make them easily distinguishable from other Trolls. They have the same ways of attack. A silver or magical weapon is needed to attack them, making the final disposition of a Spectral Troll an even trickier prospect. It's invulnerable to cold, mind attacks, charms, Hold and illusions like any Undead. Being undead, they can be turned by priests as though they were Spectres. A Humanoid slain by a Troll Wraith becomes a normal Wraith in three days, unless of Troll origin. Troll wraith function like normal Wraith in Limbo to enable this. This can be prevented as normal by religious services, ways of body disposal, and/or spells. They vanish in direct sunlight, but take no damage from it, they merely fade from view and reappear on the same spot at nightfall, without them knowing the time difference. Even those captured, unconscious, or trapped in Temporal Stasis have escaped permanent Imprisonment in this manner. These creature are normally only found in Oceania, but a small group arrived recently on the continent of Davania A threesome have arrived with Synn in Glantri, serving as her guards and assassins when needed. In most respects equal to a normal Troll, but different in the following; Climate/Terrain Any Forest, Frequency; very rare, Activity; night, organization; solitary, IN +2, NA 1 (10% 1d6), AC0, AV0, Size 10', Claw Attacks 2+1d4 each, Bite 2+1d8

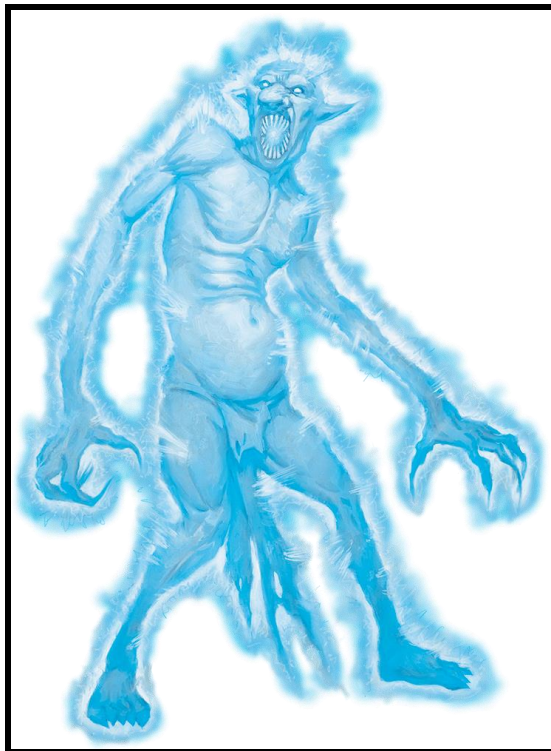


Spirit Troll (*Monstrum spiritus Mortis*)

Some Blackheart mages of Alpathia made an odious mutation of the Troll Wraith in 1961 AY, by interbreeding this creature with Invisible Stalkers. This Troll is a living creature, not undead and is permanently invisible. Using a Detect Invisible or Second Sight it appears to be a normal Troll, although slightly shorter and with diffused features. It can be hit only by magical weapons. It's invulnerable to cold, mind attacks, charms, Hold and illusions as though it were Undead. It attacks like a normal Troll for (Claw 1d4+2, Bite 2d4+2), but any damage given are added to the Troll's own hit points. In healing itself this way, the Troll can never gain more hp than originally available). Any bite damage is also subtracted from the victims Strength, but these can be recovered by 1 for each turn passed. This Troll has superior sense of smell and 120' infravision. Although not being undead, they can be turned by priests as though they were Phantoms, due their Undead Troll Wraith part. A Humanoid slain by a Spirit Troll becomes a normal Spectre in three days, unless of Troll origin (then it becomes a spirit Troll) This can be prevented as normal by religious services, methods of body disposal, and/or spells. They take 1d30 point of damage each round in direct sunlight, until they hide or are destruction.

Spirit Trolls can't enter the Ethereal Plane themselves, yet when send there by magic they can move around there as if in the Prime Plane. Trying to make a Sprit Troll invisible pushes it into the Ethereal Plane without a saving throw. Once there it will follow the character who was responsible for this relentlessly, and is able to reappear through exchanging itself with any single Prime Plane invisible person or object objects of minimal human size. It can't see from the Ethereal Plane if it is day or night, so using this return power may be exposed to sunlight directly. In the Ethereal Plane it feeds on Ethereal Worms (see: <http://pandius.com/ethrlwrm.html>).

In most respects equal to a normal Troll, but different in the following; Climate/Terrain Any Forest, Frequency; very rare, Activity; night, organization; solitary, IN +2, NA 1 (10% 1d6), AC0, AV0, Size 7', Claw Attacks 2+1d6 each, Bite 2+1d6



Other Variations

After 1009 AC, the continent of Alpathia disappeared, and with it the vile wizards who used the regenerating Trolls for many experiments. When the island reappears in the Hollow World, no Trolls or other non-Alpathian creatures survived the destruction and resurrection. Only a few mages (less than 10) survived and now reside on Bellisaria, Quedhar, Skothar, or in the nations of Brun. They'll keep on creating vile creatures until they are captured and killed together with their creations. A price of 100.000 gp has been placed upon their heads by Glantrian Princes and Thyatian Embassies. Meanwhile they'll continue using Trolls for their vile experiments, and other Trol-based monsters could find their way into the world. It haslong been known that Trolls are handy in creating or altering existing species. They were the basic ingredients for the creation of the Gnoll race, the most succesful Troll-Experiment. Another of these experiments is the Thoul, much rarer, but still a minor viable race.



Legacy Troll (*Monstrum Cinnabryllus*)

Humanoid	legacy Troll		
Type	Humanoid		
Climate/Terrain	Any water area on Savage Coast		
Frequency	Very Rare		
Organization	group		
Activity Cycle	night		
Diet	Carnivore		
AL	CE		
NA	1d8		
Size	72+1d12 inch (fitness 1d12)		
ST (PR)	3d6=3-18		
IN	3d6-2=3-16		
WI	3d6-2=3-16		
DX	3d6-2=3-16		
CO	3d6=3-18		
Com Cha	3d6-2=3-16		
Languages	Hobgoblin		
Spellcaster Limits;	Shaman 8, Wokani 4		
AC	2		
AV	0		
Levels	Youngster	Teenager	NM
XP Needed	-9600	-800	0
HD	1+3*	3+6*	6+12*
HP	1d8+3	3d8+6	6d8+12
MV	120/40'		
THACO	19	18	17
Attacks	1 bite		
Damage	1d8+8		
Attacks	2 claws		
Damage	1d4 each		
Attacks	or 1 weapon		
Damage	by weapon		
Special Attacks;	Paralyzation		
Special Defenses;	Infravision 90'		
Scent	Regeneration 1 hp/r after 3 r		
Weakness	4), Individual (IN-8), Tracking 1/8 WI		
Immune to;	0		
Primary Skills	F2	F4	F7
Compulsory Skills	Alertness		
Extra Vulnerable to;	0		
AM	0		
Saving	12		
ML	9		
XP	19	75	500
TT	C		
Body Weight	Size x ST / 3,5		

Ecology.

In addition to the normal uses for troll blood, the blood of a legacy troll can be used to make a potion which temporarily relieves the symptoms of that troll's former legacy. Blood from a troll with the armor legacy for example, could be used to make a potion that will ward off the affliction associated with armor.

Their exact lifespan is believed to be in excess of 50 years.

Legacy Trolls are Aquatic Trolls altered over several generations by the Cinnabar muck lining the floor near their homes. These Trolls have a variety of Legacies. These deformed Trolls come live both in salt or fresh water, and though living in these different environments, they are the same species. They often raid coastal villages looking for food and cinnabryl.

Legacy Trolls are over 8' tall. Their arms are thin and frail, but their mouths are wide and lined with dozens of needle-sharp fangs. The color of a legacy troll ranges from blue-green to olive, tinged with a bit of red. Legacy trolls also regenerate 3 hp per round like normal trolls, but can do so only if fully immersed in water. Legacy trolls can survive out of water for short periods (one hour or less) and often come ashore in search of prey. Legacy Troll shamans can only use spells usable in water or based on water.

The Red Curse

Legacy Trolls are always fully mutated by the afflictions associated with the legacies, although they never suffer any penalties or ability losses. Troll legacies vary according to the region they live in but are usually associated with charisma or strength. Typical legacies are listed below with the associated physical deformation in parenthesis.

Region 1 Armor (scaly skin), Burn (red skin), Grow (one limb size x2), Senses (extremely long tongue, fingers, ears, and nose).

Region 2 Animal Form (permanently half-fish form) Crimson Fire (eyes glow red), Farsight (eyes on stalks) Meld (blends with background like chameleon) Sleep (droopy features) Spikes, (spikes all over body.),

Region 3 All-around vision (four eyes appear at random points on body), ball of fire (red skin), separation (body part permanently detached, shock (hair standing up), shrink (head half size)

Region 4 Acid Touch (drools), Duplicate (illusionary third arm), Poison (Stinger), Spell Shield, (scales) Weaken (appears emaciated)

Combat

Legacy trolls attack just like normal trolls

Habitat/Society

Legacy trolls are found in small colonies containing 1d8 trolls. Groups of more than two are always led by a large female Troll, who acts as its chieftain and shaman. She is always the most hideously deformed of all. Legacy trolls do not lose ability points due to the Red Curse, so they do not desperately need cinnabryl. However, they sometimes seek cinnabryl to obtain temporary respite from their physical deformations

Legacy trolls are found up and down the Savage Coast, in rivers, lakes, and along the seashore. Some also live in the Bayou. Most live in groups of underwater nests composed of debris glued together with glandular secretions.

Solitary trolls will sometimes lair in small caves in large coral reefs. In such cases, the troll is 50% likely to have a murene or moray eel as companion.





Haa'k Hordar, Mistress of Trollhattan, Troll level 12, St 17, In 9, Wi8, Dx 10, Co 18, Ch15, AI C, Monstrum carnivorus Maximus, Skills; Fungi Knowledge (In), Tracking (In), Cooking (Wi), Outdoor Stealth-Swamps (Dx), Odor-Scenting (Dx), Singing Marches (Ch). Languages; Trollhattanese, Tharian, Vestlander.

She looks typical of her species, except that she wears dozens of tabards, cloaks, horse trappings, ripped chain mail, rotting furs, and other tattered garb of past foes. Her muddy grey hair reaches down to her waist where it's tied on a large bone she uses as a club.

The First Lady of Trollhattan is perhaps the most peaceful creature of the Broken lands. It's true that few Trolls actively seek her throne—many ignore what it is for. Among the elite, some have felt the need to portray themselves as Master or Mistress of Trolls. Usually this is not for purely political reasons, but because the tribe leader gets to eat more than the others,

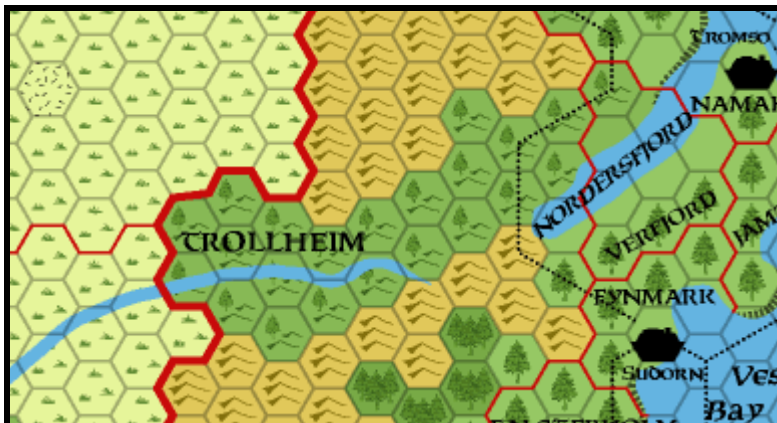
One morning, Haa'k stumbled on the throne, in the middle of Trollhattan, with no one sitting on it...and there she sat for some time, until Ragnu, the previous owner (who couldn't remember how he lost his throne) came up and challenged her. The winner would be the chief. They ate. They devoured so much they actually opened a clearing in the swamp. But still there was no obvious winner. Ragnu still challenged Haa'k's right to the throne Ragnu and claimed they should she this privilege...after which Haa'k ate Ragnu. Thus became Haa'k the Mistress of Trolls.

She is a mischievous creature who enjoys lying and conniving to get her enemies into trouble. Unfortunately, her short memory causes her to contradict herself since she tends to forget her own lies. She's not interested in war, but might be talked into leading raids against neighbors for the fun of stealing food. Of course, in order to do just that, a party of adventurers might have to give up a limb or two, just to keep the dear lady quiet, temporarily.



Haa'k Hordar with her Pet Lizard

Trolls in the Northern Reaches (Trollheim)



Almost nothing is known about the history of Trolls in the Northern Reaches. Under aggressive questioning, Troll prisoners reveal nothing—the fact is, they show no concept of history whatsoever. Giants arriving in the area around 1600 BC found the Trolls already present, and they were not impressed. Recorded Human contacts with Trolls date back to the third century BC., when primitive barbarian tribes wandered into Trollheim hills and were eaten. Subsequent contacts have scarcely been more rewarding.

Recent Developments in Trollheim

As recent military campaigns into Trollheim continue, the youngest generation of Trolls is becoming more wary of man, and more cautious and resourceful in confronting adversaries.

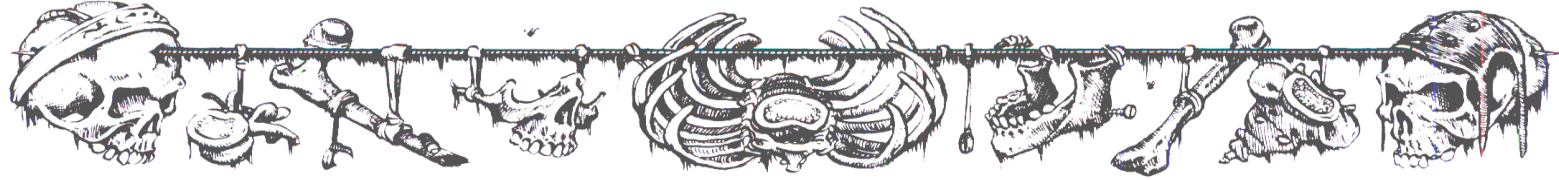
Some Trolls have been reported using a variety of weapons in an imitation of Human usage. Others show courage and ingenuity in coping with fire attacks. Experts worry that the military efforts may inadvertently produce an aggressive, thinking breed of Troll—clearly a greater threat to northland culture than the less sophisticated Trolls normally found.

Noted Troll Personality in Ostland

Two-Ox Charlie: Troll 15, St 15, In 14, Wi 11, Dx 11, Co 17, Ch 6, AI N, Skills; Juggling, Poetry, Eating, Drinking. Languages; Trollheim, Trollhattanese, Basic Thyatian, and Vestlander. Monstrum imbecillus Terreanus. 116 inch tall—almost 10'.

Two-Ox Charlie is a tame Troll owned by Hord Dark-Eye, High King of Ostland. Charlie is often in attendance at social functions, serving the King's dinner—a table covered with food, casually flourished one-handed. He entertains guests with tricks and mock combats. Charlie speaks passable Thyatian, recites poetry, and reportedly is better at arithmetic than the King. He dotes on Yrsa, who tolerates him. When asked why he puts up with civilization and servitude, Charlie observes that he eats better here than he would in Trollheim, and that Humans know more interesting games than Trolls. The King has repeatedly denied that Charlie is fed on Human thralls. He got his name by eating two full oxen in a single day, as a result of a bet. Charly has a burrow under the King's bridge to the King's Hall resembling a standard Troll's lair. He is fed at least a sheep a day, and that is more he would get on average if he would had to hunt for himself.





Trolls and Petrification

Several sources (real world tales as well as several Fantasy tales) depict Trolls as a creature so vulnerable that it will petrify if exposed to sunlight. This is not the case with Mystara Trolls, However a tie-inn to this story exists that can help DM's intending to use the RL tales or fantasy tales like Lord of the rings on Mystara.

Trolls are according normal D&D BECM1, OD&D, and AD&D1 and AD&D2 (and I believe even D&D3rd) not subject to this specific vulnerability, even though they dislike the brightness of the sun, petrification does not happen. Trolls, with their extremely powerful regeneration resist Petrification magic (be it from a Medusa, Gorgon, Spell, Item or otherwise) as any creature with a successful saving throw vs Turn to Stone.

A DM can however imply that the Troll can only resist as many such petrifications as its adult constitution, and only after this limit has been crossed it will petrify when exposed to sunlight.

So if a Troll with a constitution of 12 has resisted 13 petrification attempts successfully, it will then become subject to solar petrification if exposed to the rays of the Sun. The sunlight will trigger the remaining petrification traces in the Troll's body and then reactivate these. The Troll will directly become affected by a slower muscular activity and thus movement becomes reduced by 50%. Every 6 rounds passed while subjected to sunlight the Troll must make a saving throw vs Turn to Stone, and if failed it will petrify over the course of a full Turn (10 minutes=60 rounds).

If it succeeds to enter an area of Darkness the Petrification will stop. The Troll will mostly tear away its petrified parts and rely on its regeneration to restore thereafter as normal. It will however, have a terrible fear of the sun hence on, and will try to reach darkened areas as soon as the first sunlight colors the horizon, or shines over the mountains blocking its light.

For a DM the process of first distant sunlight from sunrise to exposing all terrain is half an hour (3 Turns) normally, yet may be an hour more in mountain valleys or behind mountain walls.

Petrification does happen in clouded skies as well as open skies, however will not happen underneath rain or snow conditions, or underneath Thunderclouds. An easy rule for the DM is to see the color of the Sky, if it is white, or light grey Petrification will apply. If it is darker grey or otherwise Petrification will NOT happen. Petrification will also not happen while it is foggy, the water droplets of the fog disturb the sun's effects too much to have any effect on Trolls. Even if visibility is near normal, as long there is fog, no petrification applies. This is the reason most Trolls in Trollhattan are not even aware of a danger, as fog is a common occurrence there.



Freshly petrified Trolls look similar to their organic forms (here Rock Trolls). Erosion by sun, precipitation and temperature differences, however, will within a few days to weeks deteriorate these into rough barely recognizable vaguely Humanoid shapes.



Petrified eroded Trolls



When the sun is blocked, this blockage can be removed for immediate effect to petrify vulnerable Trolls (as revealed in the LOTR Hobbit Series)

The petrified effect is permanent unless a Stone To Flesh spell is applied within a period as long as the Troll's original constitution in months (but only if done out of direct sunlight). When this period is passed the soul of the Troll will enter Limbo as it dies, and can't be returned to normal flesh. A Troll returned from flesh is unconscious and has -8 hp, relying on its regeneration to heal as normal. Several bodyparts may have eroded away and regenerate as normal within a week after de-petrifying.



Bagni Gullymaw, the Great Devourer, Yemekhershey

Patron of Eating, Cannibalism, Trolls, and Food

Region: Broken Lands, Norwold, Vestland, Yazak Steppes, Sind, Davania and wherever Cannibal Human(oids) may thrive.

Sphere: Celestial (IM 16) of Entropy

Homeplane: An unknown layer of the Abyss (313)

Date Ascension: 1200 BC

Sponsor: Unknown (likely Masauwu, but Orcus was helpful too)

Statistics: AC-16, HD 30, Hp 240, MV 150' / 50'
#AT 4 = Punch-3d6+9, AM 70%, SV IM20, AI CN
ST 43, IN 17, WI 15, DX 37, CO 23, CH

15. Com 13 (Human 4)

Powers: Extra attacks per round, Howl, Height Increase, Groan

Known History: In Life Bagni was a Troll. He was the first (and perhaps only) Troll ever to reach Immortality in the Sphere of Entropy. He did it by living a lifetime of destruction and pain, by killing and eating more (good) beings than any Humanoid before him. He did so by smashing all eating records in a Troll's lifetime, slaying massive amounts of adventurers, Humanoids, and monsters.

Thanks to his tremendous voracity, which led him to maim, massacre and devour thousands of living beings (including a whole elephant). He thus attracted the attention of the Entropic lords, who guided him on the path of the Destroyer and welcomed him among the Immortals around 1200 BC, leaving behind him a long trail of atrocities and destruction.

Unfortunately Trolls, not being very smart creatures, have forgotten Bagni and who he was, but he is worshipped by many other Humanoids. Jammudaru is a more frequently followed Immortal by Trolls. Bagni is largely unknown by Humans and DemiHumans. Bagni arranges for deep-cavern dwelling Trolls to find their way into the Hollow World and begin eating the plentiful two-legged foodstuffs there. Trolls don't thrive in the Hollow World (they don't like the fact that it is always daylight), and often they don't reproduce, so Bagni has to supply new Trolls continually and to modify them magically in hopes of creating a strain that will prosper there. Fortunately, he isn't smart enough to be very efficient at this. After hundreds of years, he still hasn't created the perfect Hollow World Troll race.

Personality: Bagni is smarter than most Trolls (else he would never have found the Path to Immortality), but that doesn't make him clever. He is stupid, gross, and hungry—the ultimate Troll. Bagni is the patron of Trolls and he encourages any cult based on cannibalism and violent destruction. He's way smarter than common Trolls, but despite being an Immortal he is not remembered for his wits or cunning. Bagni is the quintessential Troll: huge, gross, brutal and always hungry.

Appearance: Bagni appears as a gigantic Troll with especially deep-green skin and hair like dippy algae. His fangs and claws are oversized. He is always surrounded by a nauseating Stench. This form is the ultimate expression of Trolldom.

Allies: Bagni has no allies, but Masauwu sponsored him.

Enemies: Bagni's chief personal enemy is Halav, who opposes all Immortal patrons of Humanoid races. He is also a fierce enemy of Thor, who have always inspired his followers against Bagni's Humanoids and have faced him directly more than a couple of times, leaving him beaten and humiliated.

Followers Alignment: Chaotic

Follower Powers: Gain a permanent +2 bonus to saving throws vs. poison when absorbing harmful food.

Taxes: Followers are taxed 30% of their annual income by the Church.

Clerics: Clerics, Humanoid Shaman

Alignment: Chaotic

Powers: Trolls aren't known for having any Immortal patron at all. Most Trolls have no idea what an Immortal might be, or what worship is. A Troll would probably try to eat an Immortal, if meeting one. Trolls have no real understanding of magic and spell casting, and therefore no fear of it. To become a Shaman of this faith, one must have eaten a number of personal foes equaling ten times his own HD. Foes are eaten at 1HD per Turn for Trolls (other species per Hour). Shamans recover spells by eating more foes, at the rate of 1 spell level per HD of eaten foe. Thus a 3rd level spell needs the eating of a 3 HD foe.

Shamans of Bagni Gullymaw double the effects on the Personal Sacrifice table. they also gain the Odor Scenting Skill or a +2 bonus if they already have the skill.

Skill effects: Accepted Weapons; Natural, Club, Boulder, Stone, Staff.

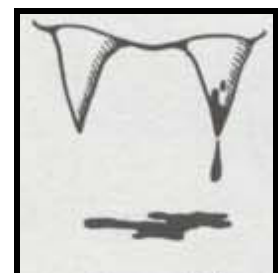
Accepted Armor: None

Holy Symbol: Bagni's symbol is a pair of teeth (Canines) dripping with blood.



Bagni, unknown to most, maintains friendly contact with the Fairies for reasons unknown. It is rumored that Bagni is not truly happy being an Immortal.

DM; Read Timeline to know why.





Vestment; None, male genital tube in some tribes in Davania
Adventuring Gear; None
Dogma: Eat, drink, and sometimes cook is included as Dogma
Daily Activities: Eat, Drink, cook
Temples: Simple caves decorated (littered) with the inedible remains of the eaten foes.
Holy Days: 1st Sviftmont, Blood day, holy day of Humanoids.
Days of Prayer: "uhhh". Clerics/Shamans pray in the morning, after eating. (Actually also prior and during, but who bothers).
Piety awards: Forget what you ate just before +1 (max +5/year), Eat triple your HD or more +5, Eat 5 times your HD or more +7, Eat a Dragon +6, Drink a lake +5 (once only), Eat a field (corn / weed / vegetables) +1 (max +5/season), Use an adventurer to bash opponents +1 (max +5/season)
Piety Penalties: Getting Drunk -3, Getting knocked out by Alcohol -6, Regurgitate food -1, Getting Poisoned -2, Eat offspring -3
Habits: Eat everything as soon as possible ("Ya find out if it is inedible soon enough"), the same with drinks.
 Cautious -5 Peaceful -3
 Trusting -2 Reverent -3
Dead: Eaten
Birth: Left alone until making sound, forgotten or eaten (by anyone)
Colours: Green and brown in variations
Incense / Oil: Burned Flesh, Animal Oil.
Stone / Metal: Salt, Tin.
Plants: Curbis (favourite food of Trolls).
Animal: Troll-Hound (Armorian Hound actually)
Chant: Forgotten
Spells; If ever learning of spells; they learn spells like Create Food, Create Water, and similar. These following two also will become available to his Shamans, even if it is a Mage/Wicca/Wokani spell. Mostly though neither Bagni Gullymaw nor his Troll Shamans do not know, nor understand the concept and the need of spells. This may vary daily depending on the mental activity of Bagni.



Spells:

Feign Death

Range: Touch
 Duration: 1 turn + 1 rd./level
 Casting Time: 5
 Area of Effect: Person touched
 Saving Throw: None
 Cleric 2, Humanoid Shaman 2.

By means of this spell, the caster or any other willing person can be put into a cataleptic state that is impossible to distinguish from actual death. Although the person affected can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body is not felt, no reaction occurs, and damage is only one-half normal. In addition, paralysis, poison, or energy level drain doesn't affect a person under the influence of this spell, but poison injected or otherwise introduced into the body becomes effective when the spell recipient is no longer under the influence of this spell, although a save is permitted. However, the spell offers no protection from causes of certain death—being crushed under a landslide, etc. Only a willing individual can be affected by a Feign Death spell. The priest is able to end the spell effect at any time, but it requires a full round for bodily functions to begin again. Note that, unlike the wizard version of this spell, only people can be affected, and that those of any level can be affected by the priest casting this spell.

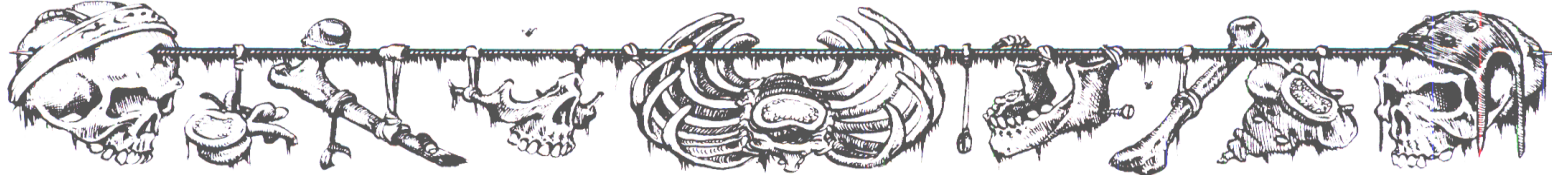
Death Candle

Range: Special
 Duration: Special
 Effect : 1 creature
 Save; None
 Casting Time: 1 round
 Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell.

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle. As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died.

A Death Candle sheds light like a weak normal candle in a 5' radius and can be seen 100 yard afar if unblocked in darkness.





The Maw of Bagni

Known to the non-Trolls as the **Devil's Throat**. The Maw of Bagni is a strange natural feature; anything cast into it disappears forever. When a Troll wishes to sacrifice to Bagni, it is cast into the Maw. Captives are never honoured in this way, though many have begged for it: Trolls are too hungry to just toss their meat away.

While there are few societies more chaotic and profane than Trollhattan, it does rarely happen that a Troll transgresses against whatever Trolls consider sacred. The punishment is to be cast alive into the Maw of Bagni. This is one of the only things a Troll fears, and such events are vanishingly rare, so they could be counted on the fingers of one hand. Actually it may be that Trolls just can't keep track of more than that. But this horrible fate is told and re-told in gurgling whispers throughout Trollhattan as a warning. Trollish legend is that Bagni himself lies in the depths and swallows all the water and anything in it.

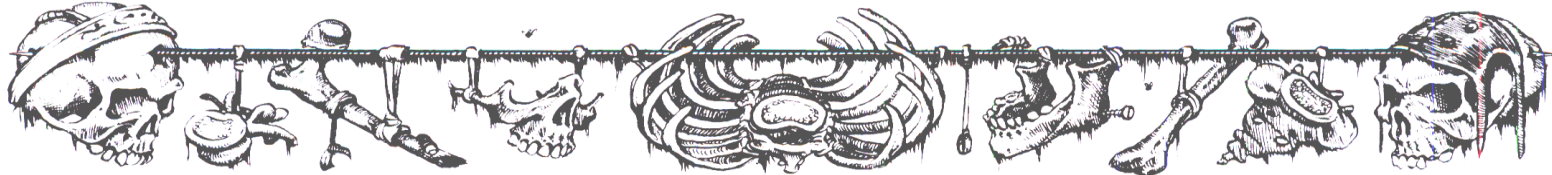


Orken Keep

It was in 991 AC when King Thar decided to make things better for Trolls. His initial intent was to incorporate more Trolls within the Army and then raid Darokin and Glantri. Within a few months he build a simple stone keep, just inside the Trollhattan valley, accessible through a system of stairs and ladders. The tower was successfully finished, and he send a group of Orc chieftains to inspect, settle and prepare the building for a new army; A Troll Army. His idea, may have been clever, where it not for one tiny (or not so tiny) thing he absolutely underestimated; Trolls eat almost ANYTHING!! His chieftains returned that they could not reach the new keep, for the ladders were gone. He sent them back, with extra ladders. They again returned. *"What's da Problem."* he bellowed, agitated. The wooden floors had disappeared, the chieftains complained. Angrily he pushed them aside and ordered them to follow him towards the keep. The travel was tense, as Thar had not been thus angry for a long time. When they finally reached the tower, climbed down the rocky stairs viewing the keep, the ladders were gone...again. Rope ladders were thrown down, and Thar investigated the keep. Indeed, all wood was gone, torn from the building; the floors, windows, furniture, ceiling, doors, all gone. Furious he stormed out of the useless building, and stumbled upon a 12' tall overweight Troll, named Hummel, looking sheepishly at Thar; *"Hi"*...while munching down the last rope ladders. Thar had to traverse through the Trolls tunnels, and through lower Trollhattan to return to his own section of the Broken Lands. All the while he was furious. He forced Haa'k Hordar to respond, but all she could say was; *"If the Troll was hungry, all a Troll can do is eat"*. After that the Orcs, never tried again, *"Never underestimate the diet of a Troll!"* The Keep, or what remains of it, stands bare, overgrown within the valley, occupied by the same Troll Hummel. **(The Dutch word "Hummel" is often used for gullible and small toddlers, doing some mischief).**



In 993AC Hummel began his own Horde of 30 Trolls, a few Thouls and some Orcs (*impressed by his dietary habits*). They regularly attack the Vesubian Merchant Trail with some Trolls hiding in the cinold Vesubian Secundo river section and the rest against the mountains, covered with mud to remain hidden (an ingenious idea of Hummel coming forth from this tale, as it was hidden in mud making it difficult to be discovered by Thar). They steal a few animals (and/or guards) and a single small wagon and run with it down in to the Trollhattan Deep, using the Devil's Throat trail into Trollhattan Deep, while the Orcs fire missiles to keep merchants and their crew at bay, and then retreat (*an idea of a Thoul named Kobause*).



The Statue of the Troll Queen



The descending path towards Trollhattan. Halfway a grassy open place with the statue of the Troll Queen becomes visible.

Legends of the Statue of the Trollqueen

This statue is a heralding statue to show off the power of the Troll Queen who ruled much of the Known World before 1700BC. It was adorned with powerful Crystals, yet over time these have either disintegrated or been removed by looters.

Some say this statue was the Trollqueen herself, like a common Troll petrified on her Throne and fallen apart over time, and the crystals were her jewels.



There are doubts on the statue why it was placed here, yet the [Geomorphological History of the region as explained by Professor vander Klij](#) seem to suggest it was originally much closer to the remains of the ancient fort this Troll Queen had, now being known as Fort Akrass. In fact the statue may even have been within sight of the old fort.

There were chambers rumored to be inside (or underneath) holding crystals she used in her magic. No-one succeeded to find an entry however. And the Geomorphological displacement theory makes underground caves still existing even less reasonable.

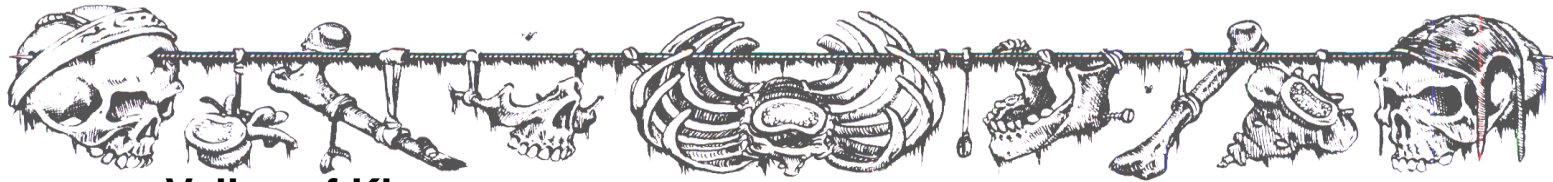


DM Information; Players...Do not read this.

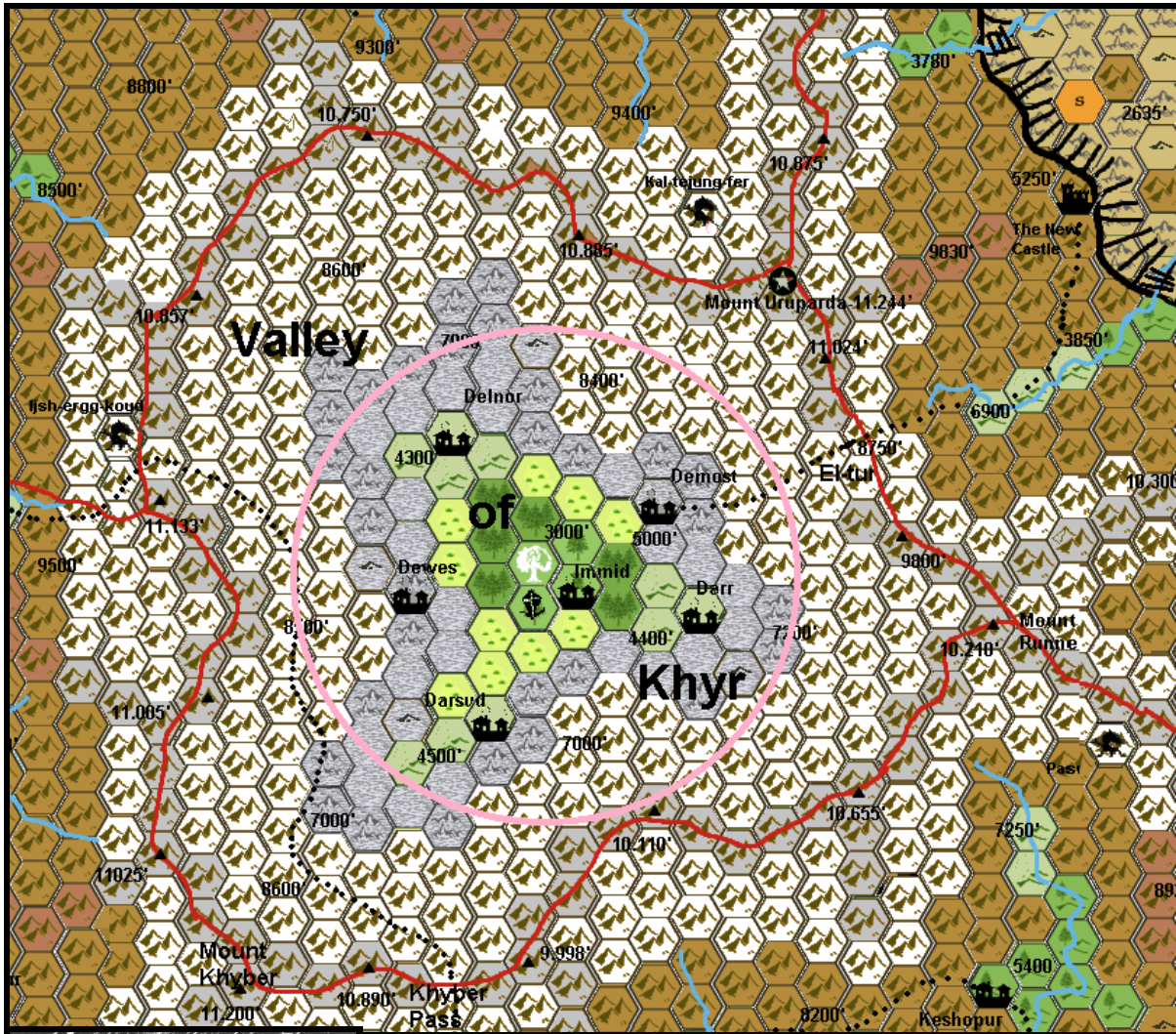
This statue was actually made by the Humanoid and Giant followers of the Troll Queen Oona in 1835 BC. It is adorned with copper plates on a stone-brick innards. It does have a few inner chambers, and these have partially survived the displacement. The connection to lower caves where the magical Crystals were rumored to be grown, is however fully severed. These small crystal caves were separated and (if they still exist depends on the DM) placed somewhere else between Akrass and this statue at a depth of a few hundred feet or less. The crystals were rumored to hold the power of several unknown but high level Fairy Wokan and Shaman spells (see; **A**), powerful enough to affect immortals. A minimum of 5 crystals (50 on each) was required to release the inside magic while the spell was cast, yet the Crystals augment the spell to bypass the power limitation of 20 dice in deciding damage. Do not forget to read the timeline as presented here; **B**.

A; http://pandius.com/Monster_Manual_6.pdf pages 1607-1615

B; [Past History](#)



Valley of Khyr

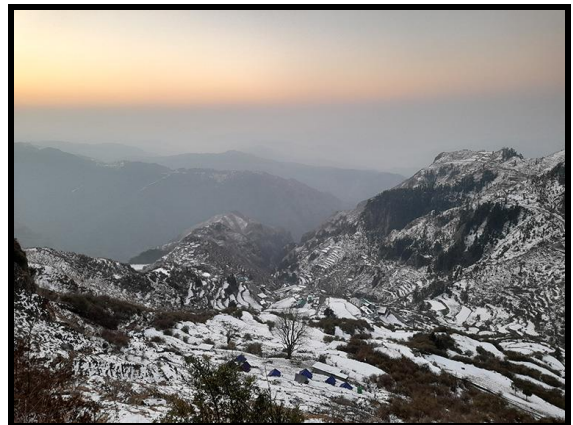


The Valley of Khyr is located in the wild and very rugged mountains between Orcus Rex, Ogremoor and Trollhattan.

The Humanoids are unaware of the valley, as the inhospitable area is not only painfully, damaging cold, but it is always clouded, has no evident sources of food, and the deeper you go in, the less signs of life are found at a greater loss of life. Besides this the mountains seem to be the hunting grounds of several White Dragons, amongst which **Ijsh-ergg-koud** seems the most dangerous. Trying to communicate to these dragons is fruitless, as they do not speak. The only good thing then is, they do not use magic either. That said, the freezing dragon breath is used to freeze several regions to prevent easy passage, and provide easy prey to them. All this combined made the Humanoids learn this region a place not to go.

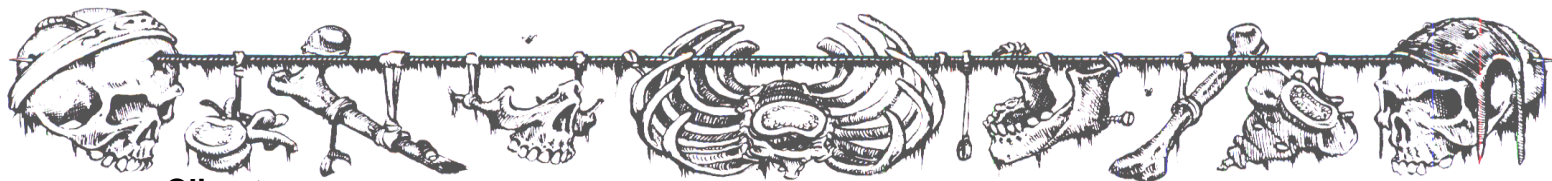
The only aspect of this region used by the Humanoids is the Khyber Pass, between Orcus Rex and Ogremoor, which is used only in case of extreme emergency or plain stupidity.

This pass is always clouded, mostly covered in a blinding freezing fog, which causes hypothermia and frost damage. The survival rate of a troop of Humanoids is less than 20% per individual, and or if a fool dares to go alone



nobody thusfar succeeded alive.

Frozen Peaks Ambiance sound; <https://www.youtube.com/watch?v=wLD1xZcbhmk>



Climate

DM; Dealing with extreme cold

Any character wearing no protective clothing, no protective magic, or metal armor or those becoming wet, are considered unprotected. Unprotected characters are ST-2, DX-5, CO-2, MV x1/2, THAC0-4. Protected Characters are at ST-1,DX-2,, MV x2/3, THAC0-1. They must make a Constitution check each hour, or sustain cold damage.

Cold damage is +1 damage for every 10 degrees below -10°F, and +1 for every wind strength higher than 7, and +1 if there is precipitation.

Failing the CO check 3 times in a row **Hypothermia** will occur. (Protected characters 6 times in a row). Hypothermia affects the characters by reducing all their abilities by -1 each Turn till they reach 3, unless helped. If two of his physical ability scores drop to 3, the character is incapacitated. In 1d3 Turns thereafter, he falls unconscious, and 2d4 Turns after that he will die, regardless of hit points remaining.

Aid; An afflicted character can be aided by getting him into a tolerable environment (*warm enough so that no Constitution Check for cold damage is required*). As long as the effective temperature for the victim remains tolerable, he will regain lost ability-score points at the rate of 1 point per category per Hour. Until all of his ability scores are restored to their original levels, he will be susceptible to a relapse if he moves back into the cold; every time he fails a Constitution Check after re-entering the cold, he has a 50% chance of again suffering hypothermia.

Frostbite; Any cold damage he suffers will affect the vulnerable extremities first, and the character may develop Frostbite on exposed areas (*mostly Feet, Ears, Hands*) if the sustained cold damage is over 6 hp. Frostbite damage will be shown as blackened skin, and eventually results in lost toes, fingers, and ears if the cold damage exceeds 50% of the Character's total Hp. A frostbitten character will suffer a -1 Initiative penalty and a +1 to become surprised, -6 to THAC0, -4 to skills, and -4 to somatic spellcasting, a -2 to AC. If untreated two Turns or more the Frostbite effects will become permanent and the handicaps recurring every time exposed to prolonged cold. Cold damage is not regenerated in cold regions, similar to fire and acid damage, yet will regenerate in warmer regions. Lost bodyparts will thus only regenerate when the temperature is above freezing.



Wandering Creatures

Almost all other Creatures listed in the following tables (for each Humanoid nation in the Broken Lands) can be found in TSR 1071 The D&D Rules Cyclopaedia, TSR 2501 AD&D2-Mystara Monstrous Compendium, TSR 9438 -DMR2- D&D-Mystara-Creature Catalogue, TSR 9173 - D&D - AC9 - Creature Catalogue or otherwise in my Mystara Monster Manual Compilation books http://pandius.com/mnstr_mnl.html.

Some, however, might vary a bit and are explained next to the table were they are mentioned.

Common Rodents

Mice, Hamster, Guinea Pig, Mountain Mice

Common birds; Blackbird, sparrow, mousebird, etc.

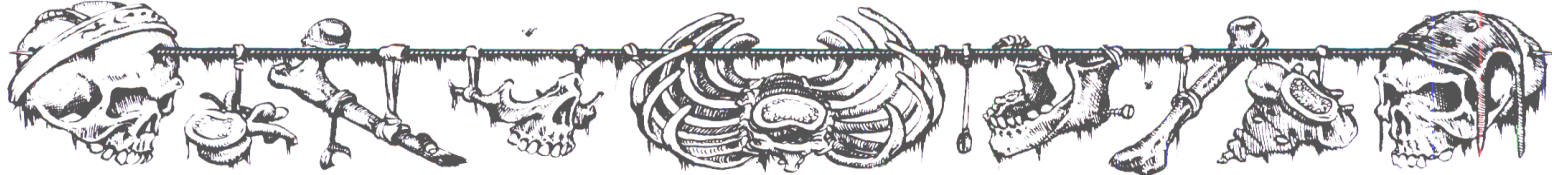
Animal Herd Hills; Fallow Deer, Moose, Boar, Wild Sheep Mountain; Capricorn, Wild Goat, etc.

Herd of... usually accompanied by 1d2 of the ruling race of the region.

NPC Party

These are rolled as explained in the Rules Encyclopaedia or chosen by the DM, and these are friendly visitors to the Faenare **NPC Individual**; these are a single friendly visitor as rolled as the NPC party.

Valley of Khyr			Bordering Mountains		
1d100	type Encountered	number appearing	1d100	type Encountered	number appearing
01	Giant Bee	1d3	01	Faenare, Other	1d3
02-03	Faenare Scouts	5d4+50% 1 caster	02-03	Faenare Scouts	5d4+50% 1 caster
04-08	Faenare Adventurers	3d6+ 1 caster	04-08	Faenare Adventurers	3d6+ 1 caster
09-12	Faenare Scouts	2d6+ 50% 1 caster	09-15	White Dragon	1
13-14	Faenare, Other	1d3	16-18	Common Orc	2d10+2 casters
15-24	Faenare Adventurers	2d10+2 casters	19-20	Griffon	1d4
25-31	Insect Swarm	1d4	21-23	Manticore	1d4
31-32	Common Birds	2d10	24-26	Hell Hound	2d4
33-34	Common Rodents	2d12	27-32	Common Birds	3d20
35	Faenare, Other	1d4	33-34	Common Rodents	2d12
36-42	Herd of Sheep	2d12	35	Black Bear	1d4
43-45	Herd of Goat	2d12	36-39	Herd of Goat	2d12
45-50	Eagle	1d6	40-42	Eagle	1d8
51-76	Common Birds	3d20	43	Roc, Small	1d8
77-81	Giant Ferret	1d4	44	Roc, Large	1d4
82	Gold Dragon	1	45	Roc, Giant	1
83-84	Wild Cat	1d4	46-50	Cloud Giant	1d4
85-90	Animal Herd(various)	2d10	51-52	Mountain Lion	1d4
91-92	Common rodents	2d10	53-54	Cockatrice	2d4
93-95	NPC Party	1d6+1	55-56	Dragonne	1d3
96-97	NPC individual	1	57-58	Stone Giant	1d12
98	Cloud Giant	1	59-60	Ice Wolf	1d8
99-100	Wychglow	1d8	61-65	wyvern	1d6
	Predator -2 reaction		66-69	Great Eagle	1d2
	Defensive -1 reaction		70-73	Faenare Scouts	1d2
	Defends only, or flees		74	Faenare Adventurers	2d4
	Prefers to flee		75-81	Common Birds	1d12
			82	Gold Dragon	1
			83-84	Displacer Beast	1d4
			85-86	Red Dragon	1
			87-90	Mountain Goat Herd	2d10
			91-92	Common rodents	2d10
			93-94	NPC Party	1d6
			95-100	Frostdrake	1d8



Dragons; These are neighbouring dragons or friendly visitors. The white dragons know the valley yet prefer their favoured colder climate over the warmer, moister valley, where they find more prey in the mountains around the valley. When met in the valley the Faenare keep them friendly with coins they acquired and other items they do not need. These dragons, however, are not intelligent enough to be able to speak and thus cast spells.

The Red Dragon in the table is passing by or is the Red Dragon from OGREMOOR, which is unaware of the valley and its magical location. It will fly over the valley, and not enter it, yet if seen will induce fear.

Faenare are detailed on page 304. **Faenare Scouts** are Faenare with level of 6+1d6 with scouting/survival/tracking skills. **Faenare adventurers** are level 2d6 individually and include mostly one or more able and known Windsingers. For all **other Faenare** roll 1d20 and all rolls of 1-4 are young or old who flee at the first attempt or are wounded somehow (DM create plausible reason). Rolls of 5 or higher are the rolled number -4 in level for these young ones.

Khyr

Inside the Valley there is no real wind stronger than a faint breeze going up and outwards. Most precipitation is still snow, yet the deeper within the valley you go, the more it melts easily providing a fertile area to grasses and even trees in the centre.

The Valley itself has 6 settlements created by the Faenare: **Deloor, Demost, Darr, Dewes, Darsud and Immid.** Most of the



The Magical Tree of Immid

valley is still alpine meadow, and grassy landscape. Several miles of terrain, however, have a vast pine forest, of which some areas hold small farmlands (*no more than a hundred yard each*) amidst the forest.

In the centre is a gargantuan pine tree with several milky white, semitranslucent 30' tall crystals to the south. Where the Tree and the Crystals come together, this is the magical location of Immid.

This location works similar to those in Ethengar and Alfheim in that it influences the region. It does so by draining any heat from just outside the area of effect, and transferring it from the central tree outwards again.

Thus it creates a reasonably warm, yet foggy region with an extremely cold surrounding area.

This creates a permanent cloud bank hanging over the valley, which gives an extremely cold and frigid feeling when entered. The regional creatures do not normally like to traverse this area, although most do not notice the secondary effect. Yet it affects them still in such a way they prefer to go away from the region. Any getting lost, feared, panicked, or otherwise will thus always direct out and away from the Valley instead of within.

A secondary magical effect is it highly energizes seeds brought to it, dries them and creates **Whole Seeds**, which are used by Faenare far away (See **Habitat/Society** below). This is limited to no more than 1000 a week, after which this function stops for a month.

The villages of **Deloor, Demost, Darr, Dewes, Darsud** are all similar. Each village is built upon a hill. Storage chambers are dug out of the hill up to be accessible from the main structure, from an opening in the central village. Other doorways exist in each village hill, yet never on

the North side or the Gate side.

The main structure is a two-story building at the centre of the village, with a ground-based stone bricked base and a pointed flowing grass-thick roof. It has an almost round entry in the stone on the ground as well as eight top entries (Smoke is expelled even higher through a slitted top). Several smaller similar structures are close to the main.

Around these is a large circular palisade wall. Another palisade-walled circular area with a large namestone (*a stone with all present and former inhabitants inscribed on it*), gives way to the village's gate, which is always directed towards Immid. Together each village is shaped like a figure eight. The wall is more ceremonial than really defensive, as all the Faenare are able to fly, and nearly all visitors are able as well.

The gate as well as some menhirs are decorated with runes displaying the village's song. Faenare speak their own language which is a derivative of ancient Elvish, and as such many symbols and words will be recognizable to those fluent in Elvish.



Immid is similar, yet has 4 namestone areas with gates directed East, North, South and West. It has a larger three-tiered version of the main building surrounded by four standard main buildings built against, and four times as many small and medium structures. The shape of Immid is a circle with four round smaller circles on each side, the lower openings are placed in between the Name-stone circles in the main hill.



Normal Faenare (*Sylphii aves Faenaerum*)

Humanoid	Faenare																											
Type	Demihuman																											
Climate/Terrain	Wild Desolate mountains of Brun																											
Frequency	Very Rare																											
Organization	Clan																											
Activity Cycle	Day																											
Diet	Omnivore																											
AL	N																											
NA	1d4(5d6)																											
Size; Fitness	as Human +6" 1d12																											
ST-DX-CO-Com	3d6=3-18																											
IN	8+1d10=9-18																											
WI (PR)- CH (PR)	3d6=3-18																											
Languages	Cloud Giant, Elven, Fairy, Giant Eagle, Harpy, Roc, Birds																											
Spellcaster Limits;																												
AC	7							6							5													
AV	0																											
Level	Young	Teen	NM	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
XP Needed	-4000	-2000	0	4000	12,000	28,000	60,000	125,000	250,000	500,000	800,000	1,100,000	1,400,000	1,700,000	2,000,000	2,300,000	2,600,000	2,900,000	3,200,000	3,500,000	3,800,000	4,100,000	4,400,000	4,700,000	5,000,000	5,300,000	5,600,000	
HD	1*	1**	2***	3***	4****	5***	6*****	7*****	7*****										7*****									
HP	1d8		2d8	3d8	4d8	5d8	6d8	7d8	7d8+2	7d8+4	7d8+6	7d8+8	7d8+10	7d8+12	7d8+14	7d8+16	7d8+18	7d8+20	7d8+22	7d8+24	7d8+26	7d8+28	7d8+30	7d8+32	7d8+34	7d8+36	7d8+38	
MV - FL	120'/40' - 360'/120' 3B																											
Load	HD x1000cn +100cn/St adj. (50% at 500+100/St adj.)																											
THACO	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5													
Attacks	2 claws or 1 weapon (Sling skilled)																											
Damage	1d4 each or by weapon+skill																											
Weapon Mastery(WM)	Sling SK or higher by using slots																											
WM Slots	1	2	3					1 SK										1 EX										
Special Attacks;	1 day bless by 5 faenare																											
Spells Level 1	1	2	2	2	2	3	3	3	3	4	4	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8
Spells Level 2			1	2	2	2	3	3	4	4	4	4	4	4	5	5	5	5	6	6	6	6	6	6	7	7	7	
Spells Level 3					1	2	2	2	3	3	4	4	4	4	5	5	5	5	5	5	5	5	5	5	6	6	6	
Spells Level 4							1	2	2	3	3	3	3	3	3	3	4	4	4	4	4	4	4	5	5	6	6	
Spells Level 5									1	2	2	2	2	2	2	3	3	4	4	4	4	4	4	5	5	5	5	
Spells Level 6												1	1	1	1	2	2	3	3	3	3	4	4	4	4	5	5	
Spells Level 7																			MUST DO RITUAL									
																				1	2	2	3	3	4	4	4	
	Song Level 1																											
	Song Level 2																											
	Song Level 3																											
	Song Level 4																											
	Song Level 5																											
	Song Level 6																											
	Song Level 7																											
Special Defenses;	Avian Friendship (any bird giant/small), Save +4 vs airbased magic, Infravision 60'																											
	Protection from Lightning																											
	Summon Birds																											
Immune to;	Harpy Charm songs																											
Advised Skills	Singing at +1, Direction Sense, Survival Hills or Mountains																											
Extra Vulnerable to;	Drink Level -5																											
AM	0																											
Save as Elf;	1	2	3	4	5	6	7	8	9	10																		
ML	Alone 9, group 10, Clan 11, nest 12																											
XP Value	13	16	35	80	275	675	1300	2450	2850								3250											
TT	0																											
Body Weight	as human x 50%																											



The Faenare are a race of elf-like bird people. They are an old race, kin to both the elves and the Faedorne of the Shining Isles (some Secretive Floating Group of islands, or tiny Planes or Dimensions floating as bubbles in the air of Mystara). Although they are seclusive and insular, they possess a gift for singing and telling tales. They lead a peaceful and unburdened life amongst their nests and clans.

Physical Description:

Faenare are tall (most are 6ft to 6.5 ft tall) Humanoids, with winged arms and crests of feathers on their heads, backs, abdomens, and calves. Their eyes are large (3-5" diameter) and bird-like, set in a facial structure otherwise like that of elves. Pointed ears nestle below head feathers. They have tawny feathers streaked with amber or gold, although older bird folk have many streaks of white and grey in their plumage. A Faenare's hands, a part of their wing-like arms, cannot be used in flight other than to grip small light items (i.e. no weapon in flight, nor anything larger than 5" or heavier than 15+1cn/con adjustment). In compensation, their strong flexible legs and claw like feet can fight, use weapons, and even fire bows in flight. Other than simple harnesses for carrying tools and belongings, Faenare have no need of clothing and do not wear it (nor understand it). They can wear armor, but it is detrimental to their flying abilities.

Personality: Faenare are a seclusive race, shunning and mistrusting outsiders. Most are content with this existence, still bearing the scars of the shadow elf treachery long ago. As a result, many outsiders believe the race is long dead, and those that do encounter them believe them to be aloof, arrogant, or rude. Faenare are rarely violent with outsiders unless they are being attacked- even then they will usually flee rather than fight.

However, there is a side that outsiders do not see. It is the side that enjoys the sight of their young at play in the wind currents, teasing the elders and flying with giant eagles. The Faenare love to sing stories and weave tales over their stoneberry wine (*a delicious light, sweet and bubbly beverage. AL 2/ glass*). Their tales are captivating, singing of joys and follies, pranks and jests, misunderstandings and confusions. Should an outsider be able to join them, he might think he had stumbled into a tavern in the Five Shires.

They are swift and silent, keepers of secrets and singers of songs.

They fly fast (they think even faster than Dragons), for their souls are made from the very stuff of the air, and they can bear loads in flight without being slowed.

The Faenare are best described by the words of Alexene Cloudmantle "*We are a people of song and air, little burdened by material things... Our life is in song, a breath of life handed down from one generation to the next. With this, we are more than happy.*"



Combat

The Faenare are reclusive and protective of their nests. They tend to be non-violent and prefer magic or flight to fighting. Even so, they will attack if provoked. Faenare can use their claws in combat when flying. Those claws are also capable of using weapons. On the ground, Faenare wield weapons with their hands. Faenare are proficient with slings, short swords, long swords, daggers, knives, bolas, short bows and longbows. They avoid big weapons (pikes, lances, great swords, etc...) and coarse, vulgar weapons (axe, hammers, picks, etc...).

Faenare find armor a hindrance and are not only not proficient with it, they suffer penalties for wearing it. While they can fly with fairly heavy loads, they find armor irksome and binding and will not wear it. If insisting upon wearing any armor, their movement rate is reduced by 25%+10%/AV, and their Dexterity is reduced by -1 /AV (MF drops to 5 B), since the armor interferes with the character's natural Dexterity and litheness. However, Faenare will readily use Shields (with one handed weapons only) and magical protection like rings, but not cloaks or robes as these hinder likewise.

Flying requires no more exertion than walking or running for a Faenare. A Faenare in flight can make a dive attack. A dive attack works like a charge, but the Faenare must move a minimum of 30 feet and descend at least 10 feet. A Faenare can make a dive attack only when using its claws; if the attack hits, it deals double damage.

Faenare are seclusive, and hard to surprise (1 on 1d12 only). They are immune to the charm effects of the Harpy song. Birds will not attack the Faenare under any circumstances (even if magically controlled, brought into being by a Create Animal spell, etc.). Faenare can also converse with birds as per speak with animals spell at will. Faenare are permanently protected from natural lightning (as the druid spell) and save at +4 against all air-based attacks and spells (e.g. the whirlwind created by an Air elemental, etc.). They can be attacked by Normal lightning bolts and electricity, but summoning lightning from a cloud is as natural lightning.

Bless

Once per day, a group of five or more Faenare can cast a Bless spell upon themselves by one round of harmonic singing. This spell has the normal duration of a bless spell, but it is cancelled if any member of the group moves more than 100 feet away from any other.

Faenare morale is 9 if alone, 10 in a group, and 11 if with the clan and 12 in the nest.



Advancement

They're natural born Spellcasters. As they mature, all Faenare become Shamans, Clerical/Druidic-like Spell casters (using the Druid spell list). Through normal level advancement, they may work up to 12th level of spellcasting ability if their prime requisite allows it. No extra experience is needed for entering the Shamanistic career, and the young Faenare Shaman begins a career as a 1st level (1HD) Shaman, without being able to cast spells at this stage.

Most Faenare do not advance beyond Normal Monster level. A Faenare must have a Wisdom of 13 or higher to advance further. Unless a Faenare is a Windsinger, he or she cannot advance beyond 12th level.

All Faenare are shamans, Clerical/Druidical spellcasters of levels 1 to 12. A few, very rare specimens are Windsingers, spellcasters with wider spell selection and additional special abilities.

The progression follows as per table. They may become Higher Spellcaster (than NM) only if their Wisdom is 13+. Higher level Shamans are highly respected and appreciated by Faenare society and have important roles in these communities. They frequently take up the task of learning the old songs and music, memorizing them, and teaching them in turn to the young. This is not the sort of stuff of which brave adventurers are made and unless a party is all Faenare, powerful Shamans are not likely to leave their community.



Faenare with a befriended Rakasta Lion warrior

Summon Birds:

This ability is calling (summon) 2d4 ordinary or 1d4 Giant eagles once a day from 1 mile distance by 1 round of song (if available, they fly with 120'-40' to 240'/80' for birds, and 240'/80' to 360'/120' for Giant Eagles, to the Faenare calling), which will help the Faenare (not suicidal), but they expect some reward (food), afterwards. If this is not done the number is lowered by -1 cumulative for each time no reward is given (0 or lower adjusted numbers result in no animals coming even when in range of the effect).

Relations:

Faenare believe they are distantly related to the elves and the Faedorne. Although they have rare dealings with the elves, they are friendly to those they encounter. They believe the shadow elves betrayed and murdered many of the Faenare mastersingers, and have not forgotten that treachery. Faenare are very mistrustful of Humans and Humanoids in general and avoid them if possible. They maintain strong relations with avian creatures such as giant eagles and rocs.

Habitat/Society

Alignment:

Faenare tend to be Lawful, Neutral, or Good. Chaotic Faenare are tolerated, but evil Faenare are viewed as a threat to nest and clan. The race's seclusion means each individual's actions can have profound repercussions, so Chaotic and/or Evil Faenare are viewed with much suspicion.

Faenare Lands:

The Faenare inhabit wild and desolate mountainous regions, scattered across the Known World (*Wyrmssteeth Mountains-Norwold*, *Black Mountains-Hule / Sind Desert*, *Silver Sierras-Glantri*, *Monsterland Mountains-Alphatia*, *Denagoth Wall-Denagoth / Wendar / Heldann*, *Broken Lands-Kurish Massif*). All these Faenare have contact with each other, and many Faenare travel to these destinations, and are at least aware of them. The **Whole Seeds of Immid** are important in this trade/interaction.

The Broken Lands with their settlements in the Valley of Khyr are home to the highest number, but even there, their number is low. They favor areas that are unreachable by surface-dwellers. The highest mountain around the Valley of Khyr in the Broken Lands (*Mount Uruparda-11,244' high*) has a 15' tall bronze statue of a Faenare on top of it. It is looked upon by the surrounding mountains where the Faenare live. The flying City of Serraine probably has the greatest number of them concentrated in one place outside of the Broken Lands.

Whole Seeds

Whole Seeds are an unknown semi-magical creation by the Faenare (using their Magical Tree in Immid), and many Faenare carry several of these with them, and trade amongst each other. In effect they function as money...which eventually will be eaten. Dry Seeds that turn to fruits in an hour if exposed to water and air. Will spoil if exposed to heat within a single day. If or touching the ground, they take root if circumstances permit (or rot away in a single day if not so), and grow into an abundant (larger, more leaves and flowers, more seeds) version of the normal plant at normal growing rate of said plant.



Ecology

They live in small clans, occupying great nests hidden far inside secluded cave complexes in remote mountains where surface dwellers normally can't reach. They're all Shaman, priests of their nameless Immortal Mother. They gather much of their food—Plants, Berries, Seeds, where they can find it. They do have secret places, small cultivated valleys, where they grow such foods. They aren't vegetarian, but their diet is primarily based upon this vegetable food, stuffed up with unfertilized bird eggs, insects, and the rare mountain vermin-lemming-like rodents. Their clans are close knit (and actually are no more than branches of the same single clan) and tightly bonded. Clan folk come to the aid of their brethren and sisters without a second thought. It's nearly unthinkable for a Faenare to live apart from the clan.

Names:

Faenare names tend to be melodic. Surnames evoke imagery of the sky or other serene and melodic concepts.

Male Names: Mercurio, Roland (French spoken), Sirius, Arthurius.

Female Names: Alexene, Flora, Rosario, Thimbelle.

Surnames: Cloudwalker, Rainsinger, Windsailor, Stormbreaker.

Age	Faenare
Baby	0-5
Youngster	6-10
Teenager	11-13
Young Adult	14+1d6
Adult	21-23
Mature	24-44
Elder	45+
Death	85+2d12

Player Faenare Adventurers:

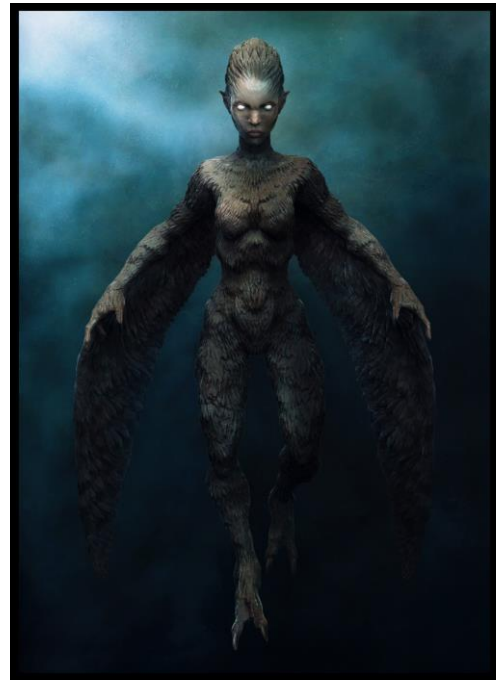
Faenare adventurers often seek to know and understand the greater world around them. Some chaff under their race's seclusion. Some want to better understand the other inhabitants of Mystara, both to help protect their clans and to broaden their horizons. The Faenare refer to those that leave to adventure as "*wind-haunted*", believing they hear a song in their minds at night that drives them to find its source. Faenare adults encourage these wind-haunted souls to seek the song in order to be at peace. It also is believed that these Wind-Haunted are part of the Mother's plan by helping their insular race better understand the world around them. Faenare adventurers must often come to a spiritual place where they can balance the violence that often follows adventurers with their race's inherent non-aggressiveness.

Windsingers

The Windsingers are leaders, mystics, and visionaries among the reclusive Faenare - individuals who have demonstrated both a strong devotion to the natural world and divine calling, and also a broad aptitude for the song and music that are at the core of the Faenare culture.

Windsingers are often mercurial, unpredictable, and more than a bit wild. A sense of isolation and wanderlust is common to all, and while many Faenare adopt the path of the Windsinger do so in order to help protect and guide their clans, they invariably take time away from the clan to travel abroad and see new things. Other Windsingers choose to wander alone or with a few friends, seeking enlightenment and new experiences away from the home ranges. As a result, Windsingers are incredibly rare, but have the potential to be found anywhere.

The player who seeks a Faenare may wish to play a windsinger, a druidic shaman who also gains additional powers—especially the ability to learn and sing powerful songs of magic and enchantment. **Windsinger songs can only be learned and sung by characters with a wisdom of 15+ who takes two skill slots in singing.**



Most PC Faenare are unusual in that they are setting forth into the outside world. Such characters will be motivated by intense curiosity (as with Windsingers), the desire for revenge (as with one from a decimated clan), or similar powerful urge. Other reasons might be a mission as courier, a need to locate some rare herbs or plants or some icon, etc.

Songs are equivalent to spells and are treated as such for the purpose of gaining new songs and memorizing them for later use. Songs of 6th level and below are learned automatically by a Windsinger when the appropriate Spellcaster level is gained, since minions of the guiding Immortals help the Windsinger reveal what is in his own mind (where all the songs are buried, awaiting their relearning from ancient racial memory). Songs of 7th level or higher can only be learned from sacred sources locations, which are detailed below.

Windsinger songs are detailed by level because each is memorized and sung in the same way as a spell, and a memorized song is considered equal to a spell of the same level. Thus, if a 12th level Windsinger memorizes a 6th level song, this takes the place of the single 6th level spell the Windsinger could normally memorize. Songs are not forgotten when sung. Instead the magical energies which leave when the Windsinger sings a song produces the same loss of energy and force which spellcasting at the same level does. That song can't be sung again until rememorized (really re-energized). The process is similar to, but not the same as, forgetting spells when they are cast.

The most commonly known windsongs follow (The DM only, as the Immortal, can give the character other songs, which often resemble spells in some way. These are never based upon Matter, Energy or Entropy, but may use Time-Water or Thought-Air based magic.). Each takes two rounds to sing, regardless of level. If the Windsinger is disturbed while singing and prevented from completing the song (e.g., by a Silence spell or an injury) then the song's effects are lost. Song effects commence when the song is complete. Muteness, Deafness or being silenced are very bothersome for Faenare, and those unable to be cured will often commit suicide within a few months at most. Deaf creatures allied to the character will not be affected by the songs, but offensive songs will affect deaf (like a zombie/skeleton) targets.



Song of the Wake **1st level**

This song affects all Undead creatures with six or fewer HD, within 30 feet of the Windsinger. Affected Undead must make a saving throw vs. spells. If this fails, they will hang back from the Windsinger (and his party) for 1d4+1 rounds. After this time they may attack as normal.

Harmonic Song **2nd level**

This has the same effect and duration as the 2nd level magic user spell Mirror Image, save that 1d4+1 images are created, and the blurring of the Windsinger is such that all attack upon him are made at -2.

Song of Will and Iron **3rd level**

Upon completion, all creatures in a 20 feet radius of the Windsinger (including the Windsinger himself) are affected as follows. The Windsinger and his allies gain bonuses of +1 to morale, hit and damage rolls. The Windsinger's enemies suffer a -1 penalty to morale, hit and damage rolls. Save against mental attacks (Fear, Feeblemind, Illusions, Magic Jar, ESP, etc.) are made with a +2 bonus by those friendly to the Windsinger. The effects have a duration of one round per level of the Windsinger. This is a prized battle song.

Song of Dispelling **4th level**

This song has the effects of a Dispel Magic spell in a 20 feet radius around the Windsinger, but with certain advantages over the usual form of the spell. Potions and like items are not affected by the spell, and those friendly to the Windsinger receive saving throws against spell cancellation in the case of spell effects which are advantageous to them (such as Bless, Haste, Song of Will and Iron, Striking, etc.). This song has much greater value in a massed melee than a simple spell.

Song of the Snowstorm **4th or 5th level**

This powerful spell has a lower-register and a soprano/tenor version (5th level). This variant duplicates exactly the effects of an Ice Storm spell. The 5th level version creates a cone of freezing snowflakes which radiate out from the fingertips of the Windsinger. The cone is 5 feet wide at the base and 20 feet wide at the far end, which is 60 feet distant. Damage caused to all creatures within the cone is 1d6 points per level of the Windsinger. A saving throw vs. spells halves the damage.

Song of the Whirlwind **5th level**

This song summons a 16HD Air Elemental, and is equivalent to the 7th level spell Summon Elemental, rather than the 5th level Conjure Elemental spell of the Magic User. The Elemental obeys the Windsinger's commands completely, and if it sees the Windsinger being attacked when it arrives it doesn't need to be told to attack the Windsinger enemies! Air Elementals are automatically friends of the Faenare, and will normally not attack any of them. It will never attack the Windsinger who summoned it, and the Windsinger doesn't need to maintain concentration to control it. The Elemental appears at any spot within 360 yards from the Windsinger and materializes in the form of a Whirlwind, inflicting 3d8 points of damage on everything within 10 feet of it. The Elemental departs whenever the Windsinger wishes it gone, or if successful dispelled.

Song of the Rainbow **6th level**

This song calls into being a beautiful, shimmering rainbow. The Windsinger and up to six creatures can step on the rainbow and walk along it, travelling at a rate of up to two miles per round up to a maximum distance of 5 miles per level of the Windsinger. The Windsinger and his party can step off the rainbow and on to solid ground at any point up to the maximum range of the rainbow, assuming solid ground is present! There is no danger of falling off the rainbow, unless someone actually wants to. Enemies of the Windsinger, or creatures NOT accompanying the Windsinger, simply can't see the created rainbow, nor can they step on to it. The rainbow persists for one turn per level of the Windsinger, although the Windsinger can wish it out of existence when he has travelled as far as he wants. The rainbow disappears if all colours are plucked from it. Bands of color may be plucked from the rainbow by the Windsinger. These bands can either affect the Windsinger if he so wishes, or someone to whom he hands the band. When plucked, the color band completely disappears from the rainbow, reducing by one the maximum number of people who can travel along it.

The Effects are:	
Red	As Potion of Fire Resistance
Orange	As Cure Light Wounds Spell
Yellow	As Haste Spell
Green	As Neutralize Poison Spell
Blue	As Resist Cold Spell
Indigo	As Remove Paralysis Spell
Violet	Wisdom +1 until next Sunrise (18 max)

Song of Life **6th Level**

This very potent song is a great bane to Undead. Upon completion, the Windsinger affects all Undead within 30 feet. Undead of 4 or fewer Hit Dice are simply destroyed, turned to dust or ethereal Goo (they are instantly returned to the Plane of Limbo). Undead of 4+ to 7 Hit Dice suffer 6d6 points of damage; half damage if they save, and they must make a further saving throw vs. spells at -4 or flee in utter terror of the Windsinger for 1d6 Turns. Undead of 8-12 Hit Dice suffer the same damage and must make the same saving throw, but without the penalty modifier. Undead of 13+ Hit Dice make two saving throws, the first to negate the damage altogether, the second to avoid being forced to flee (though they only flee for 1d6 rounds). The Windsinger may make a saving throw vs. Death ray to negate any energy drains he suffers in the next turn, and his blows (but not spells!!!) cause double damage to any Undead creature during this time.

Song of Triumph **7th level**

This powerful but draining song rallies the singer's friends and confers great fighting abilities upon them. After the song is sung for two rounds, all Faenare within 100' of the singer will gain what's in the table. For each additional round that the Windsinger continues to sing, the next effects cumulate. All Faenare, Druids, or nature-following Immortals within the area of effect can (if willing), regain one spell-level (i.e. all level 1 spells for example), so that cast spells memorized that morning become available once more and can be re-used. All Faenare become enveloped in shimmering aura's conferring the following; AC-1/round (max-4). The Windsinger must make a Constitution check each round as per table, until the check is finally failed. Each round of use reduces ALL a Windsinger's attributes by 1. If an attribute is 0 or less, the character becomes unconscious. After 6 hours of rest the character has regained 50% of this loss, and awakes finally, the remaining loss is recovered at the rate of 1 each day for ALL abilities. This song is a 7th level song and as such can only be learned by a 17th level Windsinger or higher. These have progressed beyond the normal experience limit.



Rituals from 13th level

The interest and favor of the Immortals allows Windsinger Faenare to progress beyond 12th level. Upon reaching 12th level, the Windsinger must undertake special rituals. An Immortal will visit the dream singer in his dreams, or as an avatar, or send a message; he thus awakens the Windsinger's mind to songs and music, which embody his basic being and intense racial memories of the Faenare. This will have two effects.

First, the Windsinger will only fail rituals undertaken to progress each level beyond 12th on a Wisdom check of 20. However failure here is final, then no more progression will be possible.

Second, the Windsinger is now awakened to the sound of the music within himself, causing him to become, at times, melancholic and introvert. He desperately seeks the external source, which enhances the fragments of melody, and harmony he hears within himself.

This craving to find greater and truer music's is a source of quests for Windsingers. Such songs can be magical, like the Song of Triumph. They might be transcendent forms, the equivalent of artifacts to the Windsingers. Finding such music is the first footstep on the path to Immortality. These songs can never be learned from other Windsingers—their truths are different to each singer.

A Windsinger who gains the 17th level of spellcasting ability gains the permanent favor of his Immortal patron and no further Wisdom checks will be required to gain further levels of experience. Such a character is now a master Windsinger, or master singer, and now has a charisma of 18 to other Faenare. At each stage after 12th level, the Windsinger gains additional spell use as given in the table. The spells he can choose from are very limited though: *Holy Word, Survival, Travel*.

Faenare don't possess any relics, like Elves do, although the Tree in Immid comes close

Religion:

Faenare revere an Elven Immortal known to them only as the Mother. Most believe that at some point, all of the Faenare Windsingers will spin their music together, and the Mother will arrive to take them to the Shining Isles. Faenare adventurers are often also drawn to some of the natural Immortals such as Terra and Ordana.

What is unknown to the Faenare is their true history and thus their immortal mother.

Cochere (Nameless Mother)

Patroness of Gyerian and Faenare

Level, Alignment, Sphere: 12th (Temporal), CG, Thought

Symbol: The silhouette of a rooster's head

Portfolio: Gyerian, Faenare, survival, liberty, family, song and music

Worshipped in: Arm of the Immortals, Known World (Broken Lands), Serraine, Skothar (Jen), Midlands

Appearance: A Gyerian or a Faenare (based on the disciples to which she manifests) of gigantic dimensions with white plumage, golden crest, bronze bill and claws. Or as a male Faenare. (See picture statue).

History: PROBABLE THEORY:

Cochere was one of the first Gyerians (a race of Humanoid birds) living on Mystara during the Blackmoorian age. Cochere was the first to acquire a flicker of intelligence among the members of her race, and succeeded to guide her tribe towards the more fertile pastures, defending them from predators and assuring the continuation of the species. After epic adventures in the continent of Skothar to search for an Artifact of Thought that also allowed her kind to develop superior intelligence, Cochere saved numerous Gyerian during the events of the Great Rain of Fire making them migrate to Brun. In the tremendous harsh winter that followed, to allowing the survival of her people realized the Egg of Wonder, a magic item able to create from nothing anything material its owner wishes, after he has accurately brooded it for a whole year.

With this invention Cochere was noticed by Korotiku, who guided her to complete the path of the Epic Hero in 2920 BC. From the moment of her ascension, Cochere has always kept vigil over the Gyerians and protected their existence, favouring their migration across the continents and forming the Gyerian culture based on nomads, in a way of allowing her kind to more easily escape the predators and of procuring here the more abundant resources. The Gyerians today survive in the plains of central Brun and Skothar thanks to her intercession.

Later, Cochere was also responsible for the creation of the Faenare race, born from her desire of bringing to the Gyerian those improvements that instead her descendents didn't acquire. It was so that makes the Faenare more graceful and harmonic and especially the creation of wings able to fly, permitting them to seek refuge from the predators on the highest summits (making their survival easier in respect to that of the Gyerians and favoured the creation of a very sedentary society). Cochere has never revealed her name to the Faenare (and for this is worshipped as the Nameless Mother), and as such teaches a young chick of life, and about to the solidarity among broods and to the love for harmony and music.

Cochere once wandered, appearing as a male Faenare under her created kin. A Windsinger found, however, through song the vibrations to detect her true identity. Cochere decided to disappear, proud of the Faenare's accomplishment at detecting her even in this immortal identity. Since then the single statue is placed on the Mount Uruparda-11.244' high in the Broken Lands Valley of Khyr, depicting an image of a male Faenare as being "The Nameless Mother".

Personality:

Cochere is a shy Immortal for how benevolent she is in the struggles of her protégées, haughty and extremely unpredictable, and perfectly embodies all the characteristics of the modern Gyerians and Faenare. She has no allies, also because few are interested in the species under her care, and because of her marginal role in the history of the Multiverse and of the low profile kept by her breed.



The 15' tall Statue of "the Nameless Mother" On Mount Uruparda Khyr-11.244' high



She doesn't even have any stable enemies, yet in the Broken Lands tensions are high amongst Jammadaru, Orcus, and Bagni Gullymaw, especially as the Humanoids seem to have no resistance against the Faenare's song magic.

Patron: unknown [presumed: Korotiku]
 Allies: none
 Enemies: none specifically; disliked by Jammadaru, Orcus, Bagni Gullymaw.
 Alignment of followers: any
 Favourite weapon: natural weapons (only allowed one handed piercing weapons)
 Clerics' skills and powers: free singing and survival (plains or mountains) general skills.
 Allowed weapon: dagger

Language:

Faenare can speak Cloud Giant, Elven, Fairy, Harpy, and can communicate with Rocs, Giant Eagles and birds similar to a Speak with birds spell at will in birdsong. This conversation is in birdsong, and wholly unintelligible to any other race. Bear in mind that the average bird is not over-endowed with brains and can only rely simple information on simple matters, or perform very simple services. They only know terms like day, night, summer, winter, Autumn, Spring, food, water, prey, Sun, Moon, Day Night, North (not other directions), home, nest, safe, Hunter (Predator often a special name for each different one), Grazer (any grazing animal), Dragon, Stick, Branch, Tree, Mountain, Hill, Sea, Lake, River, City, Village, Road, Swamp, Names of the different birds as they know—often named after a dominant sound it makes—eggs, young, mate, territory, fields, sunrise/sunset/noon, fire, death, sitting, sleeping, eating, drinking, egg-warming, resting, digesting, pooping, preying, guarding, looking, go, stay, and come, nest-making, man-house, big, small. Some birds know routines other birds don't like swimming, floating, groundling (Ducks), diving, fishing (Seagulls), harvesting, picking (grass birds), glittering (Magpie), Colours (most colourful birds). Some rare bird species can count to 3 to 8 maximum. They don't know terms like door, glass, solid, look through, or other technical denominations of any kind.

A Faenare in the hand is tastier than two in the... (Last words of the Evil Cloud Giant Cumulo Nimbits)

A word of Alexene from Serraine

I speak of my own people. Few have seen us, and fewer still know us, so I shall dispel your ignorance. We are a very old race. Some believe that we no longer exist. We believe ourselves as kin to the elves, and to those far-distant dwellers on the Shining Isles, The Faedorne. Our windsongs speak of an (Elven?) Immortal from the Sphere of Thought who created us where the stars sink into the horizon. She held our souls in her hands, and blew them forth into the world, collecting form from the air as they rode on the winds, over mountains and to the secret places we now live. When the entire world's master Windsingers spun their music together, we believe the true name of our mother will be revealed to us and she will come to take us to the Shining Isles to rest there forever. But, perhaps this is only a tale after all, though it saddens my heart to think this is so. My people are swift and silent, keepers of secrets and singers of songs. We fly faster than even the great dragons, for our souls are made of the stuff of Air, and we can bear loads in flight and not be slowed. We keep away from Humans and their kin, and almost all creatures save those from the skies. We speak with the great eagles, and even the mighty roc, but we have few other dealings. Though we hold them as kin, we shun even elves. Our songs speak of treachery among the elves; of Shadowelves in Alfheim who betrayed us long ago in nowadays Glantri; of Mastersingers slain in the night by cowards with poisons. We do NOT forget these things.



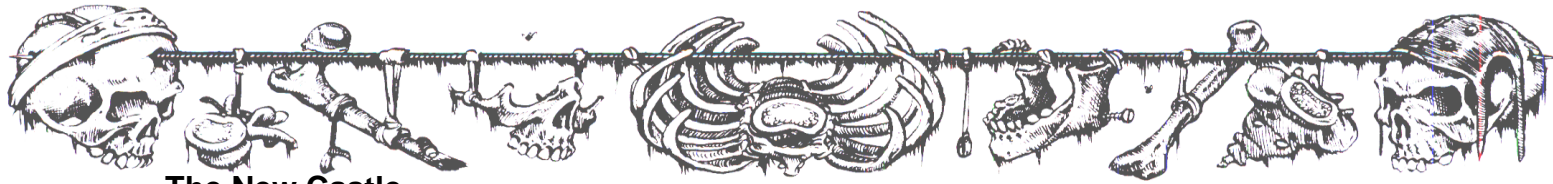
We Faenare live in small clans, occupying great nests hidden far away inside secluded cave complexes in remote mountains which surface dwellers cannot reach. Many of us are shamans, priests of our nameless mother. We gather much of our food—plants, berries and seeds, where we find it. We do have secret places, cultivated valleys, where we grow such foods. Our clans are close knit and tightly bonded. Clanfolk come to the aid of brothers and sisters without a second thought. It is nearly unthinkable for a Faenare to live apart from the clan.

Yet there are exceptions. Some few of our young are wind-haunted, as you would say in your tongue. The young one hears songs within its mind, especially at night, giving him neither rest nor peace. He is driven to find its source. We recognize this haunting, and our adults drive the haunted one from the nest, to seek his enchantment and fulfilment in the world. This is the path of the windsinger, who seeks part of our creator's eternal music in the great world beyond. The song in his mind often produces an unfaenarelike curiosity about all things in the world. Perhaps this, too, speaks of something of our creator's purpose. It is one of the few ways in which our insular people gain any new learning of what lies in the wider world.

The Windsinger's path is lonely and dangerous. Many do not return. But others find the music within their heads, and know an indescribably joy of recognizing at last the harmony within themselves and their creator, only a few return to us. They become our master Windsingers, or simply mastersingers. Mastersingers are the great teachers. Their songs renew our sense of history and reveal the meaning of our lives.

If I have painted a picture of the solemn Faenare, it is not so. To see our young at play in the wind currents, teasing our elders and riding the great eagles or to drink our Stoneberry wine (AP 7 / glass), all bubbles and light sweetness and good feeling is to know we are people of all variety, like yours! We too sing of joy and follies, pranks and jests, misunderstandings and confusions. We have our wits, scallywags and even malcontents just as you do.

We are people of song and air, little burdened by material things. The great smithing and mining of the stolid dwarves, their honeycombed homes, we cannot equal. We have nothing to compare with the crystals, arts and beauties crafted by the elves. We do not even create things such as the gems and jewels of the gnomish folk, our life is in song, a breath of life handed down from one generation to the next. With this, we are more than happy.

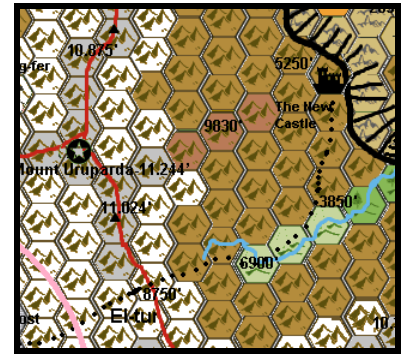


The New Castle

Two young adult Cloud Giants, **Menashir** and **Kobblanta** have met each other in the Silver Sierras. When returning from their Honeymoon in Norwold, they found that the Great Meteor destroyed their castle, gardens and actually the whole environment. At first they were struck with grief and sorrow, but then they were invited by the Faenare of Khyr. Wandering a bit in the surrounding mountains, they soon discovered the Trollhattan depth. They adored the view and decided to settle here. With the help of a few befriended Mountain and Stone Giants they rapidly erected a wonderful new castle on the edge of the Trollhattan Depth.



It consists of a large singular 1500' high castle with a copper and glass dome on top, a 1400' high rectangular tower with a perpetuum machine on top. A third 1200' high dome at its foot, and a 700' high keep-like tower, where Menashir can do his research and constructions, and inbetween these a flat surface where Kobblanta has her garden. There are some connecting bridges to the mountain side and



both towers, and a few lower residences in the North, these are for servants and guests. Both these giants are Neutral Good, have no interest in the Humanoid affairs, and are actually more interested in the Geomorphology of the area. Actually, much of the more recent information of this manuscript comes from the research of these two giants.

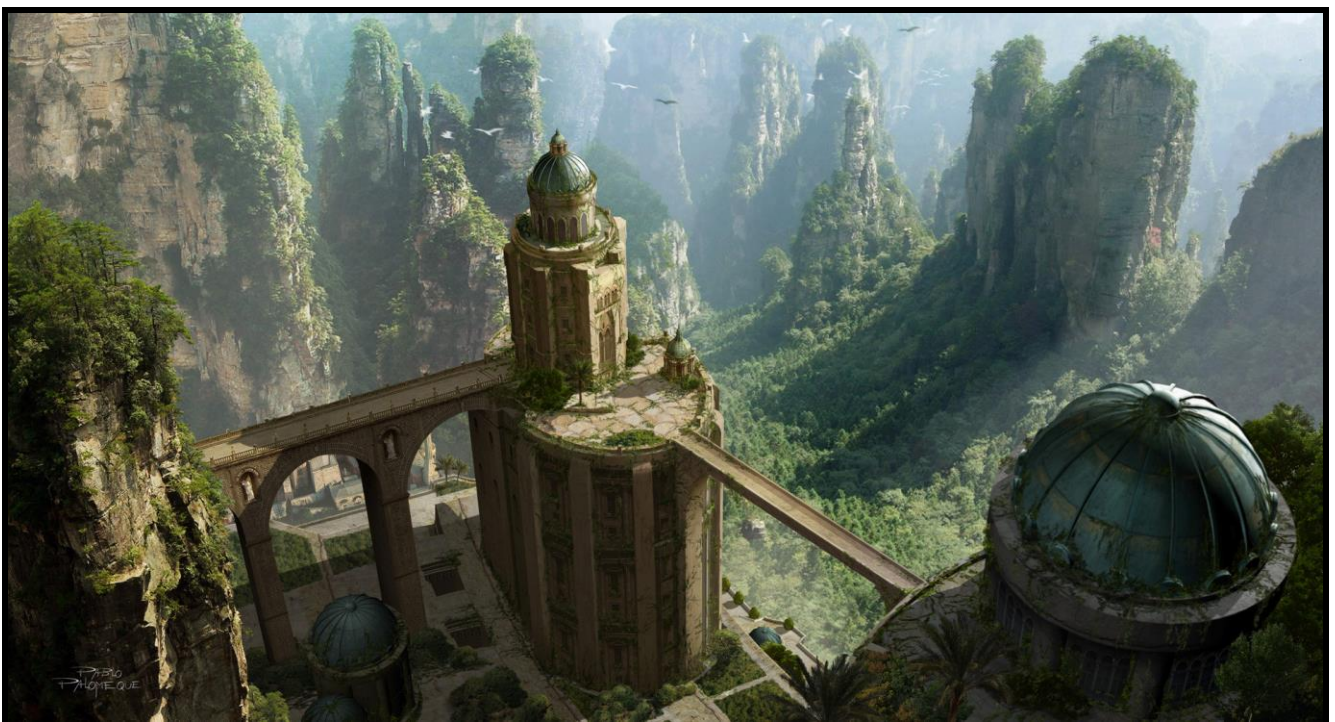
The castle is hard to find, located in one of the least visited regions of the Broken Lands, but actually very welcoming for Humans and DemiHuman adventurers, Giants who either flew in or traversed the mountains.

Humanoids rarely venture here in these very inaccessible mountains, and even then they can't reach the castle, as it is mostly hidden in the clouds, even if approached from the mountains. And even if they could, the giants, with all their servants and friends would be a formidable foe. To the residents, there is actually only one rule, don't show yourself, never show the castle.

The Giants have a trail towards the Valley of Khyr, which is always hidden in the frosty clouds. They are friends to the Faenare, and the visiting Stone Giants regularly visit both the Giants as well as the Faenare.

The altitude, as well as the climate makes it even worse for Humanoids to even make the attempt; to them these mountains are empty. From the castle, the view into Trollhattan is mostly obscured by a dense fog, yet when this opens the castle provides an excellent view of the area. From Trollhattan, sometimes under the right light conditions, a glint of the glass dome can be seen, yet even if the Humanoids reach the edge of the mountain they can't see any more as the castle is made of the same rocks as the mountain itself, they lose interest, (*Trolls forget what they do there in the disliked cold*), or get lost and perish, before even reaching the castle.

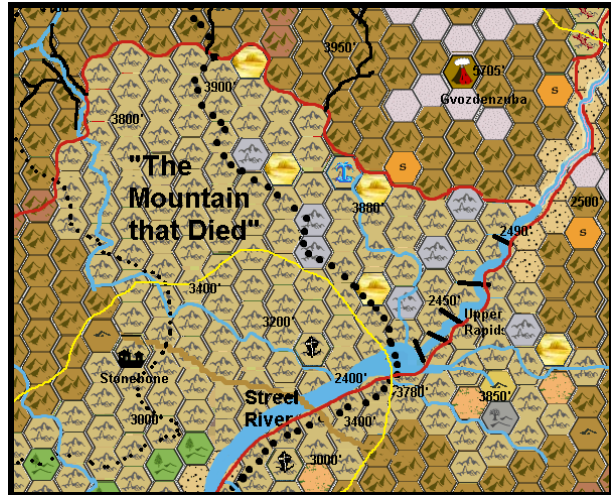
And finally three unrelated small White Dragons independently living along the mountains of the Valley of Khyr; **Pasvrost**, (age 21, AL CN, M) **Ijsh-ergg-koud**, (age 24, AL N, M) two males and **Kal-tejung-fer**, a female (Age 29, AL CE, F). All feed only on the local wildlife, and wandering Humanoids now and then.





“The Mountain that Died” (*Ul mal-zagh kigija vras*)

This is the area clutched between today Gnollistan, Red Orcland and High Goblily. The name is the translation of the Gobbleton *Ul mal-zagh kigija vras*, and relates to tales how the mountain that once was, is no more. The tales lead back to the Grondheim era where the Troll Queen had dominance on the mountains which in those days fully bordered South West Ethengar, enough to spawn a large lake in the region. Large groups of Humanoids already lived here, amongst which mostly Goblinoids. They had extensive cave systems within the mountain on which the Troll Queen had erected Fort Akkrass. When in 1700BC the great disaster happened, two complete mountains collapsed and disappeared. All this being hidden from direct view in an enormous cloud of dust and sound. Some Goblinoids in the nearby future Red Orcland region survived long enough to notice how a mountain totally collapsed. They did not notice that the region, though affected by serious earthquakes and a gigantic dust cloud, was beginning to uplift.



These survivors went into the southern Grasslands (Future Darokin), and when the dust settled after a week, the whole area was altered forever.

Goblinoid shamans today say that Wogar pummeled down on the Troll Queen, for however powerful she was, she was unheard of since. It is these shaman who over generations of oral tradition gave the knowledge to today Goblins, and with them to the other Humanoids which survived, or those coming later.

Today the area still reflects the disaster. Rocks spires still stand, and the area is covered with a thick layer of dust, debris and broken rocks, while being bordered on almost all sides by sharp edged mountain sides, clearly revealing there was once a mountain here.



The area is littered with deep crevasses and small cracks in the terrain, and there is no area on the same level. Travelling here is very difficult, and at maximum 50% of normal speed. It is also very dangerous, sometimes cracks covered by rocks and layers of dust shift due the earthquakes generasted from the Twin Volcanoes, and sudden holes appear. These holes are very deep and can swallow a Troll hole. There is a 10% chance that during an earthquake (not a tremor) a hole will open. This hole will be 1d100' deep, and the character will suffer normal falling damages, there is a 25% that the character fallis in an underground pocket of water. The chance of retrieval is low, as Humanoids mostly tend to see their fallen comrades as dead from that moment on, as sound does not echo up through these holes. The few Humans or Humanoids with flying magic or long enough ropes can try to save their comrades. Goblinoids and Orcs as well as Ogres tend to honor this saving from death, by saving their savior from death once later. Especially Red Orcs do have this honor feeling to return the favor.

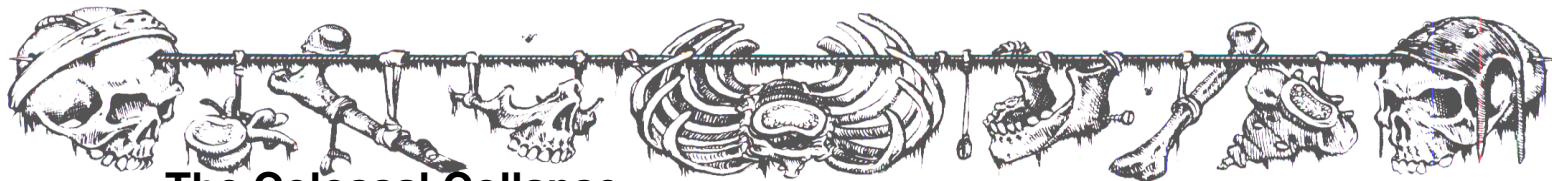


On other areas in the region volcanic fissures opened up and closed, leaving saltplains, salt pools and hardened very sharp volcanic glass and stone behind. The Goblins sell these sharp pieces of volcanic glass to passing merchants on the Street Trail who they do not dare to attack (others they do attack), for 1gp per LBS, and Merchants sell these to stonecutters for making rare vases, bowls and such, earning even more money.



The Darokinian Trail passing through had to flatten the trail on many locations to allow wagons to pass, and with the help of Dwarves they succeed, however these 'roads' or better trails still regularly require careful treading, as even here shifting , sinking and rising of the ground happens with each earthquake.

For the Saltpits see here; [Salt pits](#)



The Colossal Collapse (L'effondrement colossal/Glantri - Xilpodis Ces Dhagaag/Goblin)

This region, south of Satolas Glantri, is the northern part of the collapsed mountains which were destroyed in the 1700BC disaster and thereafter by erosion.

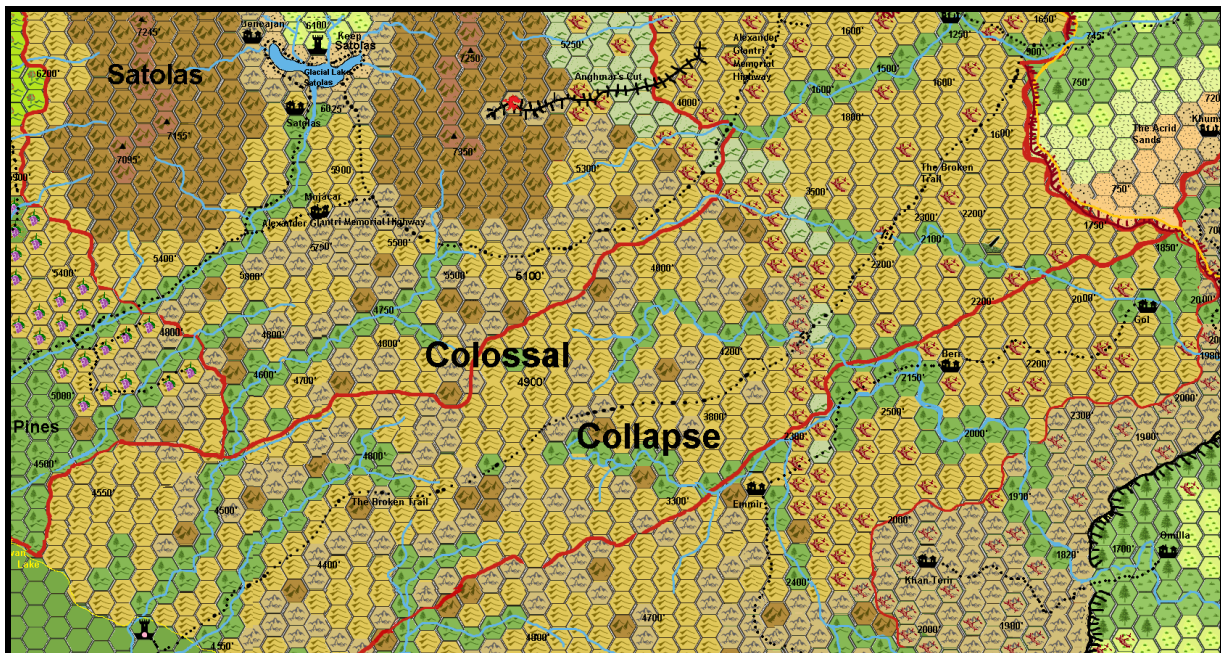
The terrain is clearly divided in three regions;

1) Satolas in the north, a province of Glantri; With the Alexander Glantri Memorial Highway as a main trail leading to the Glantrian Eastern Lands. A significant area is Angmar's Cut. This twelve mile long ravine (width between 20 and 30 yard, depth, between 40 and 100 feet) was spawned not by the creeks and small rivers feeding Lake Grondheim or the later Mucks. In the Mountain lived a huge Red Dragon named Angmar by the Gobbleton residents around 1500BC. Angmar had lived here almost 3 centuries, and was the only Dragon surviving the 1700BC disaster, the Wasting Disease, and the continuous changing landscape of the Broken Lands. Angmar was wise, yet aggressive, and grew in power, and hoard. Somewhere around 1500BC, Angmar rested in his cave on its hoard, finishing the Ceremony of Sublimation, and changed into a Dragon Spirit. The whole magical effect of Dragons transforming to their next stage always has significant effect on the direct environment, as well on the mental effects of nearby sentient lifeforms. With Angmar the region was rocked by massive earthquakes, further altering the region and creating the large ravine named after him. The mental effect of the region made the region very uninteresting for centuries; the people became sullen, lost all inspiration and place in the world. The region is only free from this influence for 150 years, yet still this dark feeling still exists in the architecture of the Satolas Glantrians as well as in their demeanor towards others. Only since 850 AC they have begun to get interested in the world around them.



Recently (955AC) a new Red Dragon (Nawtehuy, Female Large Red stettled in Angmars former lair, discovering its bones and became interested in its history. Nawtehuy, maybe an character explosive Red Dragon, she is very intelligent, and has an Alter Ego who studied at the Great School of Magic, and even had been a teacher in Magic of the World, there till 980AC. She then retreated into her lair, being a regular visitor in the settlements of Satolas as a renown mage, as well as a Dragon demanding a tax along the highway of 13 GP a wagon, or 5 horse(or less). This number is so consistent, the Glantrians call the Dragon; Les Treize (The 13th), and its name is bound with legends of this name bringing bad luck.

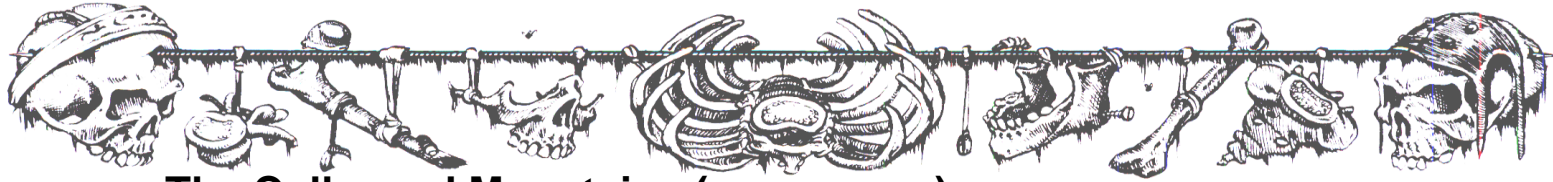
2) The Southern region is High Gobliny and Hobgobland, where several small Humanoid settlements can be found. Humanoids seem to live here in relative peace, except their own interracial conflicts and the assaults of the Dragon in the north (Nawtehuy-see above). They even have minor farmlands (*if you could call these badly patches of Nettle overgrown ground that*) where cabbage and beets do grow and are seeded again each year.



3) The region in between is contested, yet officially belonging to Glantri. The only thing important is the Broken Trail...A barely recognizable trailpath where wagons from Trintan go to Ethengar and East Glantri. They bypass Les Treize Dragon, yet have to deal with Humanoid raids and plunder.

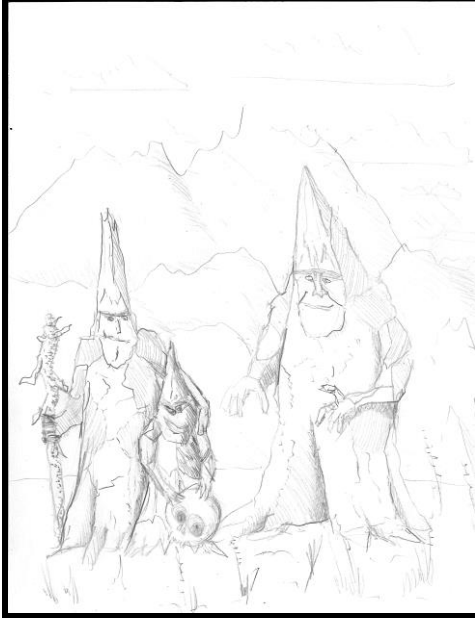
The whole region is partially eroded crushed mountains with the highest altitude un the middle, several stream flowing away from the middle lots of connected as well as separate areas of Broken Lands and remaining sections of mountain (which seem to be thrown here. It is here the legends of Mountain seeds come from. These are a fable though, yet in ancient tales Mountains where transported by 10th level spell of Nithian design, responsible for the persistence (and to the viewer) proof of such seeds. The knowledge of these spells, as well as the existence of the Nithian culture was totally erased from Mystara in 500BC with its demise by Immortal influence.

There are also several areas of [Scree](#); especially close to remaning mountainous areas. And movement is half the normal movement of Broken Lands due these shifting stones. It is up to a DM to place these sections of Scree, as long as the are on a Broken Land hex, and best nest to a mountain hex.



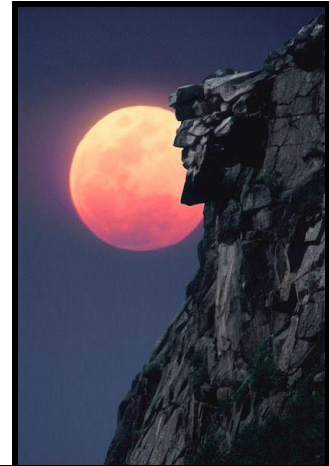
The Collapsed Mountains (Gnoll; *Mun-y-Wra*)

Mun-y-Wra is Gnollistan-Nithian for *Mountain Wave Death*, after the view the mountain gave when they settled the newly risen plateaux, hearing about "The Mountain that Died", they saw a series of almost linear rocks and broken lands similar to a wave of sand dunes they were familiar with, where once a mountains existed according the Goblinoid tales, connected the area to the Dwarfgate Mountains in the east.

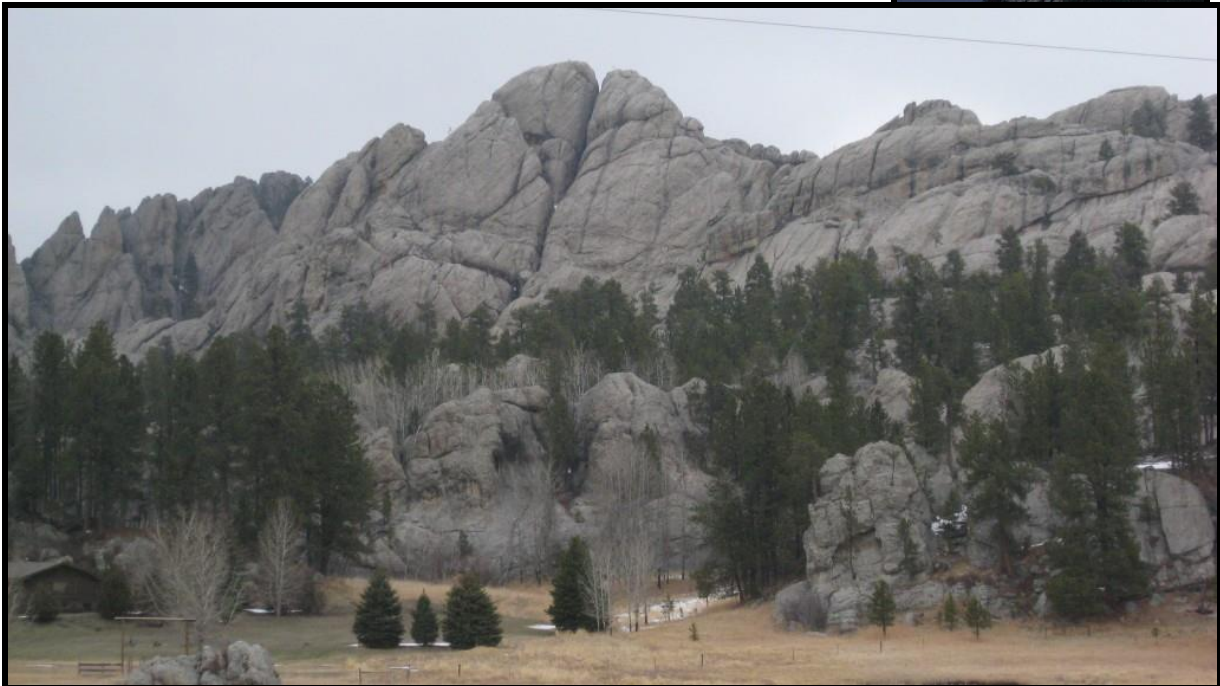


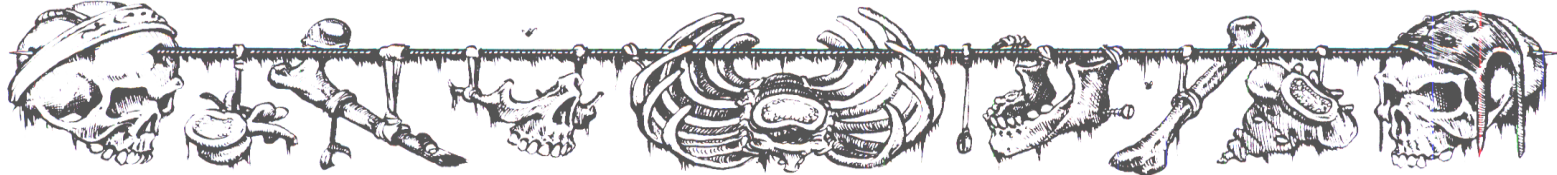
This region is populated by Silicon based life forms as the Geonid, Rockmen and Ghaleb Duhr ([see description of these creatures down in this text link](#)). Gnolls only travel along the trails, for fear of having to attack attacking rocks, which are near invulnerable to physical attacks in their eyes.

Their main contribution to the area is the Old Man of the Mountain. A gigantic face of a Rockman, visible miles afar; it is unknown which of the Silicon based lifeforms made this statue; it even may have been a mutual effort of them all.



The face has no magical or sentience capabilities, yet gives an illusionary effect; from anywhere you see the statue carved into the mountainside; it will appear to be looking at you. The Rockmen say it is the great Earth Elemental Ruler, The Geonids and the Stone Giants say it is their Immortal Avalance, and the Ghaleb-Duhr sing it is a Stone Giant Wokan who created the Ghaleb-Duhr or released them from underneath the mountains. So eitherway it has a more social or religious significance than anything else. In the area are a few intersting locations...





The Slanted city of Khareth and the Viper

These are two remnants of the Carnivex culture existing long ago in this region. The city is an empty ruin slanted in a weird angle. Nothing of the former inhabitants remained, yet the arcjitecture is awsome to behold, no cement was used, and still the whole city survived the destruction of the mountains as well as centuries of being slanted nearly undamaged. Only the organic (Wood/Reed) roofs, and contents have totally dissapeared.

It is possible for the local Geonids, Rockmen, Ghaleb-Duhr, and even the Gnolls and Stone Giants to have coins and jewelry remaining from the Carnives, yet no magic will be active in these if it was originally.

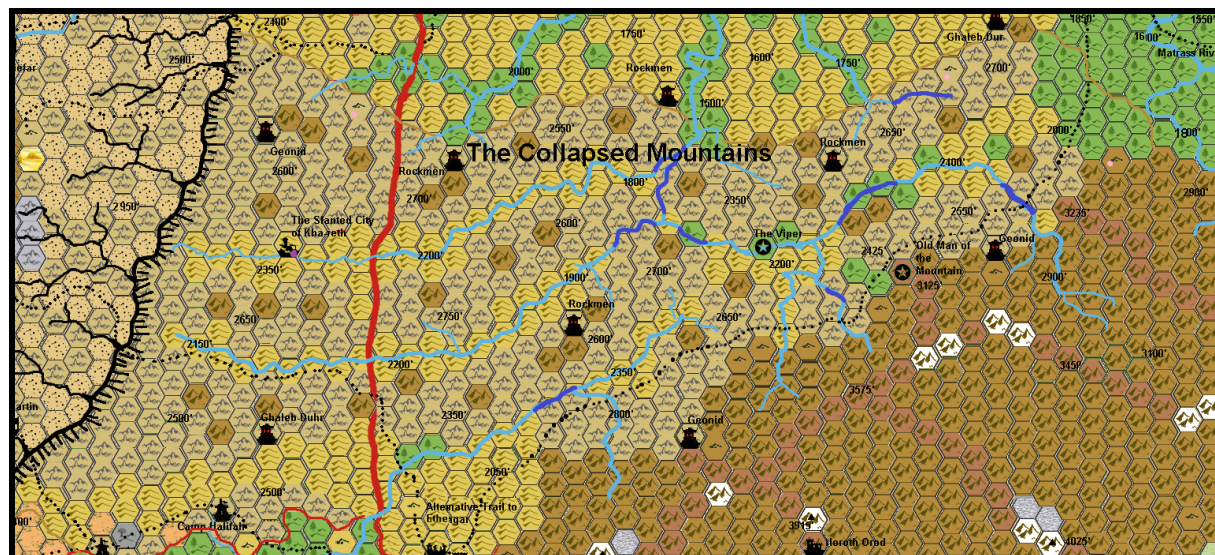


The **Viper** is a cobra-like snake statue carved out of a single piece of smooth grey granite, with extreme detail, which was originally a focal point for Carnivex to leech Immortal Power. It thus was one of the reasons the Carnivex were feared by the Immortals and had to be dealt with. The Snake functions similar like an Artifact; it can give one Power up to 50 Power Points a Day to a single person, yet it will also give random 1 handicap to the same person, and if ever the same person applies anew anytime in his life later, it will give a random Penalty instead. No person can apply more than two times in its life time, not even by use of a wish. The Immortals made sure to restrict the powers of this artifact after disposing of the Carnivex.

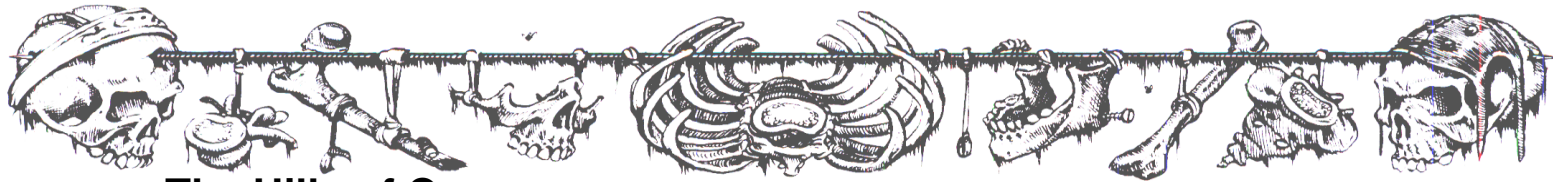
It recharges 30 TP per Hour (5/Turn) and thus will be ineffective depending on the remaining Temporary Power and the requested Power.

The power granted will reside within the person requested and is released at will. The Handicap takes place immediately lasting 100 days, yet the Penalty takes place directly afterwards using the power.

To know which powers can be requested see [Wrath of the Immortals Book 1 Codex of the Immortals Pages 88-100, and any Handicap are on page 101 and penalties on page 101-103](#). Keep in mind, only one power of any choice in the given tables can be requested to a single person to a limit of 50 Temporary Power (TP).



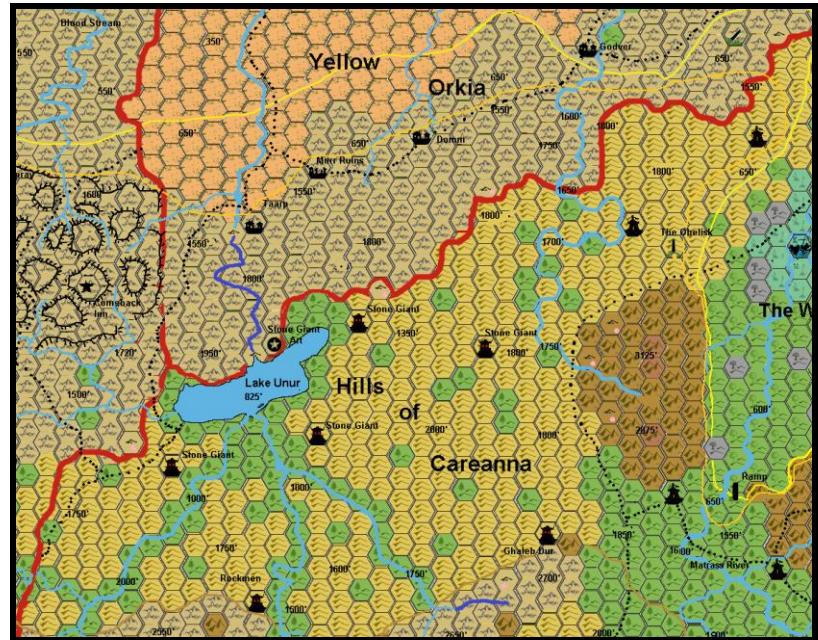
The area is rarely explored, yet an alternative trail from Darokin to Ethengar passes through this area. Due this the most northern fort of Darokin is placed here; Garth Undolath (a Dwarven name). The fort regularly changes hands between the dwarven-Human occupants and Gnolls. When the Gnolls invade the Dwarven-Humans use tunnels if they seen resistance is too costly for life, and take whatever important they have, enter the tunnels to the caves beyond and leave the fort open to the Gnolls. The Gnolls, will invade, demolish a bit, take whatever they see as valuable, get bored and return to Gnollistan for at least several months, upon which the Dwarven-Human occupation returns.



The Hills of Careanna (Yellow Ork; Careanna Chuluun avarga khaant uls)

Careanna Chuluun avarga khaant uls=Yellow Orkian for Stone Giant Realm Careanna (The Gnolls translated and call it Careanna ealam alhajar aleimlaq) These hills have a very long history, going back centuries before the Blackmoor era, when the grasses of Ethengar and the mountains were covered mostly with thick layers of snow. The Stone Giants passing through noticed this area was somewhat warmer than the area around, and settled here. They set up extensive multilayered living and hatching caves combined and survived the GroF, the Wasting Disease, the rule of the Troll Queen, the Great Disaster of 1700BC with the collapse of the southern mountains, and the sudden increase in temperature afterwards coming from below, as well as the geological upheavals.

The local Stone Giants are in conflict with the local Gnolls and undead who regularly try to slay the giants, and they dislike the Kobolds, Orcs and Goblins, there is sometimes a scuffle, yet these Humanoids know the giants strength and mostly retreat before an ultimate defeat.



The Obelisk of Careanna (Yellow Ork; Careanna Chuluun Obeylisk).

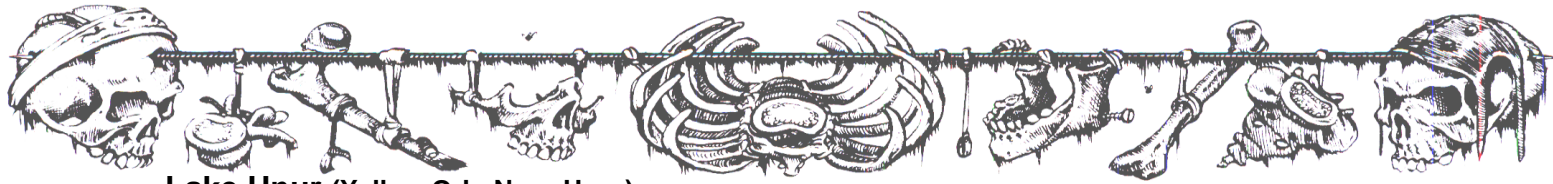
Nobody knows anymore, what this 120' tall structure is, nor its purpose. Most think it is something from the Stone Giants, yet these deny the understanding and awareness. They did, however use their stone powers to enter through the door. And within the obelisk is a ladder going up to 7 small 18' x 18' to 10' x 10' chambers (going smaller with each floor up) filled with tubes, cables and crystals. The single door is a single piece of stone which somehow retakes its shape if distorted. The windows are thick crystals tainted by centuries of erosion. From the outside one can't see within (except if a light spell is activated there), one can see outside at day with a visibility of 10% normal. Only 10% of daylight enters within. The structure radiates high amounts of Energy-Matter based magic. Unknown to anybody, this was a maintenance relay station tower for the Radiance line from the New Blackmoor colony of 3050BC from Redfen (Today Glantri) to Sunland (now ruins). This was a sort of magical transport system where one travelled within a wagon through a beam of light at high speed. The upper chamber was the local generator for the lightbeam and the light was send through a giant red crystal filling this chamber, send up and out in two horizontal directions. Like the eroded crystal windows these are erode and clogged as well. If repaired by polishing it to its former translucency, it will again generate the pink reddish beam of light to the NW and East vaguely ending almost a 30 miles further NW and the other within the Ruins of Sunland on the other side of the Wet Vale. These locations originally had a chain of support pillars, yet those did not survive the great disaster of 3000BC (GroF), nor the 1700BC broken lands creation. It is a wonder that this tower survived with so little damage. To know more on the Radiance Line see; http://pandius.com/Great_School_of_Magic_in_detail.pdf page 545.



The Obelisk of Careanna

A DM may rule that the Light if activated can be entered and the person within transported to either direction at a tremendous speed of 180 mile/Hour=2640'/round. However, in the NW that means it ends mid-air (as there is no guiding crystal existing anymore), about 30 miles NW, 1 Turn (10 minutes) later somewhere close to the Gnollistan Bloodspray Falls at a height about 100'; with such a high speed means a certain death in a barren region (normal falling damage 100' =9d6+3d6 breaks+CO-3 or die instantly, with the speed added this will be 20d6+6d6 breaks+Co-8 or die instantly. A premature Featherfall spell or already active magic would prevent any of this, and sane characters having acces to this magic would use these, as a reddish lightbeam does not seem safe in their vision. Eitherway, the region is barren, hot and wild with low usable water and food accesible, and the Gnolls would come for sure to investigate the strange beam ending midair coming from afar.

The other direction is somewhat safer, as the speed is reduced to a mere 120' in the last rounds before reaching the crystal there. At least the arrival is safe, the location however is not (see;)

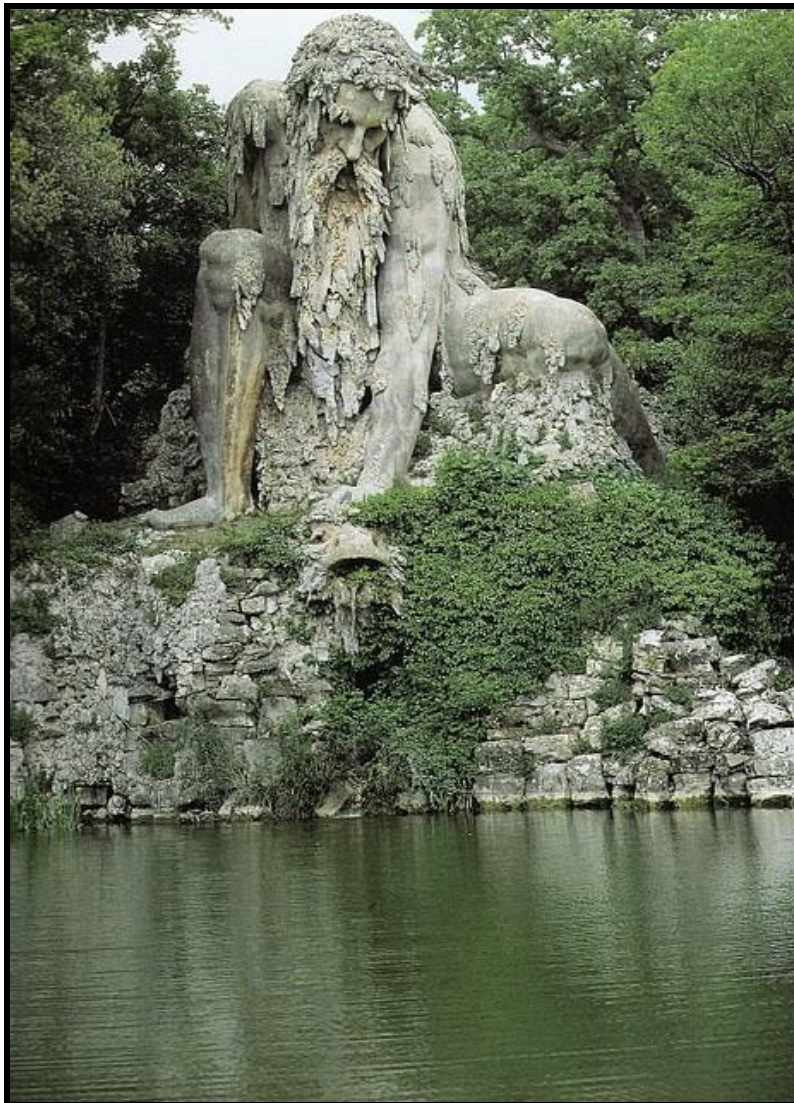


Lake Unur (Yellow Ork; Nuur Unur)

This lake, (Nuur Unur named as such by the Yellow Orcs) on itself not particularly interesting, is something different to the Stone Giants. The lake existed before the mountains south were destroyed and was one of the Contributors to the feeding of the Lake Grondheim. The lake has always been the same size, yet has been dust-ash spoiled for several decades after the 1700BC disaster making the water poisonous to non-silicon life forms. Around 1630BC the water slowly became clear again and animals and plants could survive here again.

Stone giants do not build cities, or similar settlements for themselves. Their procreation is depending on special caves, and these are not always active. The giants thus have to move from generation to generation towards another hatching cave in the hope it will be fertile to lay their eggs within.

Three Stone Giant multilayered hatching caves are setup around the lake, where each about 8 Stone giant couples life, with a small amount of youngsters. When these youngsters reach puberty, they become belligerent, resentful, possessive, and soon leave the cave seeking out their own destiny (*and as such may become adventurers*) often opposing other races. The parents may decide they still reside to remain in the cave or move to another. Each location has about 12 family caves, of which 4 are inactive for procreation for a few decades.



The lake is dominated by a giant statue of a bearded Stone giant, which seems illogical as Stone Giants do not grow hair or beards. When questioned, the Stone giants explain it is their representation of the Al-Vadir Odhinn, their original Immortal. Followers of Odin (or whatever name they follow Odin) will recognize in the statue the Tale of Odin rising from the earth after Ginnungagap (*the all eternal nothingness*) gave birth to the world by Audhumla the Eternal Cow and the first Immortals (Odin, Villi and Ve) in her milky mud. As such the Stone Giants see Odin as one of their own, and their first Immortal as well. Only in the last centuries other Immortals like Avalanche, Sethians, and Terra took interest in the Stone Giants and other silicon-based lifeforms and took them in their portfolios.

The statue spurred a debate amongst sages, historians and even priests as suggestions were made Odin could have been a Stone Giant. The tales of his life as earliest reveal he was larger than a common man, and much stronger. There are tales of him walking among the giants as if belonging there. Yet on the otherside of this discussion, Odin did battle giants in the past (Possibly the Giant Wars in the Blackmoor era), and has two giant Immortals (Surtur and Ymir) as enemies to prove this.

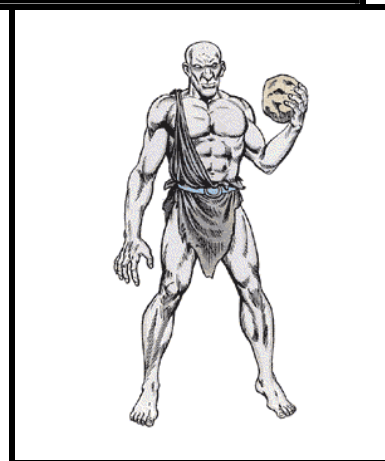


Stone Giant (*Horus Giganticus Sedimentum*)

Humanoid	Stone Giant														
Type	Giant humanoid														
Climate/Terrain	Su-tropical and temperate mountains														
Frequency	Rare														
Organization	Tribal														
Activity Cycle	any														
Diet	Omnivore x5														
AL	NG, N, LN.														
NA	1d2 (1d10)														
Size	10-25%	26-50%	51-75%	75-90%	H; 200+3d12 (fitness 1d12) females -5%										
BM	1	1	1	1,5	2										
ST (PR)	-8	-6	-4	-2	13+1d4+1d6=15-23										
IN	-3	-3	-2	-1	3d6=3-18										
WI	-5	-4	-3	-2	3d6=3-18										
DX			+1	+1	3d6=3-18										
CO (PR)	-5	-4	-3	-2	6+2d6=8-18										
Com, Cha					3d6=3-18										
Languages	Sterratrim, Gundirrim, Bromdignags, Bratak, and 50% local														
Spellcaster Limits;	Shaman 8, Wokani 6														
AC	10	9	8	7	6	5 (+3 Large, +4 Tower Shield)									
AV	by age(don't wear Armor)														
Levels	Whelp	Young	Teen	Y. Adult	NM	1	2	3	4	5	6	7	8	9	10/24
XP Needed	-48,000	-45,000	-40,000	-30,000	0	300,000	600,000	900,000	1,200,000	1,500,000	1,800,000	2,100,000	2,400,000	2,700,000	+300,000
HD	2	4	5	6	8	9	10	11	12	13	13	13	13	13	13+
HP	2d8	4d8	5d8	6d8	8d8	9d8	10d8	11d8	12d8	12d8	13d8	13d8	13d8	13d8	+2/lvl
MV	120'/40'														
THACO	na	18	16	14	12	11	10	9	9	F Lvl +2					
Attacks	1 Fist/Kick														
Damage	na	1d3	1d4	1d6											
Attacks	1 weapon (Large Club)														
Damage	By weapon by weapon x2 (=1d8x2) Stone club x3														
Special Attacks;	Hurling/Boulder Throwing (3'minimum)														
	Slam														
	Smash														
	Sweep														
Catch large Missiles	35% 90%														
Boulder Throwing	25'/50'/75'-150' 50'/100'/150'-300' 100'/200'/300'-600'														
Boulder Averaging;	4ftØ 360 LBS 2d10 damage														
Special Defenses;	Infravision 120'Detect living creatures by scent 30'														
Immune to;	all undead special attack forms (draining, aging, fear, alignment change, possession, etc),														
Primary Skills	0	1	2	3	4	5	6	+1/4lv							
Extra Vulnerable to;	Stone craft, Laborer, Architect stone														
Hindrances	Lead = Poison B Dislike metals Small World problems														
AM	0														
Save as;	F2	F4	F5	F6	F8	F9	F10	F11	F12	F13	F14	F15	F16	F17	F Lvl
ML	7														
XP	20	75	175	275	650	1600	1750	1900	2125	2300	2500	F Lvl			
TT	E +500gp														
Body Weight	10-25%	26-50%	51-75%	75-90%	Size x St / 1,9										

Stone Giants are lean, muscular. Their hard, absolute hairless body is smooth and resembles sedimentary stone, making it easy for them to blend in with their mountainous surroundings. Their gaunt facial features and deep sunken black eyes make them seem perpetually grim. The typical Stone Giant is about 18' tall, weighing about 8500 Lbs. Females are about 5% shorter and lighter. They have a very tough skin resulting in a high AC and AV. They don't wear any armor, not only to augment their own defensible Strength, but also because they dislike the feel and scent of any metal, or ore. Lead is poison B to them. Stone Giants can live to 800 years of age. They use large stalactites as clubs. They often hurl rocks (ranges 100/200/ 300). They live in caves or crude stone huts, and may have 1d4 cave bears as guards (50% chance).

Like most other giants, they carry their belongings with them. These sacks of leather hold several medium sized boulders, a portion of its wealth, and some additional common items. The most of their valuable belonging will be hidden in their lair, in secretive stone vault-like stone structures. A typical Stone Giant's bag will contain 2d12 throwing rocks, a portion of the giant's wealth, and 1d8 additional common items. Stone Giants are the world's greatest stone architects. The castles they make are the strongest of castles. The tunnels they carve are the most long-lasting. This is not a function of their Intelligence, but of their affinity for stone. Stone Giants have built many structures together with the Humans over the ages.





Combat

When possible, Stone Giants fight from a distance. They are able to hurl rocks a minimum distance of 3 yards to a maximum distance of 300 yards, doing 2d10 points of damage with each rock. These giants are able to catch stones and similar missiles 90% of the time. A favorite trick of these creatures is to use their appearance to stand nearly motionless against rocks and to blend in with their surroundings. As sedimentary stone they'll appear like real stone belonging there, unless the colors are clashing (sedimentary stones are either Grayish or yellow or brown reddish tints). From this position of hiding they move forward to throw rocks, surprising most of their foes.

They use many tricks with other stones, avalanches, rock-slides, mud sweeps, etc. Many giants set up piles of rocks near their lair which can be triggered like an avalanche when intruders get too close. The lair itself has many traps these giants know exactly how to bypass or to trigger, especially near the living and treasury rooms.

When forced into melee combat they use large stone chiseled clubs for a BM of 3, and for any other non-stone weapon a BM of 2.

Stone Giants can detect and identify living creatures via scent alone at a range of 30 feet.

Stone Giants' superior infravision operates at a range of 120 feet.

For more on Giants and conflicts see; Dragon Magazine 254; *The bigger they are, the harder they fall.*



Habitat/Society

Stone Giants are generally friendly, pacifistic and social (except their shameful puberty years in which Stone Giants are exceedingly territorial, and more aggressive, until they have found a mate. They shame themselves often in these years and regularly do some form of retribution later in life.

They prefer to dwell in deep caves high in rocky, storm-swept mountains. The normally live in the company of their relatives and have a strong familiar bond. These families rarely are greater than 10 giants. Families have a habit though, to be located very near to others, however, for a sense of protection. A Stone Giant's inhabited area has 2-16 family clans living with in a few miles from each other. Those living in rock-based creature areas are much larger in number, and because their size, many creatures would think these areas are owned by the Stone Giants instead of the much smaller creatures.

Stone Giants are crude artists, painting scenes of their lives on the walls of their lairs and tanned hide scrolls. These hides can hold many secrets.

Some of these giants are fond of music, and play stone flutes, and drums or use a so-called stalagmite organ—a combination of carefully selected stalactites in a cave, to produce a sort of organ-like piano sound—these caves are often immense and any faulty stalactite or stalagmite will be cleared, so that many can feel this emanating sound. The last well known Stone Giant concert of Marmorus Bianco in 1006 AC in a cave in the Thyatian Mountains harbored by the local Dwarves had about 2500 visitors of many species.

Other giants make stone or gem jewelry, fashioning painted stone beads, or different sedimentary stones into chains, and necklaces.

About 25% of the giant will be female, 25% male and about 50% youngsters. Young giants will resemble Ogres in abilities and size at puberty, before that they're Human-sized stone toddlers.

Stone Giants are fond of [cave- and shoot-faced bears](#) (page 109) and 75% of their lairs will have 1-8 of them as guards. The few Stone Giants living in cold areas use [polar bears](#) (page 108) as guards.



Languages

These giants speak, Sterratrim (Storm Giant), Gundirrim (Fire Giant), Bromdignags (Cloud Giant), Bratak (Hill Giant, and 50% chance a local common Human or Humanoid tongue. Those in contact with Rock-based creatures will know the tapping language of the Geonids and the basic Rock tongue, instead of that of the Storm and Cloud Giants.

Gunderrim (Fire Giant) Bromdignags (Cloud Giant) are two languages they normally would know, yet not when these do not live closeby, and as such they speak another language locally instead, and the Human tongue more often if having a neutral relation with Humans.

Origin

While Stone Giants may seem to be merely a slightly different variety of the usual run of Giants, their origins and methods of procreation are quiet different. They're, in fact, a case of parallel evolution, much like Kobolds against Gnomes. Stone Giants are the creation of some ancient Immortal of Earth. Some sages say that the Stone Golems some wizards have created are pale attempts to imitate this act of creation.

The actual body of a Stone Giant seems to be stone, though certainly not granite or marble. It's much more like limestone or sandstone, nonetheless, they move and act like flesh-and-blood creatures, to the extent of eating other creatures for sustenance. **Stone Giants** are called **Chuluun Averka** by Ethengerians and Yellow Orks, **Xilpodid Clarit** in Gobbleton, **Aleimlaq alhajariuby** in Nithian Gnoll, **Lajak Vagun** in Orc Tarsh, **Inyan Lya** in Red Orc Atruaghin, **Patthar ka Daanav** in Ogre Sindian, **Uriaş de piatră** in Magyar Orzag.



Ecology

The Stone Giant hatching caves are holy to them, as this is where they live, lay their eggs, and grow offspring. The Immortal made his creatures oviparous. This means that, after fertilization, the female lays three egg-shaped crystalline rock eggs, in platform depressions. These rocks about 18" tall / 10" wide / 250 cn (*about the size of a cocker spaniel*) show faintly magical by Detect Magic, Analyze will reveal Conjunction / Necromantic / Evocation mix of magic of an Earth Planar power. Infravision show that the rocks are warmer than the surrounding rocks. These eggs grow as long as in contact with the earth for two months into a size of 5' until they hatch into a small Stone Giant.

If removed from the earth, the stones will eventually (36 hours about) lose their magical aura and warmth, and the babies are never born.

Multiple eggs (always three) are normal, but multiple births are rare but not unknown, but never reach more than three eggs hatching. The whole process is more magical than most of the methods of reproduction extant in the world, even with all the magical creatures in it. Thus there's a residue of magic in the eggs. For an Dispel magic to work against it, an eggs dweomer is treated as being cast by a 50th level caster. Baby Stone Giants are worth 500gp on the market. Their value should be higher for magic-users and sages, but nobody actually knows what to do with them. Of course most countries have laws against slavery, but few have had to worry about whether Stone Giants are covered by the statutes or not. After all, subdued Dragons are often sold, and they're intelligent, too.

In Death, Stone Giants don't instantly revert to rocks, as some sages do aver. However, they do decompose rapidly and crumble away within a week of their deaths, no matter what's done to try to preserve them. Some philosophers think the spirit of the Stone Giant is reborn into another Stone Giant, other think more along the soul-limbo way of soul exchange. Only a heap of fallen apart sandstone remains, in a vaguely shape how it was deposited on the ground.

Stone Giants are omnivorous, but they'll eat only fresh food, or as fresh preserved. They eat vegetables, and meat for sustenance, spices with salt, sand, and minor gravel. They don't eat ores and crystals to eat (even though Humans and Humanoids often think so). They mostly cooks and eats their meal quickly after it's killed, harvested or collected. They use the skins from their goats for blankets, trade and simple clothing (a strange habit they learned from Humans, which they actually don't understand, but most Humanoids seem to do it, so their must be something to it). They trade with nearby Human and demi-Human communities in exchange for bolts of cloth, herd animals, tools of iron or different kinds of food. These creatures are mostly true neutral, balancing themselves on the rim of alignments. They keep and herd giant goats in and near their lair for a constant supply of dairy works. They can be hired by many for constructions. Maybe due this and their alignment they're the most seen giant in cities and villages. Many Stone Giant bands keep giant goats in and near their lairs so they will have a continuous supply of milk, cheese, and butter. Food x5

Stone Giants are playful, especially at night, they're fond of rock throwing/catching contests and other matches that test their might. Tribes of committing giants will often gather to toss rocks at each other, the losing side being the giants who are hit more often.

Magical abilities

One in ten Stone Giants have developed special magical abilities and are Stone-Shapers. Probably these powers are gained from the stone were they were kept as an egg, and hatched. These abilities are **Stone Shape**, **Rock Door**, and **Transmute Rock to Mud** at 10th power level, usable each at will with an ability trigger time of 5, and given here as spells for easy reference.

Stone Shape

Alteration
 Range: Touch
 Duration: Permanent
 Effect: 10 cubic feet
 Saving Throw: None

This spell enables the caster of this spell to shape solid stone as if it were a soft clay. It can be shaped, reshaped, and corrected for as long as the spell lasts. This spell is most often used to make stone sculptures, but an artist skill in this field is needed to make objects as finely statuettes, or other sculptures.

Rock Door

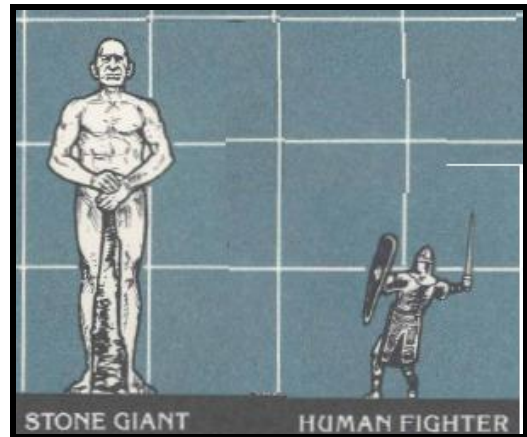
Evocation
 Range: caster only
 Duration: 10 Turns
 Effect: Opens a path through packed rocks.
 Saving Throw: None

For the duration of this spell, no rocks can prevent the caster's passage, no matter how dense. Even stalagmites will bend or magically open to allow the caster to pass. A solid mass of stone will be closed however, but cave-ins, stalagmite-forests open freely. The caster can freely carry equipment while moving through such barriers, but no other creature can use the passage (except when it is carried by, or holds on to the caster). Note that a caster can hide inside a large rock after casting this spell. The caster can't see what is happening while he is in the rock.

Transmute Rock to Mud or Mud to Rock

Alteration
 Range: 160 feet
 Duration: Permanent
 Effect: Turns hard rock to soft mud.
 Saving Throw: None

This spell turns natural rock of any kind (even Magical) into an equal volume of mud. The most that can be transmuted is a cube of 200' on a side. The depth of the mud can never exceed one-half its length or breath (the rest will flow to the side, until the above circumstances are met). Once cast, the resulting mud acts like normal mud in all situations. The reverse hardens any mud of a similar volume to a maximum depth of 20'.



Age	Stone Giant	AV
Youth		
0-12	Baby	0
13-25	Youngster	1
26-50	Teenager	2
Adulthood		
51-70	Young Adult	3
71-375	Adult	4
Seniority		
376-600	Mature	5
Veneration		
601+	Elder	6
700+1d100	Death	



Shamans & Wokani:

All spell-casters must be at least 1st level in their race to be able to cast spells. Should the character decide to become a Spellcaster, he needs more experience points per level to achieve a higher character and thus casting level. The indicated XP have to be gained before actually acquiring the corresponding spellcasting level. This means that one can't start with a spell-casting character when the PC is created. In order to cast spells, a Shaman must have a Wisdom of 9 or better and is restricted to 10th level. A Wokani needs an Intelligence of 9 or better and is restricted to 8th level. These giants all become Earth Elementalists, but behave like Wokani experience, yet choose their spells from the Earth Elementalists as given in [the GSM PDF](#) pages 189-210. They do get the Earth elemental extra powers and spells as normal, yet are not affected negatively for rising through the Earth Elemental ranks. These Spellcasters rise often to positions of power and are considered the leaders of several clans. When they are above 10th level the abilities just mentioned are as strong as their own level in magical power.

Level	Extra XP
1	1000
2	2000
3	4000
4	8000
5	16.000
6	32.000
7	64.000
8	128.000

Faith

Many of the Stone Giants recently stated to follow the Geonid Immortal Avalanche but many still follow the All-Father Odhinn himself. Sethians (Giant Immortal identity of Wayland, patron of Law, Mountains, metals and Ore), Terra (Immortal patroness of the Stone Giants) do also belong to the Stone Giant's followed Immortals. They are always Shaman instead of normal Clerics, whatever faith they follow. These Immortals are detailed here; http://pandius.com/Immortals_of_Mystara.pdf

The Arts and the Stone Giants

Above all things, Stone Giants respect creative enterprise. They worship Mother Earth as the creator of their race. By indulging in creative activities themselves, the giants believe that they become closer to their immortal and closer to the secrets of the multiverse. As a consequence, the Stone Giants' entire society is based around the notion of artistic skill. Creating, criticizing, and analyzing works of art is their one and only concern.

In fact, Stone Giants reduce all things; combat, social interaction, food preparation, etc. to an art form. Generally, Stone Giant art takes the form of elaborate carvings and sculptures, though a few Stone Giants are highly-skilled poets, actors, and painters. Within the last four thousand years (after the Rain of Fire), the Stone Giants' dedication to their beliefs has grown even stronger.

On an evening that many Stone Giants shared a vision; leaders were visited by an enormous white owl. This owl prophesied that a new king would one day arise. The owl went on to lecture the Stone Giants about the value of truth and charged them with the task of maintaining a bank of wisdom that the new king could consult upon its return. Convinced that the owl was none other than a manifestation of the All-Father Odhinn himself, the giants redoubled their efforts, withdrew even further from the society of Giants, and began the so-called .Living Cave (see below). They are now so devoted to their own work and the integrity of their ordning that they barely notice events in the outside world.

Ordning challenges among the Stone Giants are based solely upon artistic skill (although the giants respect those who can interpret art, their greatest praise is saved for those who create). To settle a challenge, the two competitors retreat to isolated caves located deep in the heart of the grotto and begin furiously creating their works. Stone Giants taking part in such a challenge are quite a sight to behold-their work is fast, focused, and deliberate.

Often, they are so inspired by opportunity that they are unable to eat or communicate until the work is finished, a process that often takes up to 10 days and sometimes takes even longer. (The ordning challenge that seated the current lord of the Stone Giants lasted a record 24 days!) Only when both of the giants are finished with their work do the other members of the tribe come to view the works and judge the results. The winner of the contest is the giant whose work displays the greatest insight and the most prodigious inspiration. Although it sounds as if the subjective nature of such a judgment would lead to disagreement, making it difficult to select a winner, such is not the case among the Stone Giants. Their faculties are so attuned to their work and the work of their brethren that in over 5,000 years of challenges, there has never been anything but a completely unanimous decision.

Sitting atop the Stone Giant ordning is the Lord, the very finest artisan in the entire grotto. Currently, this position is occupied by an ambitious giant known as Vardun, the youngest ever to hold the throne. Although Vardun's reign began spectacularly with bold innovations in the arts and a great deal of progress on the Living Wall, life in the grotto has recently taken a turn for the worse. Over the course of the last few months, a series of mysterious mutilations and desecrations have wrenched the inspiration from many of the grotto's inhabitants. Unknown to the other giants, these ghastly deeds are actually the work of Lord Vardun himself. Just before he was elevated to the throne, Vardun went exploring in the western spires in search of new truths for the Living Cave.

There, he stumbled across the Dour Fissure and the bizarre friezes that decorated its hideous walls. Like most Stone Giants, Vardun's greatest weakness is his curiosity. While gazing at the friezes, he became convinced that they concealed some ghastly yet important truth.

Ever since, his mind has refused to stop contemplating the carvings until he manages to unlock their secret. His current attempts to unlock the secret of the friezes revolve around experimental carvings of living flesh and the 'art' of destroying beauty. He has even begun to seduce some of his fellow giants down his own twisted path. Still undiscovered by the majority of the grotto's residents, Vardun and his conspirators hold secret midnight meetings deep in recesses of the Living Cave (see below).

They hate Undead and also fear them. Even though due their silicon-based bodies they are immune to all Undead special attack forms (draining, aging, fear, alignment change, possession, etc), they are aware many also cast evil chaotic and very destructive magic they are vulnerable to. Many Stone Giants still remember the days that a god named Pax existed who made friendship between Human and Giant, yet the Undead killed this god a several decades ago. Thus far goes the Stone Giant's recollection.



Somewhere in the Altan Tepes Mountains between Thyatis and Karameikos exists the underground caves of the Stone Giants; the Living Cave.





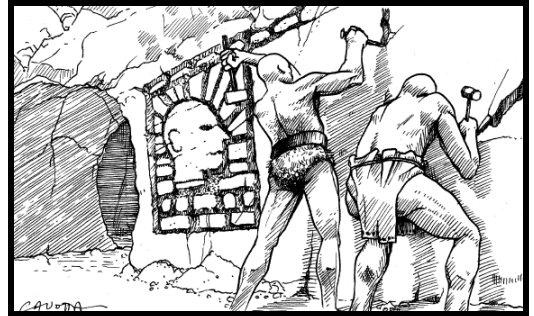
Life in the Grotto

Stone Giant society is divided into seven distinct strata. Although there are a couple of general exceptions, no one stratum is inherently higher ranked than any of the others. Generally, there are high- and low-ranking giants found in all the groups. Bearing special mention is the relationship between master and student that serves as the foundation of Stone Giant civilization. Shortly after each Stone Giant child is born, he or she is apprenticed to an older giant from the same stratum as the giant's parents. Though Stone Giant children retain a certain loyalty to their parents, ultimately it is the responsibility of this older giant to guide the child's development and help the child assume his or her place in the ordning sans in the whole grotto. (The Lord is always the highest ranking master.)

Their work (whether woodworking, orating, sword fighting, or tanning) provides inspiration for all of the other tribesmen and tends to establish artistic trends followed by lower ranking giants. Two special privileges set the masters apart from the rest of society. First, only the masters are aware of the existence of the Living Cave. Although other giants in the grotto are often directed by the masters to execute special works that will be transported or copied in the cave, the true importance of these works. And the fact that they are destined for the living cave, is never explained to them. Second, a portrait of each giant who reaches master rank is carved into a vast frieze located in the grotto's entryway. This intricate mural serves as a sort of .hall of fame that helps the Stone Giants pass their history along to succeeding generations.

Masters are the most talented and skilled artisans

Disciples are giants who spend all of their time creating new works but aren't quite as talented or experienced as the masters. Again, it's important to point out that although most Stone Giant artworks are carvings and sculptures, some giants have chosen to pursue more nontraditional art forms. Thus, it's possible for a master poet to hold the title 'Disciple'. Critics are responsible for judging and analyzing works of art. Contrary to the notorious bad will that exists between their Human counterparts, giant artists and critics tend to hold each other in the highest esteem. The Stone Giants recognize that without the aid of critics, most artisans would fail to recognize and eliminate the flaws in their own works. Critics also help the artisans identify the paths their works are exploring and help place the work in a historical context, allowing the artisan to refer back to appropriate older works for inspiration. The Patrons in the Stone Giant society are responsible for providing the tribe with inspiration. Generally, they accomplish this goal by relating the myths of the faith and teaching important spiritual lessons.



Ponderers are responsible for seeking out new truths. They spend most of their days pouring over voluminous books and consulting with artisans. Stone Giant books are carved in magical script on huge biotite sheets and bound with granite covers. As a consequence, all storm giant ponderers are at least 1st level wizards. Generally, after a ponderer makes an important new discovery, it's only a short time before the find appears in several of the artisans' friezes and sculptures.

Although the vast portion of the giants. Library consists of the biotite folios they assemble themselves, the giants are always interested in acquiring books and scrolls prepared by other races. These books are carefully examined by the ponderers and transcribed to biotite for easier access. Although the Stone Giants once commissioned giants from other tribes to secure such treasures, they now tend to deal exclusively with Humans and demiHumans. Three or four of King Camden 's subjects are well-known to the inhabitants of the grotto and often act as intermediaries between the ponderers and Human adventurers willing to seek after specific tomes and scrolls. In exchange for their service, the Humans receive a portion of the enormous treasure the Stone Giants have accumulated over the ages. Laborers work the veins of gems and precious metals that run through the grotto. (Remember, the entire complex was once a mine.) These items are usually given to the tribes' Human friends, who use them to purchase supplies and hire the adventurers who work with the ponderers. As something of an exception to the general rule of equality between the various strata of the society, only giants who are considered artistic failures end up among the laborers.

Lowest ranking of all the grotto's inhabitants are the Servants, who prepare food, clean carving tools, etc.

The Living Cave

After the white owl appeared to the Stone Giant leaders so long ago, the current Lord ordered some of the grotto's deepest caves sealed off from the rest of the society. Within these caves, the Lord resolved to carve an enormous frieze that somewhere encompassed every truth known to the Stone Giants and ultimately every truth in the world. This frieze was to become the repository of wisdom that directed the tribe to maintain (if, in fact, the owl was a messenger from the All-Father). Because the frieze was vitally important to the future of the entire Giant race, the Lord decided to keep its existence a secret from his people. Only he and his masters would actually execute the works that would compose the caves, though he would direct some of the tribe's other members to unwittingly assist him. Shortly after the epic task was underway, the project became known as the Levendehuele "the Living Cave".

Two centuries later, the Living Cave fills more than 200 miles of tunnel from floor to ceiling (including the floors and ceilings themselves!) with ornate murals, sculptures, and friezes that depict the information equivalent to that found in thousands of books to anyone skilled in their interpretation.

At present, almost all of the works executed by the tribe are somehow linked to the cave, though few Stone Giants are even aware of its existence. Among the secrets housed some where in the Living Cave are the true history of the Giants, the true origins of dragonkind, the nature of the divine, the secrets of the beginning and end of the world, and the essential secret of magic. Just because these truths can be gleaned from the caves' inscriptions, however, does not mean that the Stone Giants have mastered them.

By its very nature, the giants' art is somewhat mysterious, and even they are often incapable of interpreting its meaning. Bringing together all of the disparate works and influences that now grace the walls of the Living Cave has put the answers to some enormous questions within reach, but divining these secrets still requires correct interpretation and analysis.





In fact, the bigger the secret, the greater the time needed for such studies' one might prowl around the cave's hundreds of miles for several years before properly decoding the true history of the Stone Giants. In game terms, there is a 50% chance that anyone fortunate enough to visit the Living Cave can glean the equivalent of a legend lore or commune spell with a successful Wisdom ability check. Such an effort takes anywhere from a few hours to a few years, though, depending upon the complexity of the answer sought. Furthermore, it is impossible to effectively consult the cave without accessing the Stone Giants. Biotite library to help translate and interpret its secrets.

Description

Some of the grotto's key locations are described below.

High Priest's Sanctum

The only inhabitant of the grotto who is not a master, but still knows of the existence of the Living Cave, is the high priest of Skoraesus. In fact, the high priest maintains a secret sanctuary deep within the Cave itself, which he uses for special vigils and prayers. Recently, Bahroon, the current high priest of the grotto, has started to suspect Vardun of treachery. In any case, he is certain that Vardun is taking some of the tribesmen into the Living Cave for secret nightly meetings, though he has yet to muster the courage to share his suspicions or investigate these meetings himself.

Magical Workshops

Unlike most breeds, Stone Giants place nearly as high a value upon the study of traditional sorcery as upon the practice of rune casting that was bequeathed upon the Stone Giants. (The Stone Giants believe that sOrcery conceals some of the essential truths they have pledged to unearth.) Within their grotto, they maintain some of the largest and most well-stocked magic workshops in the whole valley. An almost unbelievable number of magical items can be found scattered around the shops.

Mine

Stone Giants mining the earth are a sight that must be seen to be believed. They tear through the thick subterranean walls as if they were paper and pull the valuable ores from the rock with their bare hands. Although Stone Giants are capable of mining a vein roughly four times faster than dwarves, their "rough and ready" approach leaves the passages they mine susceptible to rock falls and cave-ins that pose a distinct danger to creatures smaller than themselves.

Libraries

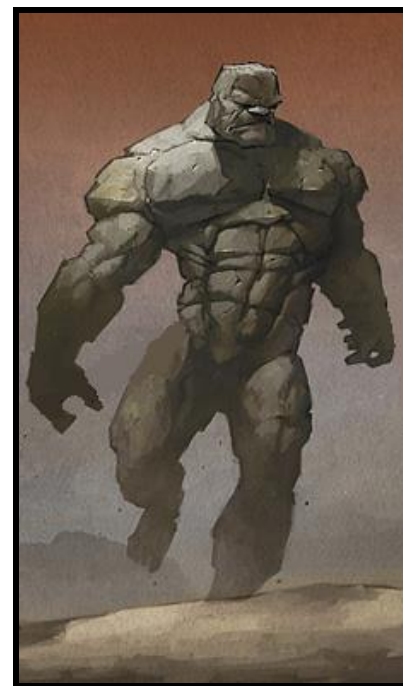
As one might expect, the Stone Giants maintain some of the largest libraries in their hidden greater caves. Keenly aware of the value of books, they take extra care to shore up the ceilings in the libraries to protect their contents from rock falls and falling dust. Each library houses a dozen enormous granite shelves large and sturdy enough to hold dozens of biotite folios. Keep in mind these books are nearly always made of thin slates of stone.

Living Quarters

Stone Giant living quarters are always incredibly Spartan, often consisting of a pile of skins (for a bed) and a single stool. All Stone Giants share their quarters with their students, and often, several master/student pairs live in the same caves.

Ecology

Stone Giants are omnivorous, (*and contrary to believe they do not eat sand or stone*) but they'll eat only fresh food, or as fresh preserved. They mostly cook and eat their meal quickly after it's killed, harvested or collected. They use the skins from their goats for blankets, trade and simple clothing (a strange habit they learned from Humans, which they actually don't understand, but most Humanoids seem to do it, so their must be something to it). They trade with nearby Human and demi-Human communities in exchange for bolts of cloth, herd animals, tools of iron or different kinds of food. These creatures are true neutral, balancing themselves on the rim of alignments. They keep and herd giant goats in and near their lair for a constant supply of dairy works. They can be hired by many for constructions. Maybe due this and their alignment they're the most seen giant in cities and villages. Many Stone Giant bands keep giant goats in and near their lairs so they will have a continuous supply of milk, cheese, and butter. Required Food x5 from a normal Human.

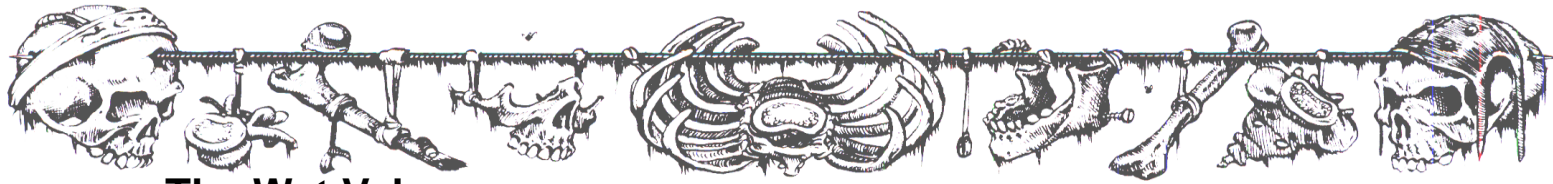


A Stone Giant in puperty is very territorial, very proud, more aggressive to other races until it gets a mate. In later adult years they feel ashamed of this behavior and want to undo their wrongs, by helping those they done wrong at.

Stone Cheese

This pale yellow-white grey-black spotted disc is 2 inch in diameter and 1inch thick. It is as hard as a rock (*and thus can be used as a pebble for a sling, or tossed like a handheld thrown stone*), and has that faintests milky odor. This stone cheese (*a Mountain Goat-Fungal Cheese*) is prepared through a time-consuming method of pressure (*which the Stone Giants are good at*), riping, and salting it with special rocksalts (*5 weeks to 12 weeks*). Whate makes the cheese so useful is that it spoils very difficultly. When needed to consume, the disc must be submerged in boiling water for one half hour, during which the cheese swells to 14" in diameter and 4" in thickness. It will be completely fresh, and has a sharp cheddar-like taste. It can also be soaked in hot-not boiling -water in 3 hours, warm water in 8 hours, lukewarm water in 24 hours, and any other water in 48 hours. Once it has been soaked, the cheese remains fresh for 3 days before growing a white mouldy crust (*which can be cut off*), and becomes inedible after another 3 days (*x3 when freezing*). Lower these days by 1 each if the temperature is above 20 degrees Celcius, and if the area is moist. The cheese will also become spoiled if becoming wet, and then being infected by any mold spores, yet this will only become visible after soaking, as the mold will thus have infected the cheese. Stone Cheese is rarely sold, as not many know it. If sold, it is often to a friend of the Stone Giants or a Stone Giant itself selling the Cheese. It will be valued at 25GP, weighing only 5cn. If soaked it will weigh 150cn and having 7 full Stone Giant meals (*14 Human Meals*). Stone Giants learn this from their parents, and as such almost all Stone Giants know how to make it. Not many make the time for it however, yet in any Stone Giant community you will always a find several cheesemakers where the Giants buy their cheese and sell their Sheep/Goatmilk..





The Wet Vale (Gnoll; Neni Valls)

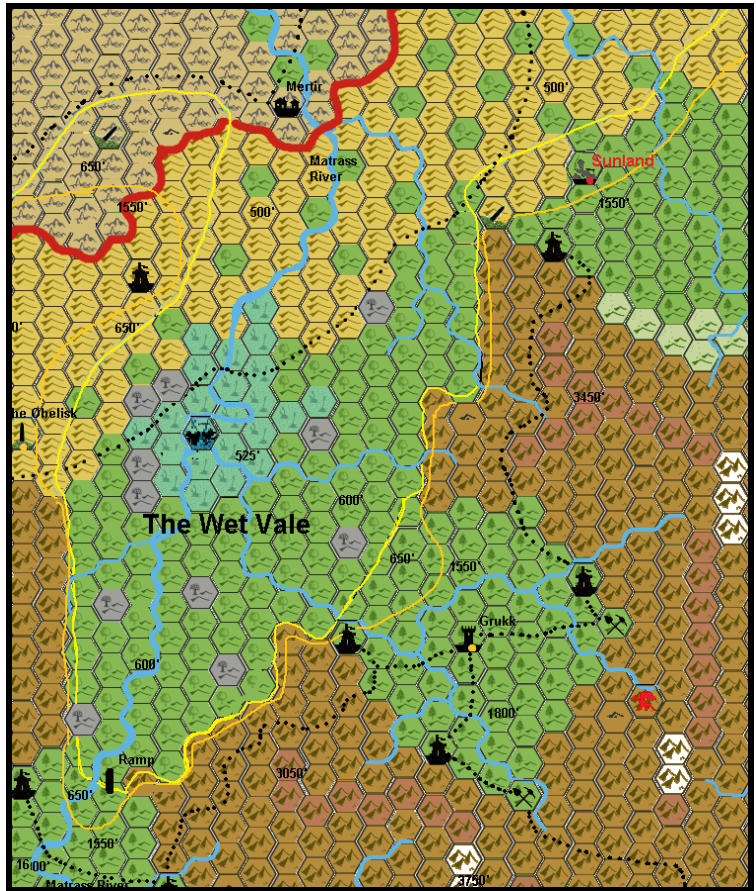
From the [Obelisk of Carannea](#) the trail goes east, and dives down rapidly. For every 5 feet or so moving forward one goes about one foot down to come more to a level a few miles firther. Unlike the pine hills, this valleu is mostly forested by several species of Willow, Beach, Poplars, Aldar and Ash. It is a weird sight to see a deciduous forest within a valley only a few miles away from evergreen forested hills. The valley is also nearly level, and most people who traversed the region are unaware why. The Local Orcs call this area Neni Valls=Wet Valley)

The Martrass River, a single calm small river passes through the river, fed by several creeks coming from the nearby mountains., having its major stream coming from mountains south-west.

Within the middle of Vale, following the trail, is a large wetland, a moor.

Visible to the surrounding vegetation, and the locations of long dead trees, the water must have been higher here long ago. Looking back at the steep inclination as well as the soft eroded mountain sides, one can only come to the conclusion there have been two water levels here in the past; 640' (proven to be the oldest and longest lasting depth) and 1500' (proven to be of 1550 BC till about 500 BC).

This location is the actual location were Darokin explorers discovered the proof of a large lake covering a large part of the Eastern Broken Lands. Later they discovered in the libraries of the past, the name; **Lake Grondheim** due to the Troll Queen's nation ruling here up to 1700 BC. The real name, Lake Anur, was suggested by the Stone Giants, yet not proven. The whole lake depleted through the Streel River over several centuries, froming the current Mucks and Yellow Orkia. Sages say this depletion is continuing to this day, and there is enough ecological and geological proof to sustain this rarely known hypothesis.

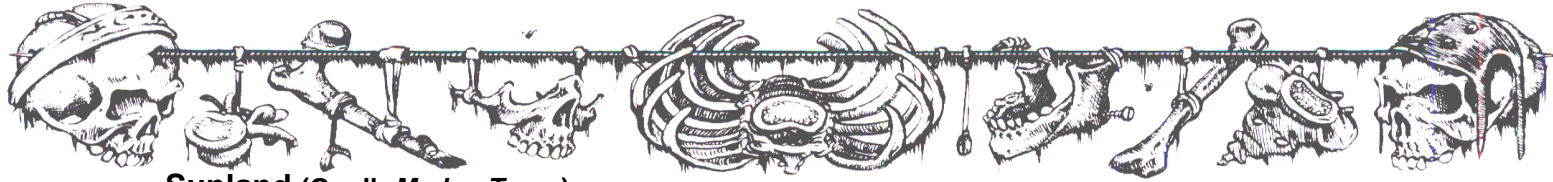


Hidden a mile away from the trail, within this depression, within the wetlands, a large wooden vessel can be found. It is broken in two, and shifted somewhat about. The bow lies totally submerged, and reveals only by the first mast its whereabouts, in the water. a 50 feet further away, the stern is visible penetrating the waters. Weird things are visible; this former three-master had its middle mast replaced by a gigantic horizontal wand, and the still existing flag revealed an Alhambra Elvish design as well as the Grondheim shield on the background, no longer in use since the Lesser Rain of Fire in 1700BC.

The design of the vessel is further also elvish, resembling the Glantrian Belcadiz vessels on the rivers there. The 15' large horizontally mounted wand has several large unknown

crystals, one at the end, four others merged with the wood. The wand is rotten and broken over time, and even the Cystals no longer bear any magic or color and are fractured all over. The most peculiar are four statues. Two large humanoid shapes, possible female in a stance to reach to the two other human-sized statues. Features have eroded away, yet it is assumed these were trolls, trying to save their offspring in the vessel, petrified by the sun. Yet this known affliction was rare, and it seemed illogical all those petrified here were exposed equally to the petrification effects. As such most mages passingby, explain some other magical effect had petrified them, and a few petrified animals (a cat, and some rats, and fish) found in the wreckage as well as closeby, seem to explain the crystals being responsible for this. Apparently in the late Grondheim wars these Trolls fought for the Troll Queen with somem unknown wad, when the vessel broke apart, and the crystals triggered when water touched them, realising all magic within in an instant. This owever is still unproven.

All that said, the area is still creepy and haunting. The wind is nearly always down here, and some here strange sounds, almost like a ghostly song of children and parents. Algea stuck to centuries dead trees and the vessel reveal it had been submerged until a few hundred years ago when Lake Grondheim dissappeared.



Sunland (Gnoll; Madon Truna)

Back to the year 3050BC, this was a large Blackmoor Colonial city on the hills till the edge of the large Lake in the edge of the Tundras and frozen mountain ranges and Glaciers. The city mostly laying at 1350' feet, and reaching the lake's shore with a resort at 640'-800', was still stuck in a general low technology, possibly due the high amount of Elven population. The Humans and Dwarves did use technology, yet it was of a lower degree of advancement than most of Blackmoor settlements. Here the amount of Radiance use was low, and a more sun and coal driven technology was used. Along the coast was a holiday resort, with high rises, blue pools and such. The Radiance transport line had a strong connection here. (see [GSM PDF](#) page 548-549), even though the actual city was way different, and less hospitable to the beach resorts, filled with giant wheels, gears, cables, pipes, and machinery to convert ores to metals, and these to many different usage. The resort was just there to make the city financially



affordable.

The Radiance line was mainly used to transport local produce out, or ores in. In this time many of the Elves and Fairies disliked the technology, and Humans in general, and moved out to Redfen to embrace a more ecofriendly lifestyle befitting their race. May Golems have been created to work here, instead of Robots.

Then in 3000BC, the Great Rain of Fire came. All Radiance generators exploded, laying waste to the

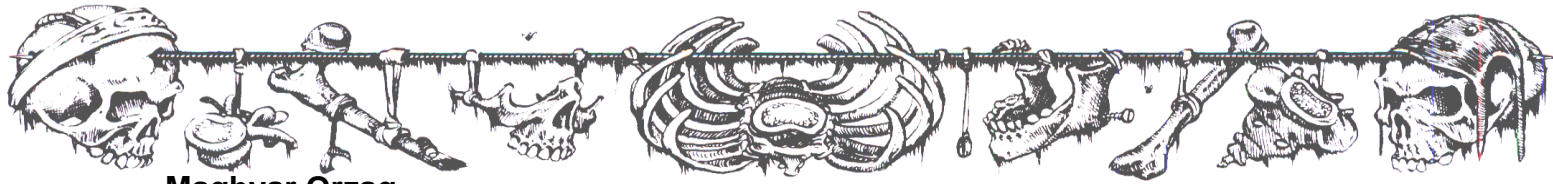


world, killing millions, tilting the planet and bombarded it with fire. Within a few minutes all of Blackmoors development was wiped out, and the world races fell back to a stone-age technology while subjected to a terrible Wasting Disease. Sunland became a deadland, the very few survivors left the Radiation stricken area, and nature took it course. Over the centuries, the city was overgrown by Swamptrees, wandering Bloodtrees, and rising waters from 1550BC til 500BC. This region was a vast swampy part of the lake, where the trees have grown to gigantic sized all over the decaying ruins to reach the surface. When the Streel River eventually emptied the Lake, the city resurfaced slowly, and slowly the area began to fall dry. The swamptrees withered away, leaving only their vast trunks overgrowing the gears and other decaying structures behind. The area still has many highly polluted waters where swimming pools existed or cooling waters for machinery. These water still are Highly poisonous and touching them causes a blistering rash on the exposed parts, causing 1 hp damage per hour if more than 50% of the body is exposed. Drinking the water or eating anything polluted by the water causes severe stomach and intestinal bleedings, dizziness, and inability to walk, and a decrease in Hp to 50%. The body also becomes immune to any healing, regeneration, shapechanging, petrification, be it natural or magical. This lasts for 5+1d8 days, after which normal healing and magical healing will affect the patient again.

The are is known to have several rusted active Iron and Steel Golems, with half normal HP, movement, and a -3 on initiative. XP is reduced by 25%.

The nearby Org-gruk Orcs regularly invade the ruined city (they named Madon Truna in Orcish) Metal Ruins for metals to build, or make armor and weapons. In a wild berserk like frenzy they decent upon the city and attack anything within but Orcs. In the end many of these items are eventually traded with other Humanoids (mostly the Yellow Orks of Yellow Orkia, and even Humans traversing the region for food. They know not to kill Shaman/Cleric/Druid or Wokan/Mage, since an adventuring party passing by, with several of these in the group gave them lots of food created by several *Create Food* spells and items. Since that feast the Org-Grukk Orcs are careful not to miss such an opportunity.



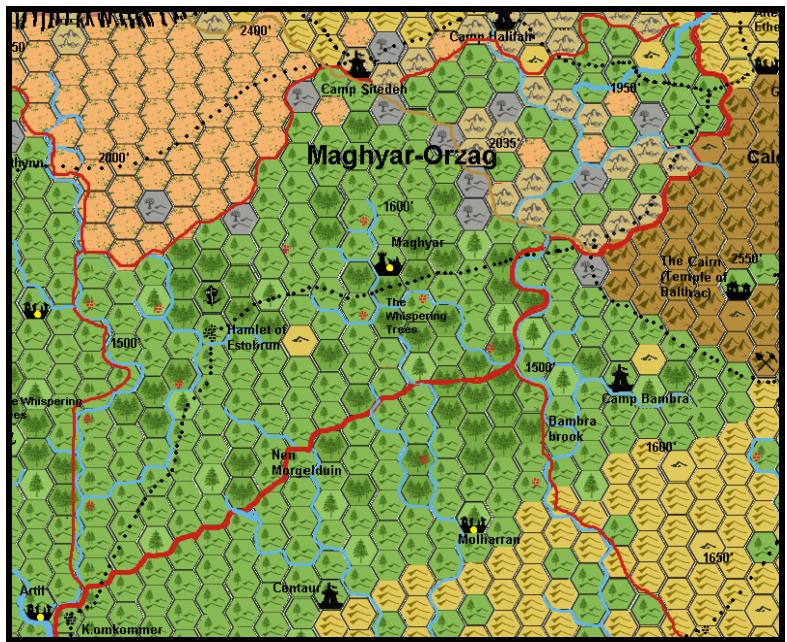


Maghyar Orzag

Dwarves and the locals know the region is not Inlashar, unlike what many people do think, it is actually named Maghyar-Orzag. This was a group of humans which lived in these mountains before the Great Rain of Fire. They had contact with old dwarven tribes in the mountains of Rockhome, and several Dwarves must have lived amongst them; sharing their knowledge. This we know as the Maghyar learned a dwarven based rune script named; **székely-maghyar rovásírás** which up to today is used on maps and road signs of the region. So is the local scripture for the hamlet Estobrun.



Although clearly Dwarvish in origin, they totally mixed up the signs, and created several new ones. For example the rune they use for 'r' is actually the dwarven rune for 'h'. Most dwarves recognize these differences shake their heads as these humans know nothing of the power of the runes. As such it is only writing, and none of these Runes bear any magical powers. The name "Orzag" means "Ores"; which implies the people here (and some still do) delved for ores in the region. Though not Gold,



Maghyar Alfabet	a	á	b	c	cs	d	dz	dzs	e	é	ë	f	g	gy	h	i	í	j	k	ak	l	ly	m
Old-Maghyar Runes	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ
Maghyar Alfabet	n	ny	o	ó	ö	ő	p	q	r	s	sz	t	ty	u	ú	ü	ű	v	w	x	y	z	zs
Old-Maghyar Runes	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ

or Platinum, it is Electrum which is found here in justifiable amounts to set up a trade.

The natural scents in the region are overwhelming, not to speak of the many animal sounds. The forest is used by the locals to regularly cut trees under Druidic advice; many stumps can be seen, where trees once stood. There are several wandering herds of Deer in the region. There are many tracks of Gnolls and Kobolds as well as Cyclops and Hill Giants, yet the most dangerous encounters are the Whispering Forests. Here several Whispering Pines grow (see; [MMM Lowlife](#) page 956)

In the North at 2035' altitude a mountain "died" revealed by the steep sharp edge of Calors Spur revealed, it had been part of the Dwarfgate Mountain chain long ago. Large pieces still revealed how the mountain must have been disintegrated. This shrapnel has become the broken lands of the area. The line between hills and former mountain is thus clear we it is on the [Broken Lands map](#) as a brown line; to the south the normal hills, to the north the broken lands, eroded into hills with clear sharp stones and rocks revealing it had been once a mountain. The area, especially outside the one trail is very hard to traverse, to almost impossible with a wagon. The waters are often polluted by Gnoll filth as there are several Gnollistan camps in the north. The area is warmer than most expect, and this originates from below where the Lower Broken lands have large magma chambers heating up the whole region.

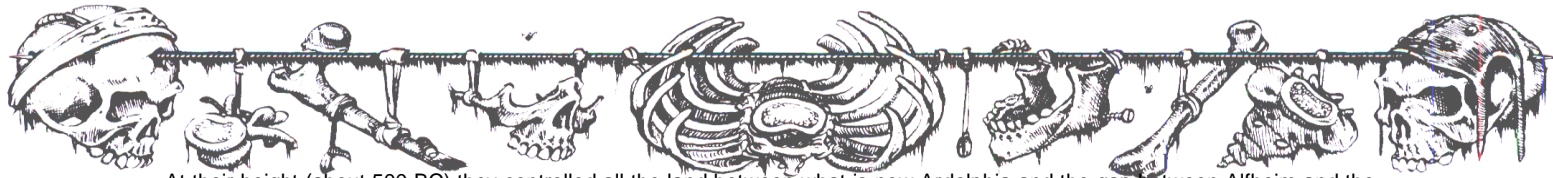
The Calor's Spur of the Dwarfgate mountains most western edge reveals the sharpe edge of the mountains which normally blocked the area north. Here a Mountain named Calor's Hump 3377' high, hides a valley. Here a powerful Red Dragon named Calor lived long ago defeated by Balthac. Many years later a group of adventurers went to the mountain. The air is thin and clear as new ice, the sunlight harsh. It is quiet, the silence of a place that has seen and heard the contest of heroes and cannot now break the intrusion of mundane sound. The peak is scattered with blackened rocks of all sizes, remnants of a mighty battle. A huge, reptilian skeleton, Calor's bones, lay bleaching in the fierce sunlight, an elvish blade protruding from the monster's breast. Nearby a cairn had been raised as a monument. The scent of sanctity in the thin air prevented the explorers from disturbing the cairn. Assuming the Champion lay within, they paid homage to Balthac and left all as they found it. But it is said that in some future time of trial, Balthac will come forth again with Sinan at his side, called from the Mists of Time to wage battle with chaos and evil. In 1004AC this is rumored to have happened. In 1010AC, the faith changed, and is assumed by sages to be replaced with another Immortal. (Source IM2-The Wrath of Olympus and Wotl).

Climate: Follow Gnollistan Weather for this region, yet without the 5 degrees higher temperature in Spring, Summer and Fall. It is detectable warmer here, preventing snow to settle and water to freeze, yet not as warm as Gnollistan.

Several abandoned settlements containing the ruins of a few simple stone farms and a townhall or temple can be found in the region. One of these ruined settlements is Maghyar itself, located at 1578' a large Town or small city, with an Inlashar Stronghold.

History

The Magyar were a human race with strong contacts to the Dwarvs. It is rumored these have been the descendants of the few survivors of Sunland. Whatever their origin, they were quick to build simple stone buildings, and survived most of the dforming of the Broken Lands. Then the Inlashar arose when a displaced Ethengari clan migrated into what is now northern Darokin in 780 BC, swiftly conquering the indigenous Neathar tribes, amongst which the Magyar. Within a century the two groups had merged, producing a somewhat stocky people with cream-coloured skin, and dark hair and eyes (with a slight epicanthic fold). For centuries, the Inlashar build many Forts in their region (*Inlashar means Land of Fortresses*), and struck fear into Orcish hearts in the north



At their height (about 500 BC) they controlled all the land between what is now Ardelphia and the gap between Alheim and the Broken Lands. During that time, other Human cultures flourished on the Stree Plain; although they occasionally suffered raids from the Inlashar. Their power ebbed and flowed over the following centuries, but they never regained their early prominence as other realms rose to prominence, and the Humanoids grew more organised. By 100 BC, successive Humanoid invasions had all but broken the might of the Inlashar, and only a scattering of them remained in the hills east of Corunglain – the remainder having fled south to Eraedan lands.

The Inlashar staged a bit of a revival in 672 AC, following the collapse of the monarchy. A northern duke, claiming descent from one of the Inlashar houses and taking advantage of the chaos, declared his Duchy of Callair independent. The realm was short-lived, as the neighbouring humanoids also took advantage of the power vacuum. By 702 AC the realm had been laid to waste, with the capital of Tolann falling the following year. Most of the survivors trickled to Corunglain, where they remain to this day; although a handful of Magyar hill-folk still cling to their ancestral lands.

Artil

Artil is a conglomeration of several human stone structures along a crossroad. The buildings are so old and ruined only wall remnants remain. All that can be found are some burrowed pieces of furniture, coins, and rusted undefinable pieces of metal. The area, is known and feared by most as it is the home of several Shadows and 24 Shadow Wolves which appear at night only. At day the area is safe.



Shadow Wolves (*Umbralupus radiensis*)

*Adjusted from ST1 "Up the Garden Path" AC3, AV0, HD4+1**, MV 180(40), Att 1 bite, Dm 1d4+special, NA 2d6(1d6), SV MU5, Mr 12, TT nil, IN 6, AL CN, XP 275. Shadow Wolves are creatures of pure shadow, which can be called into being by powerful magic (in this case unknown, yet the 1700BC exploded RCC and corresponding Radiance is seen as responsible). In appearance, they are very much like normal grey wolves, except that, in bright light, they are slightly translucent. They can only be harmed by magical or silver weapons. In addition to causing damage, the bite of a Shadow Wolf causes its victims to fade into shadow. In the process the Human/Demihuman/Humanoid victim loses 1 hp per round and gradually becomes greyer and slightly translucent to onlookers. This fading process continues until the victim is reduced to zero hp, in which case he or she becomes a Shadow Wolf, or a successful saving throw vs. Paralyzation is made to survive. Additional bites inflicted while a victim is fading do not increase the rate of hp loss. You should keep separate records of bite and "fading" damage caused to each victim, since the latter is resistant to magical methods of healing, such as cure spells and potions. Two "hp worth" of magical healing are required to restore each hp lost as a result of fading. Victims who choose to rest and recover do so at the normal rate (1 hp per day of rest). Once a Shadow Wolf only a Wish can reverse the effect. The soul will be released once the Shadow wolf perishes, and can then be reincarnated or pass on, a Raise Dead will only revive the wolf, as it is, like the Shadow, NOT an undead. Shadows and Shadow wolves do NOT work together, but will not attack each other or Undead. A slain Shadow Wolf will, like the Shadow, leave a quickly evaporating ethereal goo, that can be*



used to restore Strength drained of Shadows, equal to Shadow goo. When this goo is devoured it will restore some of the Strength any Shadow had drained from a victim. Check for initiative for the moment the goo comes into existence (the same moment the Shadow was slain). Each initiative segment 1 strength is evaporated from the goo, and after 1 full round it will be gone. A character gobbling up the disgusting black goo, will be able to restore as many strength as it can consume before it evaporates, but never more than its own body lost, and never faster than 2 + PC's constitution adjustment (never less than 1) in 1 round = 6 segments. Only thus will Strength drained from a spell or item be able to restore a living creature, and not restore the spell or item in question. The goo cannot be stored in any way, but temporal stasis, or setting it outside of time, will prevent it from evaporating. It will further always evaporate unless consumed. Shadow Wokves are not Undead, like Shadows, yet are captured indefinitely(until slain) into their Shadow state. Shadow Wolves dislike Sunlight and hide in available Shadows. During daylight they refrain from attacking unless detected and must defend. They suffer a -2 to hit in daylight circumstances. They do not procreate, and attack only to feed on the life energy of victims. Animal victims will merely fade away if tured to shadow. Anything larger than an Ogre is immune, and avoided by these Shadow Wolves. Goblins are able to create a wolfbond with these dangerous wolves as with normal wolves. It is possible for Goblins to ride a Shadow Wolf. Shadow Wolves are rare, yet small groups roam the Broken Lands where they've been spawned in the centuries earlier. Shadow Wolves do not age, and die only by being defeated.

Magyar



It is old, and damaged. Nature has made it into a ruin, and the visiting humanoids and travellers passing by helped a hand. The forest totally reclaimed the region and only the stone walls reveal this was once a small city.

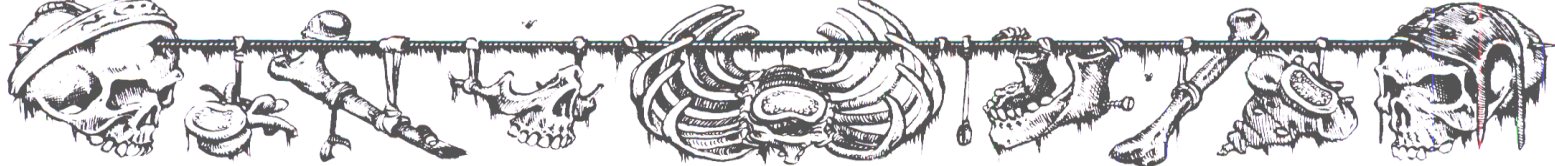
No valuables can be found here without going deeper into the ruins.

There are still washin' basins to clean the electrum.

Yet none of the metal has been found since abandoning the village...probably taken by others.

The area is rumored to hold several varieties of Undead; Hungry Ghouls and Wights mostly of former Magyar Human origin, haunting Wraith and Spectres, mostly of former Inlashar Human origin, and at least one Elven femal ghost. The nearby Centaurs have successfully used consecrated

stones to imprison these undead in the region, yet know someday these stones will have been moved by someone, erosion or earthquakes, and are willing to aid Adventurer heroes to defeat them (from a distance helping that is)..



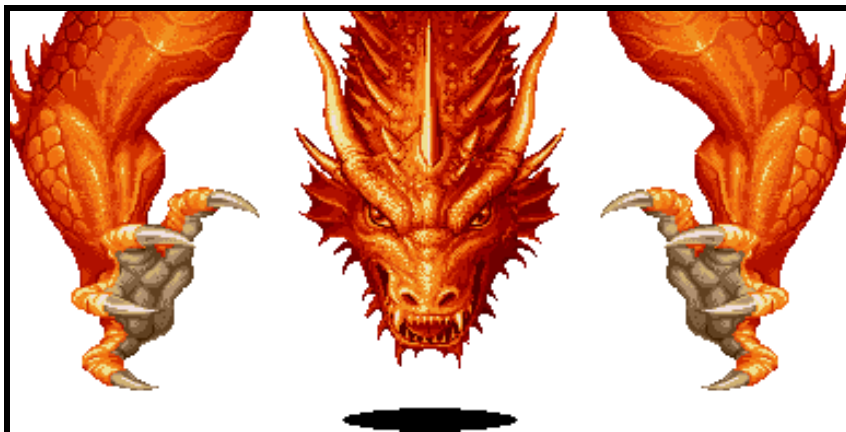
Dragons in the Broken Lands

(As per 1006 AC)

In the Broken Lands are only a few small Dragon Realms, any other are passing over, live beyond the region or are visitors.

1 The First belongs to a Small Red Dragon named **Gurmarmirmiriar** (age 27, AL CN, M) settled in a cave in the mountain spur East of Vesubio Tertio. **Gurmarmirmiriar** keeps a very low profile, and feeds only on local wildlife, and an occasional lone Goblin or Red Orc. He or she (which is still unknown) settled in 998 AC, and decided to learn the most it can about the region and why so many desire to pass it. In the future this Dragon might decide to install a taxation system for merchants willing to pass, but it is assumed even then this will be not a too heavy burden. **Gurmarmirmiriar** is still young (25 years in 1000AC) and knows it has to be careful to become successful. It is a loyal follower of the draconic traditions. As thus **Gurmarmirmiriar** is often visited by various Gold Dragons of the Draconic Kingdom. Both are sometimes seen when flying, they do not intend to react upon any creature below, unless it is to hunt for food. **Gurmarmirmiriar** does not belong to the Dragon Pyramid of another Dragon Realm, but **Astlmahl** surely wants to expand its territory, and may issue a fight.

2 When in 1006 The Large Red Dragon **Flamewing** (age 352, AL CE, F) settled in OGREMOOR, tensions arose between these two Red Dragons, and it could eventually lead to combat, where **Gurmarmirmiriar** would clearly be on the lower hand. **Flamewing** had a large realm and pyramid of Dragon power, but the destruction of the Silver Sierras not only destroyed his realm, but most of its Dragon vassals. The two which did survive went far, far away. This lets assume their was bitterness and suppression. **Flamewing** has already battled **Astlmahl**, but this was unresolved due to a sudden ash eruption of Kalazyrd. **Flamewing** set its new realm at the region of Ardelphia (Darokin) to Corunglain, stretching 35 miles south, 20 miles north, and rapidly took control of the few small green and Blue dragons in Ardelphia. When **Flamewing** is finally slain somewhere in 1016 by the same adventurers which later destroyed the Lich of Sable Tower, balance seems to be restored for **Gurmarmirmiriar**, Darokin, and all others affected. It is unknown which alias **Flamewing** had, but rumours tend to lead to a brutal oppressive merchant named Oswald Temmigron (suspect of selling slaves, known for having Iron Ring contacts). However, this is only proven due that personal items of this Oswald were found in **Flamewing's** lair, and Oswald has disappeared when **Flamewing** was destroyed. Oswald also could have been dinner. Gold Dragon sages debated if **Flamewing** was dominated in the Pyramid of Power of the Red Dragon Synn, yet surmised they had nothing to do with eachother. The Huge Red Dragon Synn has a lair in the Aensun city in the corrupted Canolbarth Forest, a few years later after **Flamewing's** demise.



3 Another Dragon living in the Broken Lands is **Astlmahl** a Small (almost large) Blue Dragon from Ethengar (age 125, AL NG, M), assumed by many to be an early spawn of **Kanistan** (World Mountain Ethengar). This Dragon is almost a ghost, and uses the Invisibility spell as if it were cookies, not sparingly, but near continuously. (**Astlmahl** already suffered the Immaterialism disease due this but recovered) Its lair is in the northern side of Akkila's Throne Plateaux and extremely well hidden, with powerful illusions and barriers. He is apt in magic and knows almost all draconic spells available to its powers, and many Human-(oid) magic, although it rarely uses these. **Astlmahl** mostly hunts in the Mucks feeding on local Wildlife, sometimes dining on a local Troll or wanderer (be it Human or Humanoid). It refrains from attacking Dwarves and Elves out of some unknown respect. And it is known to exist due several experiences, this is extended to the DemiHuman's passing by. Most however think **Astlmahl** is a black dragon when first encountered as it often swims submerged in the muck, surfacing with black brown muddy goo. This Dragon is only visited by its half-sister **Belladraag** (from about 80 miles East in Ethengar Age 89, AL NN, F), and it is assumed they may form a couple in a few decades. **Astlmahl** has a secret alias of Allurtyoll, an elf of adult age mostly seen in the Glantrian region Oof Saas, and rumoured to be a great sOrcerer, but very intense in action, with almost no second thought about its environment (very uncommon for an Elf). **Astlmahl** is surely the Dragon with the greatest power over the Broken lands, and with the greatest chances to keep and expand this hold, **Astlmahl** has about 35, mostly Black, small dragons living in the Mucks under its dominion.





4 **Erronya** is a small female Green Dragon (age 45, AL LN, F), with a very good relation to the Kingdom of Alfheim, which lives in the Black Hills. She has no contact with the local Humanoids other than as customer, for they all long for her homebrew healing stuff, but fear her magic and Draconic ally (not knowing it is her). To them she is Charisma 17 in Human witch shape (to Humans 4). She just recently made contact with the Dwarfgate Mountain's Green Dragon **Nation**, and though not against it, she has not chosen to join or be a renegade. Erronya belonged to the Dragon Power Pyramid of the Gold Dragon **Raspaert** in Former Alfheim, but with the alteration/destruction of the Canolbarth in 1007-1010AC, this dragon power pyramid fell apart. Since then **Erronya** is free, and likes it. However, **Astlmahl** may try to establish a stronger hold on the area by trying to enforce **Erronya** into his pyramid of power. Her secret Humanoid identity is that of Sirte, an ugly, but friendly witch (including witch spells & abilities), with an incredible amount of healing skills, spells, potions, ointments, salves and other healing implements, available to any with pay (for her hoard) Any Healing spell has a 80%-5% for each spell-level it is made off to be found here. The cost of these, if sold, are 500gp/ equal spell level potion/ointment, etc, 1000gp/level of spell or cast only scroll, 2500gp /level if research scroll (to learn the spell self). Training a skill takes half normal time, makes the student continuously fatigued or even serious fatigued yet with a double normal chance of success and triple normal costs.



5 Then we have a single ravenous young (age 11, AL CN, M) Black Dragon named **Gjullgaraah** living in the Mucks since Spring 1005AC. **Gjullgaraah** already tries to take control of the local populace and tries to establish a new personal Dragon Realm. However, he falls under the dominion of **Astlmahl**, living in the cliffs of Akkila's Throne Plateau. **Gjullgaraah** has three small black dragons in the mucks under its dominion, which thus also fall under Astimahl's Pyramid of Power.



6, 7, 8 And finally three unrelated small white dragons independently living along the Mountains of the Valley of Khyr; **Pasvrost**, (age 21, AL CN, M) **Ijsh-ergg-koud**, (age 24, AL N, M) two males and **Kal-tejung-fer**, a female (Age 29, AL CE, F).

All feed only on the local wildlife, and wandering Humanoid now and then. They belong to **Gurmarmirmiriar's** Pyramid of power, but did belong to **Flamewing's** pyramid (regretfully) very soon after it appeared. They all fell under **Gurmarmirmiriar** again soon after **Flamewing's** death. **Pasvrost** and **Ijsh-ergg-koud**, recently battle regularly to come into the favours of **Kal-tejung-fer**, yet she blatantly ignores all actions of both young Dragons, only tempting them to increase their power and hoard, to share with her, and then throws back the cold shoulder. All these White Dragons refrain from contact with the nearby Faenare, as they fear their magical power and air/flight agility, which supersedes their own. None of these Dragons have a secret alias, but when able to choose one, it could be Human, Faenare, or Orc. Up to 1010AC, these Dragons are still unable to talk, and cast spells, **Kal-tejung-fer**, due the gifts of her suitors will probable be the first to grow beyond "small" size category, and become able to speak and learn magic.

In the Broken Lands live another estimated other 12 Red Dragons, 42 Black Dragons, 12 White Dragons, 9 Green Dragons, 8 Blue Dragons, 3 Gold Dragons, and 3 Crystal Dragons. All these are very young, and of small size, more or less recently settled and fallen under the dominion of one of the Dragons mentioned above. They only have small cave lairs and feed on the local animals or a lone Humanoid (being afraid when confronted by more)

As all these Dragons and their Draconic visitors are refraining themselves from most direct contact on the ground, they may still be encountered when flying over, causing fear and panic in the local Fauna. When somehow confronted, they will mostly retreat, eventually.

Before 1006 there were a few more dragons but they either left to more bountiful lands or died.

Karahml-Black=Small= Trollhattan-Eaten by Trolls Winter 1002 AC

Benghivust-Black=Medium =The Mucks-died by Ethengar adventurers Spring 997 AC

Kamalla-Blue= Small =Yellow Orkia-died by Orc Adventurers Autumn 998 AC

Tervuuhr-Red=Large=Ogre-moor-weakened and then killed by successive adventurer attacks of both Humans and Humanoids Spring to winter 990AC. His Human alias was Godschik, a sOrcerer from somewhere in Ardelphia.

Klarrkoudt-White= medium=Khyr-defeated by a flock of Faenare Winter 993 AC. Female Orc alter ego in Orcus Rex.

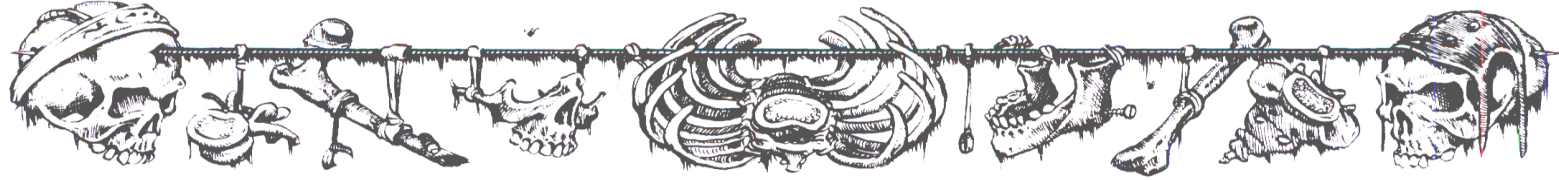
Gargrimm-Gold=Small=Orcus Rex-Moved away spring 1001 AC, location unknown

Samanthus-Ruby=Medium=Bugburbia-slain by Glantrian Mages for components. The remaining bones and skull became new Bugbear warmachines or building material, blood and flesh were eaten. Spring or summer 992 AC

3 unnamed Red, 2 unnamed Black, one unnamed Blue, 12 unnamed White, 2 unnamed Green, and 6 unnamed Gold dragons. These died either by disease, Humanoid adventurers, or conflict between dragons. They were all less than 20 years of age and small or even younger. Their remnants were eaten and used to make warmachines or in constructions, many teeth and scales became Humanoid armor or weapons, or gri-gri's.

Any hoards, though mostly small, have been plundered, but the hoards of **Tervuuhr**, **Klarrkoudt** and most of the unnamed ones have not been recovered. To the unnamed ones, this can be due their age and lack of experience and treasure accumulation, to the others, it was well hidden in a lair, which was in the Broken Lands, but never located or even suggested.

The Huge Red Dragon **Synn** lives in the Flying Castle of the **Night Dragon Synn** flying above the former Canolbarth and the Broken Lands. It has a Large Red Dragon **Deathwing** in its pyramid of Power which lives in the dead Canolbarth. These do not live here outside 1013-1017AC. (see more on these in the [Future Timeline](#))



The Vesubian River



The Vesubian River, originating from the merging of different Glantrian Rivers, enters the Broken Lands through a deep dark canyon cut through the rock by the force of water alone.

It has giant purple Rhododendrons and thick mosses growing on most surfaces, and can be quite beautiful to behold.

Several waterfalls and rapids make it unable to traverse by ship or boat. And even swimming in the frigid water is certain doom (hypothermia will set in and drain strength and constitution, until the person leaves the water or drowns in the many currents).

The trail alongside the river was discovered in 451 AC by Belcadiz Elves in search of a way to their assumed relatives on the other side of the mountain range.

Even then they were regularly assaulted by the many Humanoids, and the death toll was high.

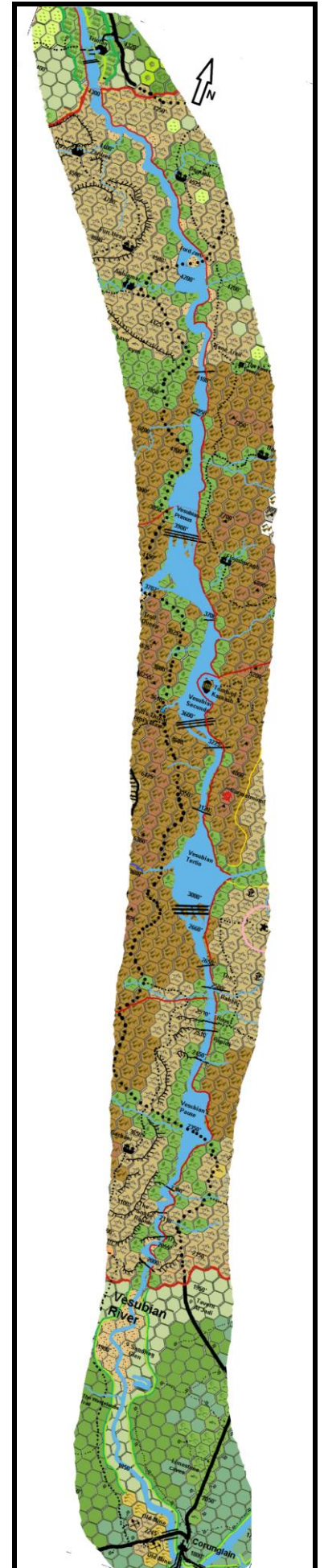
To this date, merchants

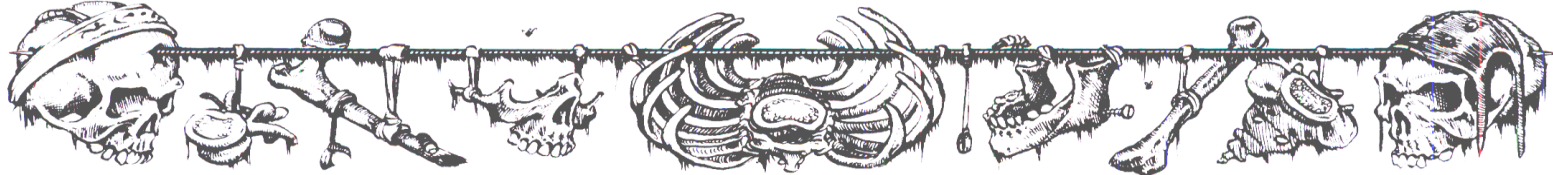
use guards (often hired adventurers willing to risk life and limb for some well-earned money) to traverse the trail. Many hardships still exist, besides the Ogres, Trolls, Orcs, Kobolds, Bugbears and others. Any section is dominated by a single aggressive race.

Vesubian Trail Travellers map;

<http://6inchnails.deviantart.com/art/Vesubian-Route-Corunglain-to-Glantri-620549910>

The merchant trail is only four horses abreast at the smallest sections, and often very slippery. There are ample opportunities to pass other caravans. Hence the tradition is to send a group forward to these locations and halt any upcoming caravans on wider locations, to prevent stagnation on the small trail sections.





Many decades ago (data unknown, yet at least before 800AC), a young Glantrian boy Ludus von Hoven played with barrels in Trintan. When he climbed into one, the barrel toppled and rolled into the Vesubian, with the boy in it.

There was no gate blocking traffic at that time, so the barrel flowed down the Vesubian, through the Broken Lands. The boy eventually survived but was very hungry, after travelling a week through the wild waters, but had endured an awesome journey. As an adult he became a great composer and performed in the Grand Anselbury Auditorium of Darokin.

The best known is his representation of his travel along the Vesubian River. The music translates into the waterfalls, the dangers, the rapids, the gentler areas, and the arrival in the Streel Plain north of Corunglain.

Named "*Symphony of a Rhapsody on the Vesubian*"

<https://www.youtube.com/watch?v=-4IRMYuE1hl>

Author: *An idea I got when drawing the Vesubian River and listening the music of Beethoven's 5th. I found it very fitting.*



Within the river are several waterfalls and rapids, as well as other important locations, listed here with their respective length and fall and other information going downstream from the north.

Location	River Length	River Width	Water Depth	Fall	Info
Trintan		200	10'-50'	4350' to 4310'	Harbor Border Village
		0.5 mile, 0.8 mile island, 0.5 mile			Water depth, and water force calm to strong depending on weather and season.
Fort Zero			1' to 4'	4210'	
Unnamed Rapid		35 yard	10' to 25'	4140' to 4100'	
Unnamed Rapid		20yard	10' to 55'	3950 to 3920'	
Vesubian Primus		½ mile	10' to 45'	3900' to 3770'	
Unnamed Rapid		45 yard	10' to 35'	3700' to 3665'	
Tomb of Karaash;			30' to 65'	na	(Island see below)
Vesubian Secundo		¼ mile	10' to 30'	3600' to 3380'	
Unnamed Rapid		100 yard	10' to 25'	3225' to 3180'	
Unnamed Rapid		80 yards	10' to 40'	3120' to 3080'	
Vesubian Tertio		1 mile	10' to 20'	3000' to 2660'	
The Rabbit Hops 1		50 yards	10' to 45'	2650' to 2600'	
The Rapid Hops 2		30 yards	10' to 40'	2580' to 2550'	
The Rabbit Hops 3		60 yards	10' to 40'	2530' to 2520'	
The Rabbit Hops 4		100 yards	10' to 35'	2510' to 2590'	
The Rabbit Hops 5		75 yards	10' to 25'	2450' to 2400'	
Vesubian Pause Ford		2.2 miles	1' to 2'	2350'	Water depth depending on season, Always calm due width.
The Snake Rapids 1		120 yards	15' to 35'	2300 to 2270'	
The Snake Rapids 2		75 yards	10' to 30'	2110' to 2090'	
The Snake Rapids 3		80 yards	5' to 40'	2065' to 2055'	
The Snake Rapids 4		200 yards	15' to 35'	2000 to 1965'	
Sand Hag Shore	9 miles	200-300 yards	10' to 40'	1950' to 1870'	has treacherous sinkholes and quicksand
Corunglain Old Mine Bridge		275 yards		1800'	Stone solid bridge at 1825'

The Tomb of Karaash.

This island (based on the art of Isle of the Dead by Arnold Böcklin (1827–1901)) within the Vesubian River. A semicircle of 50' to 85' high vertical rocks with cut-in tombs, and an inner place where tall cypresses grow, with a small anchoring area and steps enabling access to the island.

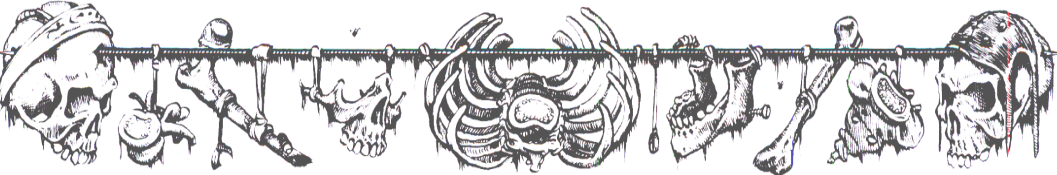
Opposite from the common thought this being the Tomb of Karaash himself, the structure was originally an Elven Temple to ancient elven Immortal. The area is since the Orcs came to the Broke Lands (1190 BC) a two-leveled tomb for Orcish (or other) heroes fighting and dying in his name.

For a map of the main level of the interior make one yourself using the above picture, or see the slightly different Isle of the Dead Battlemap here; <https://www.drivethrurpg.com/product/319566/Her-ic-Maps--The-Isle-of-the-Dead>.

The lower level is not displayed here, yet is similar to the upper level, and can easily be recreated by a DM altering the Battlemap with separate D&D dungeon tiles. There are only tomb rooms, no vaults temples, no shrines within the rocks. The central area between the darkening cypres trees holds a simple shrine to Karaash. Contrary to the suggested Battlemap; there are no stairs and never have been; Climbing, and hauling chests up is the only way of access here. This feature, together with being an island, prevents undead from wandering away. The flow along the island is 65'/round, yet only 25' in front of the opening, as the river flows around the island creating a more silent spot in-between. Swimming is ill-advised as the cold water causes deprivation of Strength as well as Constitution by

1 point per round (unless protected or resistant from Cold.)





The Streel River



The Streel River within the Broken Lands, is a magical river, as most of the stream in the Broken Lands goes against gravity. The source of this (and to most even the fact it does this) is unknown to most. Thus far only the Humanoids have noticed this, and they don't bother about it. Passing caravans on the trails are far away to notice this, they see only a river flowing softly, and are unable to approach, or unwilling as they may know the waters here are toxic (See Toxic Lake). If had been able to see the reverse rapids in the middle west of South Gnollistan, they would be flabbergasted. Where they are close to the river they know the river is dangerous, strangely warm, and fed by acrid creeks and salty waters, and deemed as poisonous and useless to them. And even if they did not so, most know to reach the water is an invite to the Humanoids and other monsters to attack. Nearly all traders take water at the safe locations, and the other are never heard from again.

Within the river are several waterfalls and rapids, as well as other important locations, listed here with their respective length and fall and other information going downstream from the north.

All the areas detailed in Pink are magically influenced (See below) and in this area the water flows upstream over a total distance of 75 miles and an altitude of 2233 feet, and becomes warmer due the energy gained thus. Especially at the waterfalls in the already heated region closer to the volcano twins, it becomes thus warm it creates a fogbank 200 yards high and 2 miles afar along most of the river (unless blown by wind, then only fog bands can be seen rising up, the rivers cannot be seen from a distance greater than half a mile without wind due heat distortion of sight).

Normal water temperatures of a river are 6° lower than the average Seasonal temperature as given in [Broken Lands Climate and Weather](#). The water temperatures (in F°) given in this table are in addition to the Normal Seasonal water temperatures as per [Gnollistan area](#) (Winter 28°, Spring 45°, Summer 83°, Winter 50°), or as per [Other Broken Lands Regions](#) (Winter 9°, Spring 26°, Summer 64°, Winter 31°) in the region south of the up-streaming water. Due to the warmth generated and/or the flow, the Streel River never freezes more than a few shards at the edges, as far south as Corunglain.

Location	River Length	River Width	Water Depth	Rise and Fall	Temperature Water	Info	
Baba Yaga Lake	2 mile	2 mile	2' to 55'	277'	+2°	Average surface level	
Old Coast Caravan Trail	2 mile	200-300 yards	2' to 6'	290-295'	+4°	Sand floor	
Lower Nankoweap	11 miles	150-250 yards	20'-25'	300' to 350'	+6°	Old High Coastline	
Hobgobland Nankoweap	23 miles	100-300 yards	20'-25'	350' to 410'	+8°	Hobgobland /Gnollistan Border. Some Trading May be Possible	
Gobliny Nankoweap	11 miles	100-250 yards	20'-40'	410' to 810'	+10°	Gobliny/Gnollistan Border. Some Trading May Be Possible	
Lower Tri-Stream-Falls	1.2 mile	75'	10'-45'	810' to 1050'	+16°	Gobliny/Gnollistan Border. Largely unexplored, Area mostly covered by Fogbanks, No Sight beyond 0.5 mile due heat. Gnoll infested,	
Middle Tri-Stream Falls	1.25 mile	115'	5'-15'	1050' to 1645'	+22°		
High Tri-Stream Falls	0.95 miles	120'	5'-20'	1645' to 2050'	+28°		
Sandbank	4 miles	150'-200'	3'-15'	2050' to 2335'	+34°		
Toxic Lake Basin	11 miles	75'-200'	15'-40'	2335' to 2390'	+40°		
Between the Sisters	6.5miles	55'-150'	10'-20'	2390' to 2510'	+48°		
Upper Rapids 1	1.2 miles	200-450'	10'-45'	2510' to 2490'	+45°	Red Orcland west of River. East of River Black Mountain Merchant Trail; uncontrolled Gnollistan area	
Upper Rapids 2	1.8 miles	200-450'	20'-50'	2485'-2455'	+41°		
Upper Rapids 3	2.2 miles	200-450'	20'-50'	2445'-2450'	+37°		
Upper Rapids 4	0.7 miles	200-450'	20'-50'	2430'-2440'	+28°		
Upper Rapids 5	0.65 miles	200-450'	20'-50'	2420' -2415'	+22°		
Upper Rapids Ford	1.5 miles	1.7 miles	2'-5'	2415'	+18°		
Former Edge "Mountain That Died"	3 Miles	0.7 Miles	2'-20'	2415'-2400'	+13°		
Along Black Mountain	12 Miles	0.7 -0.3 miles	10'-35'	2400'-2330'	+12°		
North Black Mountain Falls	4.8 miles	0.3-0.4 Miles	10'-45'	2330'-2290'	+11°		
South Black Mountain Falls	4.6 Miles	200-450'	20'-50'	2290'-2275'	+9°		
Streel Rapids	3 Miles	180-600 Yards	20'-50'	2275'-2200'	+8°		
Unnamed Rapid	11,5 Miles	0.4-1.3 Miles	5'-30'	2200'-2180'	+7°	Kolland	
Sandy Ford	9 Miles	0.9 Miles		2160'	+6°		
Forested Streel River	17,5 Miles	0.4-1.3 Miles	5'-30'	2160'-2090'	+5°		
Partian Falls	4,5 Miles	0.4-0.9 miles	20'-50'	2090'-1850'	+4°		
Corun's Glen	16 Miles	0.5 Miles	20'-50'	1850'-1780'	+3°		
Corunglain Old Mine Bridge		315 yards	20'-50'	1780'	+2°		Stone solid bridge at 1800'



How the Streel River was born

The Ethengerian tale "*Vasilisa the Beautiful*," tells of a pretty young girl who lives with her wicked stepmother and two ugly stepsisters in the location of future Bargda, Ethengar, close to the end of the Nithian Era. The stepmother runs Vasilisa ragged with increasingly difficult chores, which the girl is always able to accomplish through pure persistence. When Vasilisa becomes old enough to marry (15), her stepmother decides to get rid of her so her beauty will stop distracting suitors from her own daughters. To this end, she sends Vasilisa on her hardest errand yet: to fetch fire from the Great Hakomon Baba Yaga, living on a sandy shore on the southwestern side of Lake Grondheim, where a salty stream flows down the undeep valley north of Gnollistan.

The girl makes her way to the chicken legged hut at the edge of the Lake, where Baba Yaga immediately puts her to work to pay for the fire. The witch sets before the girl a series of near impossible tasks, which she is able to finish each day. Despite being surrounded by eerie sights like disembodied pairs of hands and Baba Yaga eating inhuman amounts of food, Vasilisa keeps her cool and is polite to her witchy benefactor.

One day when Vasilisa wakes in the morning and spies through the window happening just outside the chicken leg house seeing the firelit dim inside the skull-topped fence posts, and spies a rider dressed all in white galloping upon a milk-white horse around the house. The rider then jumps a fence and vanishes. Soon she spies a rider in red on a blood-red horse who does the same. In the evening, when the Baba Yaga returns to check on Vasilisa's work, the girl sees a rider in black on a coal-black horse galloping around the hut before vanishing like the others. After Vasilisa has done all of the witch's tasks to her liking, the girl works up the courage to ask Baba Yaga who these riders were. Baba Yaga reveals that the white, red, and black riders were the Day, the Sun, and the Night, respectively, all of whom she refers to as her faithful servants. Wisely, Vasilisa asks no more questions of the witch.

The witch sets her to the task of spinning wool and braiding a magical sweater. Doing this the first time, she works on late into the night, and the apparently lawful black rider Night notices the young girl. He approaches her and warns her that Baba Yaga plans

to steam two children to death in her bath house, eat them, and ride away on their bones. Vasilisa finished the sweater and with the dark rider helps the children to escape in the night. The next day Baba Yaga discovers the children are gone, grabs her cauldron and broom to pursue them.

It's only with the help of the Vasilisa who gave the witch the sweater to stay warm in the mountains, and (purposely, in the hope to entangle her) hooked the end thread of the sweater to a skull's teeth in the gardenfence. The witch went off flying through the bushes through the undeep valley next to Gnollistan, in her cauldron, unaware the thread unravelling the sweater. The thread of the magical sweater was stretched out and slowly the sweater was unbraided as Baba Yaga pursued the children up towards the Twin Volcanoes. Close to the volcano the sweater became fully undone, and fell down. The witch cursed and stopped her flying cauldron to retrieve the magical wool, when a milky white river raged up the mountain towards her. Hating water, especially the weird upstreaming warm water she returned home, and the children were able to escape the witch's clutches and returned home themselves. Close to her home Baba Yaga saw the river came from her own skullfence. She ordered her chicken legged house to leave the raging water and saved Vasilisa and the witch's cat from drowning. As staying was fruitless and the new river continued to stream upwards Baba Yaga thanked and gave Vasilisa fire held within a skull, and ordered her to go home and use it for revenge. Thankfully Vasilisa went home, saw her stepmother and stepsisters glorifying her demise and taken all her meager valuable she had left behind. When seen Vasilisa was directly insulted and attacked by the stepmother and the stepsisters. Using the fiery Skull she defended herself from the relentless attacks and burned the Yurt and all within to ashes. Vasilisa barely survived and was helped by a warrior to quench the Fire and save the Yurt village. She later married the fighter who became an Ethengerian Khan.



Based on: https://www.grunge.com/216412/the-legend-of-baba-yaga-explained/?utm_campaign=clip

Magical Scientific Explanation;

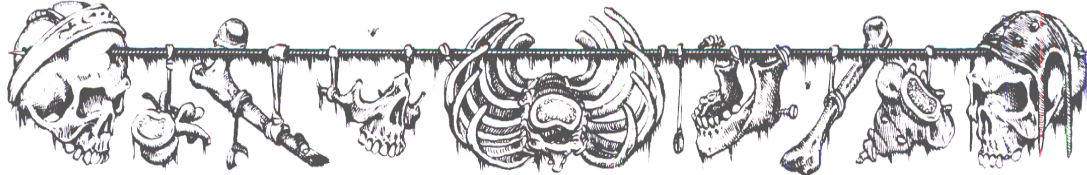
The starting point of all rivers is normally higher than their end point. However, under the right conditions, small amounts of water can be drawn upwards, against the tug of gravity, through a phenomenon known as "*capillary action*". For this to occur, however, the water must be confined into a small flow space.

The magical sweater Vasilisa gave to Baba Yaga however greatly increased this natural phenomenon. In the end the water was drawn uphill towards the Twin Volcanoes up to a hundred yards away from the string which came totally hidden in the raging white warm water, and going further southwest beyond the Twin Volcanoes naturally (ie. Flowing down). Over the following centuries the Lake Grondheim became depleted and the water speed decreased, and took on a normal color around 0AC. From this moment on, it was not directly evident the water flowed upstream. Yes, it was slightly warmer than a river should be, but who would notice this when those who would be able to, do not approach the river except where the water is nearly going horizontal, or where the common Humanoids are to dumb or totally uninterested why and how a river flows.

Up to this day the upflowing river is fed by the Krandai and Dol Stral and Dol Anur Rivers, and the whole river is named Streel River from the Dol Stral (renamed Dol Streel) to the Malpoggi Swamp.

Yet what will happen when someone rediscovers the magical thread of Baba Yaga's sweater responsible for the continuation of the upflowing part of the Streel River. That happen in 1026AC and is explained in [Threshold 14](#), as well as in the [Future section](#) in this compilation work.





Vesubian Trail

Travellers maps; [Merchant Maps](#)

From an anonymous well-traversed merchant; "The merchant trail is only four horses abreast at the smallest sections, and often very slippery. There are ample opportunities to pass other caravans. Hence the tradition is to send a group forward to these locations and halt any upcoming caravans on wider locations, to prevent stagnation on the small trail sections. These scouts, are mostly hired adventurers, as they have to fight of potentially assaulting Humanoids.



Depending on the temperature the area is fog prone".

DM Knowledge only;

Unknown and unnoticed the water does flow upwards and with it its deposits of erosion like a normal River world. It is the reason the Nankoweap flabbed canyon came to be. Over the ages the water moved and slithered along the Tghread of Baba Yaga though this valley, depositing erosion sideways of the meandering thread. This process creates an energy release by warming up the water. In this region the water is Lukewarm, and as such does still hold fish (Trot), which deposit their eggs here to hatch. In this warmer water these eggs hatch within a few weeks, enabling a much wider egg-laying season, as well as higher survival for the fish to reach the location. Natural predators as well as local Humanoids take profit from this and many fish are part of their seasonal diet. The migration season is normally between Flaumont till early Klarmont, here it is late Vatermont till end Klarmont

The Nankoweap Region



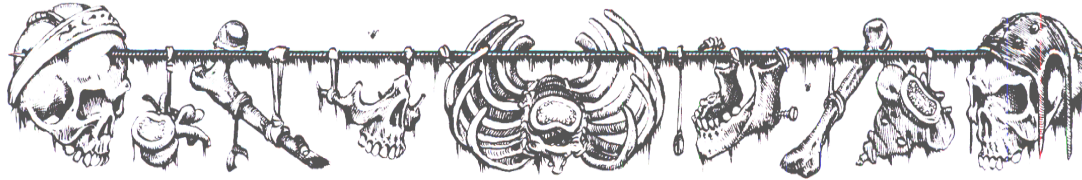
Nankoweap region

From an anonymous well-traversed merchant; "Nankoweap is the Gobbleton word for Wide River or River Canyon, and used by all Humanoids along this area. The Streel River flows in this region almost at level and has cut over the ages a wide canyon, depositing all erosion in the canyon. Several small creeks, amongst which the toxic Natron Creek, enter the Streel River adding chemical components making the water giving warmth and even steam further south, making the river unseen to travelling merchants. It is unknown what happens there, due the heat of the area as well as the permanent fog, and the few heroes who tried to discover will always be remembered, even if they never returned."

DM Knowledge only;

As the water flows upstream more energy is released, raising the temperature to steaming point, clouding the area in a permanent thick fog. The water will eventually cling to the rocks or evaporate into the air, re-entering the aquatic circle. There are the Thr-Stream-falls, three steep waterfalls where the Streel River goes up along Baba Yaga's Thread, and never leaves it. The area is already hot, and the water rises up to 48 degrees. The heat and fog prevent sight for more than half a mile at best, and pushes away fliers away from the area due rising air currents. Hereafter the Streel River continues through a former lake before it sinks to its former bottom over a distance of 4 to 6 miles. From there it rises again, passes between the Jzibabab and Govdenzuba twin volcanoes at 2500' where the Thread of Baba Yaga ends, and the water is released here to normal gravity to the known Upper Rapids part south of the Volcanoes. The temperature of the water decreases significantly, until it is normal at Congrlain. Most people address the warmer water to the Twin Volcanoes.





Upper Rapids Region

From an anonymous well-traversed merchant; "Not much is known of the north of the Twin Volcanoes. It is always covered in a hot steamy cloud and passes between the Twin Volcanoes. Estimating the volatility of these volcanoes, there must be a very deep canyon cut in between these where the River water boils.

The south side of the volcanoes is already proven to be a deep cut canyon on most places, and everyone agrees, something similar must exist on the northern side. Up to 1010AC, this is unconfirmed. The local Gnolls and Goblins don't speak about it, and the area is covered several miles away in a dense cloud of steam getting painful and dangerously hot when coming closer.

DM Knowledge only;

The region south of the river is broken lands, volcanic fissures and expulsions, Salt flats, and a canyon. The area is contested terrain between the Gnolls of Gnollistan, Red Orcs of Red Orland and the Kobolds of Kol. There is only one 17 miles wide ford over the Steel River, which has to be passed as fast as humanly possible. The Humanoids of either region often make this ford a death trap, where survivors are killed, and anything is taken away, to prevent the other tribes from knowing a raid took place here, or the violent water removes traces left behind.



The Kol/Red Orland Region

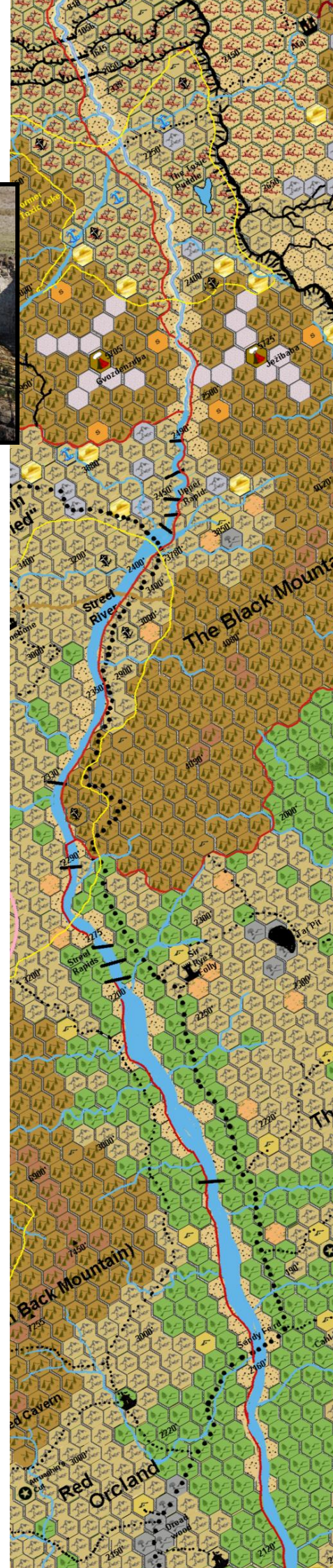
From an anonymous well-traversed merchant; "The Steel River in this area has cooled of the volcanic heat, and here again fish can be found. It will not be an uncommon encounter to see a Red Orc spearing for fish on the west side of the river, or see a small group of Kobolds try to net them. Keep in mind, these are humanoids, and even if they do not attack directly, their fishing tools might be used against you. Show off your guards, this will put some sense in individual or small group Humanoids, and may even make them trade. When they toss a black tarred stone, it is a warning, if it is burning, prepare for battle. Two sticks crossed in the side of the road might be a trade offer, yet beware, sometimes this is a trap. Never forget to cross the Sandy Ford, for existing trails will be smaller and lead into Humanoid controlled terrain. Staying on the main trail is a wise advise.

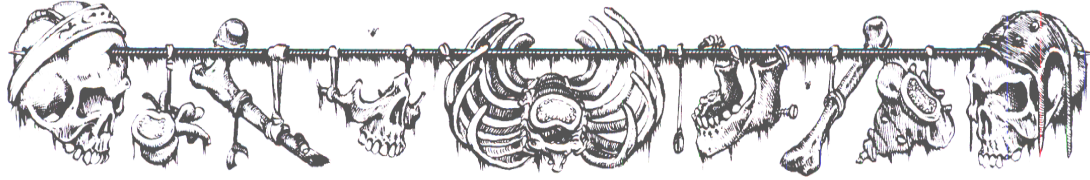


High above the Kol Region west of the Black Mountain a Flying mage used a strange picture scroll.

DM Knowledge only;

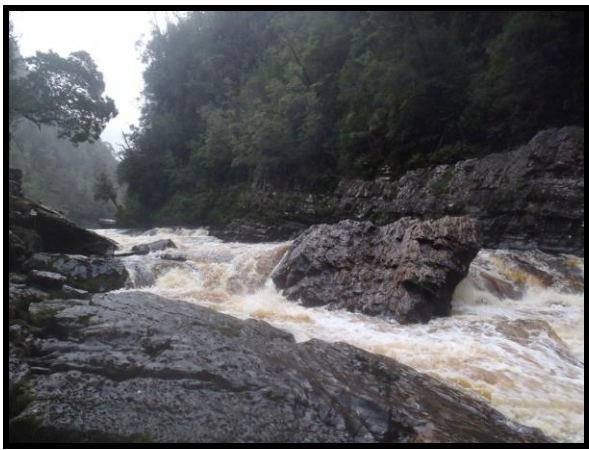
The border between Kolland and Red Orland lies not in the middle of the river. The Kobolds successfully claim most of the southern part of the Steel River, while the red Orcs do so on the Northern part. As such Caravan attacks are only made by the local race on either side. In Kolland traders need to place regularly to weaken opponents. Dus this caravans will not be attacked normally when going the last miles towards a border, except when an absolute success is estimated. Both nations will have scouts and inform the attack forces. The Red Orcs do so by signalling with smoke signals. The Kobolds do only use Giant Weasel riders. That means attacks by Red Orcs might be sooner than those by Kobolds, yet Kobolds often have traps to delay passage. PC's aiding a caravan (or travelling themselves) will be subject to these attacks.





Partian Falls

These rapids are the final rapids in the Streel River and part of the Broken Lands. They are in fact the border. From here on the river will be calm, and meander south until it eventually reaches the Mapheggi Swamp and the Sea of Dread. These falls go from 2090' to 1820' in an area of rocks. Only a skilled canoer could go down these waters without suffering severe impact or drowning damages. It is also impossible to go from one side to another without an able bridge or sort of flying. There has been a rope bridge a few times, yet Kobolds enjoy people using these and falling down and eventually land battered and bruised, mostly dead by drowning a few miles south, and making an easy plunder.



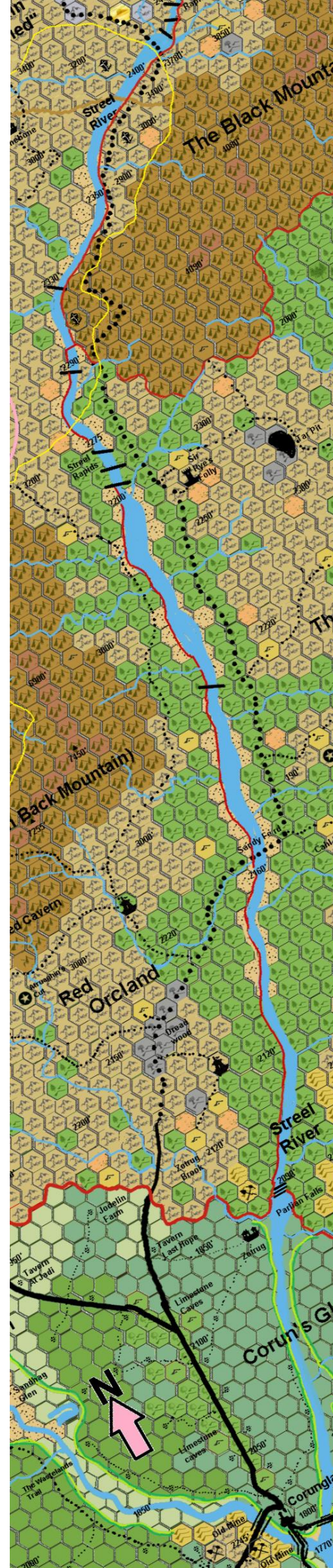
There have been some attempts to mine silver west of the Streel River in the hills, yet the Red Orcs made this suicidally impossible. The human population see that the Red Orcs somehow honor the border and only cross it when a harsh hot summer, or very cold winter makes them having low amounts of available food. They leave the farmers themselves unharmed (unless these attack or are seen as an item to trade), in contradiction to the Kobolds and Gnolls in the East or the Ogres in the west of the Darokin-Broken Lands border. Human farmers in Darokin's province of Corunglain hide their young females and cattle in such seasons, in underground stables and leave meager, old or sick cattle in the field, to prevent de more invasive attacks.

Corun's Glenn

The first Darokin province of the Streel River. The region has been a very fertile location for farmers due the farlands and the Streel River giving deposits during its former seasonal floods, as well as the water itself. The Streel River is used up to the Partian Falls to merchant vessels buying crops, cattle, produce, minerals, metals and anything else produced along the river. Mostly small vessels locally, and larger vessels between the city of Corunglain and major cities in the south. Corunglain City has become a major trading location for all merchant vessels, and caravans visiting the region or going beyond. With several Dwarven steam engines a whole sector of the city is an industrious region where lots of produce is refined and altered in required materials and tools. And these are transferred to other locations by larger river vessels going south. The Streel River is a slow river and speed floating on its waters varies between feet per round and mile per day to feet per round and mile per day depending on weather conditions in the Broken Lands as well as the season. A rain storm, or Thunderstorm, there will generally increase the water level by a few feet (1 to 3) and double to triple speed about 21 to 40 hours(10+1d20) later. (A DM using [the Weather system](#) can easily calculate when about this will happen and when it will decrease to normal.).



Corun's Glenn; Streel River south of Corunglain with current breakers, and close to the river low Summer Dikes with a tugboat path on it, and further away higher Winter Dikes and elevated farms on Terps in between, and the rich farmlands behind the dikes.



Crystals

Note of the Author; As I am making a PDF purely based on the Crystals of Mystara the information remains minimal here. However, that later information will be easily implemented into this material. For now we keep it to naming and directing locations as containing Crystals. The tables here give some more general information on the crystal appearances, locations and powers. Keep in mind, these do not change normally in power or magical effect except maybe increasing in size as crystals grow very slow in the outside, and under specific conditions they may undergo a color change. They can be destroyed by nature, climatological changes, wanton destruction or end of duration, and as such they will erode in loose powerless crystalline sand depending on their hardness and erosion agents.

Sages agree that with the Great Rain of Fire something happened to the magic existing those days and thereafter, making it more easily to access, giving away powers not intended for mere Mortals (*following Tales of Nations and Races now gone due Immortal's Wrath*). It also seems this magic is responsible for the Wasting Disease still encountered on Mystara, and most sages agree also that the recurring Day of Dread belongs to these damaging effects. Something happening in Glantri revealed a source named Radiance, which was responsible for a Week of No Magic in 1009 AC. And almost all sages agree this is a threat for all magic and life attached to it. Crystal growth appear anywhere on and within Megaliths where crystallization is possible, thus embedding within themselves the magical powers the organs originally were used for. There seem to be more specific crystals in regions where the Great Rain of Fire fell globally, yet originating more north, especially in the area of The Lesser Rain of Fire in the Broken Lands and Glantri, as well as nearby old Blackmoor ruins. Following the words of High Druids, Sages came to the conclusion that these grow naturally in response of some pollution. Yet magic itself is not the pollution, but apparently bears it, as recently it was discovered some minor forms of magic seem to be effective still on Days of Dread. These magics are harder to learn, and/or to cast (*Like ancient tales describe magic had been long before Blackmoor rose to greatness*), so it must be something in the magic, possibly added by the Blackmoorians without knowing what it actually does...removing all magic from Mystara. At least that is what some Sages and Druids, as well as Witches seem to agree upon. Magical effects from Crystals are always without Radiance, and thus not suppressed by Day(s) of Dread.

Crystals on Mystara have a chance of developing depending on the region. The next table gives the chances of each crystalline type to develop there.

1	Underground	Desert	Mountain	Hills/Broken	Plains	Forest/Jungle	Wetlands	Tundra	Frozen	Underwater	Settled
Clump	Common	Rare	Uncommon	Uncommon	Very Rare	Not	Not	Not	Not	Very Rare	Uncommon
Spindle/Needle	Common	Rare	Uncommon	Uncommon	Very Rare	Not	Not	Very Rare	Not	Very Rare	Uncommon
Brush	Common	Rare	Common	Common	Not	Not	Uncommon	Not	Very Rare	Rare	Common
Coating	Uncommon	Rare	Rare	Very Rare	Not	Not	Not	Not	Common	Not	Not
Carpet	Uncommon	Rare	Uncommon	Uncommon	Very Rare	Very Rare	Not	Very Rare	Uncommon	Very Rare	Very Rare
Flow	Uncommon	Very Rare	Very Rare	Very Rare	Not	Not	Not	Not	Not	Not	Not
Grass	Rare	Uncommon	Very Rare	Very Rare	Uncommon	Rare	Very Rare	Rare	Rare	Rare	Very Rare
Bush	Rare	Common	Uncommon	Uncommon	Common	Common	Rare	Common	Common	Common	Not
Tree	not	not	Not	not	Not	Not	Rare	Not	Not	Very Rare	Not
Tower/Pillar	Rare	Very Rare	Very Rare	Very Rare	Very Rare	Very Rare	Very Rare	Very Rare	Very Rare	Very Rare	Not
Ball	not	not	Not	not	Not	Not	Not	Not	Not	Uncommon	Not
Labyrinth	Very Rare	not	Not	not	Not	Not	Not	Not	Not	Not	Not
	Not	=				Will not develop in this area,					
	Very Rare	=				Will develop 5% chance only					
	Rare	=				Will develop 15% chance only					
	Uncommon	=				Will develop 25% chance only					
	Common	=				Will develop 35% chance only					

DM, to create an unknown Crystal Location, first choose the environment from the table 1. Then roll for each of the given 12 chances. For each succesful roll, choose the one which desired, or the one with highest succes on the % chance roll and this is the **basic Type**. If there is no succesful roll there is no crystal growth on that location. If rolling for a predetermined location and there is no succesful roll, choose the one closest. You may also decide it did exist here, but was destroyed by damage or grown inert, and erosion has taken place. In that case crystal Shrapnel or sand will remain, without any power.

2	Size					Grouping				
	Standard	Medium	Large	Giant	Huge	1d100	Amount	#	Rarity	Size of Area
Type	0-40%	41-60%	61-79%	80-93%	94-99%	01-10	Single	1	common	depending on crystal size
Clump	5-50 inch ø	x1.5	x3	x6	x12	11-15	Pair	2	common	2x size crystal
Spindle/Needles	5-10 feet long, 1" øwide	x1.5	x3	x9	x27	16-45	Patch	1d4+1	common	2d3 x size crystal
Brush	1-15 inch ø volume	x2	x4	x8	x20	46-70	Large Patch	2d4+1	common	3d4 x size crystal
Coating	50-100 Square feet surface, 1-2 inch thick	x1.5	x3	x9	x30	71-80	Spread Patch	3d8+1	common	6d100 x size crystal
Carpet	50-100 Square feet surface, 5-12 inch thick	x2	x6	x12	x50	81-83	Spread Large Patch	5d8	uncommon	300 x size crystal
Flow	50-100 Square feet surface, 2-8 feet thick	x3	x4	x5	x7	84-89	Vein	6d8	common	2d3 x size wide, 6d100' long
Grass	50-100 Square feet surface, 2-8 inch long	x5	x10	x20	x40	90-92	Large Vein	7d10	uncommon	3d6 x size wide, 12d100' long
Bush	5 to 60 inch tall, 2 to 24 inch ø	x2	x4	x8	x16	93-95	Cluster	8d10	uncommon	1d100 yard x 1d100 yard
Tree	5-15 feet tall, crown 10 to 30 feet ø	x1.5	x3	x5	x10	96-97	Large Cluster	10d10	rare	3d100 yard x 3d100 yard
Pillar	5-20 feet tall, 1-3 feet ø, base; clumb or bush 5-10 feet ø	x5	x10	x20	x100	98-99	Formation	12d10	rare	400yard or more
Tower	5-20 feet tall, top 1-3 feet ø, base; 5-10 feet ø	x5	x11	x22	x150	00	Enclosing	10d20	very rare	Cave only, 500 yard or more
Ball	1-3 inch ø	x1.5	x2	x3	x5+	Pillars are rolled at -50 Balls are rolled at -30				
Labyrinth	5-50 same sized Pillars in all directions	x4	x8	x16	x50	Bush and Tree are rolled at -40 (and given size is the largest)				

Then roll the **Amount** as per **Grouping table** on 1d100 as per Table 2, add adjustments as per Type, and check accordingly. Then choose the Type result from Table 1 in the **Size Table**, and roll another 1d100 to determine the **Size as per Table 2**, and then calculate the adjusted size of surface area accordingly. # is the actual number of crystals of a single Type. A DM may decide there are more types available, this is an average 5% chance rolled seperately per additional type. For each type make all rolls required once.

The next two checks choose again the rolled **Type from Table 1** in **Table 3**, to roll for its **Color** and its **Translucency**.with another two 1d100 (or choose the yellow most common translucency) of that **Shape**.

Next check is to choose again the **Shape** to determine for **Illumination %**, and add the illumination adjustment % from each color in the top of the **Color Table** and roll 1d100. If it is lower than the total, there will be **Illumination**. Roll as given dice to see the **Range of light** (always in the color of the Crystal).

Now you will have **Type, Grouping, Size, Color, Translucency** and potentially **Illumination with Range** away from the crystal.

3	Color							Translucency					Illumination	
	Green	Blue	Clear/White	Yellow/Brown	Red/Pink	Any Dark or Violet	Other						% chance	range
Illumination Adjustment	+2%	+1%	+5%	-1%	-4%	-12%	-30%	None	Vague	Partial	Clouded	Clear	Add Adjustment	
Clump	0-30%	31-45%	46-65%	66-80%	81-90%	92-95%	96-99%	0-20	21-34	35-79	80-95	96-99	5%	1d4"
Spindle/Needle	0-31%	32-40%	41-55%	56-85%	Never	86-95%	96-99%	0-11	11-24	25-75	76-94	95-99	6%	1d6"
Brush	0-28%	29-35%	36-60%	61-90%	91-99%	Never	Never	0-25	26-65	66-85	86-92	93-99	8%	1d8"
Coating	0-35%	36-50%	51-69%	70-80%	81-97%	98%	99%	0-35	36-65	66-90	91-95	96-99	11%	1d12"
Carpet	0-40%	41-45%	Never	46-75%	76-83%	84-98%	99%	0-10	11-50	51-85	86-92	93-99	15%	1d3'
Flow	0-30%	Never	31-55%	56-75%	76-85%	86-98%	99%	0-18	19-29	30-59	60-82	83-99	20%	1d4'
Grass	0-22%	23-55%	56-75%	76-80%	81-82%	83-85%	86-99%	0-19	20-38	39-64	65-86	87-99	26%	1d6'
Bush	0-24%	25-30%	31-75%	76-90%	91-95%	96-99%	Never	0-10	11-30	31-60	61-86	87-99	33%	1d8'
Tree	0-36%	37-40%	41-85%	81-95%	96-98%	99%	Never	0-4	5-8	9-20	21-45	46-99	41%	1d10'
Tower/Pillar	0-10%	11-15%	16-25%	26-35%	36-50%	51-95%	96-99%	0-10	11-15	16-65	66-84	85-99	50%	2d6'
Ball	0-05%	6-10%	11-80%	81-90%	91-99%	Never	Never	0-35	36-50	51-70	71-90	91-99	Special	
Labyrinth	0-15%	11-18%	19-45%	46-85%	86-94%	95-97%	97-99%	01-20	21-60	61-80	81-90	91-99	50%	3d6'

The difference between **Needles** and **Spindles** is that **Needles** are Straight, and the average measurements are similar, yet **Spindles** are 1/5th up to 1/3rd its length wider in the middle. **Spindles** often (65%) grow from the Worldshield in a vertical line above each other within the ground. The **Spindle** crystals mentioned in the Tables below are only the surface part, of which the visible top crystal, may even levitate above ground several feet (*no more than 50% of its length above the ground*), making them the most visually interesting and magically impressive crystals. Their powers mostly relate to Flight, Levitation, Growth, Featherfall, Thought, and a clear link to the Plane of Air/Thought is prominent. If encountered underground, they will also grow up towards the surface.

Crystal Balls are a special case, these only grow only deep underwater where it is dark, draining the water of all active magic in a 150' radius (see, [Celon Ligiستا](#)). Their powers are revealed only if taken from the water. None Translucent balls are 65% chance to have Illumination with a 40' range, Vague Translucent Balls have a 55% chance to have Illumination with a 35' range, Partial Translucent Balls have a 45% chance to have Illumination with a 30' range, Clouded Translucent Balls have a 35% chance to have Illumination with a 20' range, Clear Translucent Balls have a 15% chance to have Illumination with a 5' range. Crystal Balls only have Divination powers as Clairvoyance (*Common*), Clairaudience (*Uncommon*), Clairvoyance +Clairaudience (*Rare*), ESP (*Rare*), Clairvoyance with ESP(*Rare*), Clairaudience with ESP (*Rare*) Clairvoyance + Clairaudience +ESP (*Very Rare*), Clairvoyance over Past Time (*Very Rare*), Clairvoyance over possible Future Time (*Extremely Rare*). The DM decides which power he will allow the PC's to have access to with the Crystal Balls using these Guidelines; <http://pandius.com/xtball.html>, and set a time of 2d20 months before the Crystal Ball grows inert, losing all powers. (*never tell this expiration date to the Players. Crystal Balls require a Permanence to prevent this to happen*). If touched while used, the effect is lost, and the daily 1d3 charge(s) too. Crystal Growing under or in the Water may influence the water as well. Crystal Balls for example are grown in deep and dark underwater pools which make the water draining magic. Others might be as the [Alfheim Lakes](#) (Celon); Curing if bathing as well as imbibing (1Qrt/hr for 4Hr). Or become deactivated if the water is touched by anything but pure wood, silver or similar.



In this system is (as of yet) not included the possibility of multiple shapes or colors within a group of Crystals. A DM can decide to do so easily, yet powers will not conflict in such cases, earlier augment one another.

A **Cluster** is a group like a patch, yet growing chaotically through each other instead neatly together.

A **Large Cluster** is similar to a normal Patch yet the middle (or any singular location) is much higher than the edges, due to being the original and main location of growth.

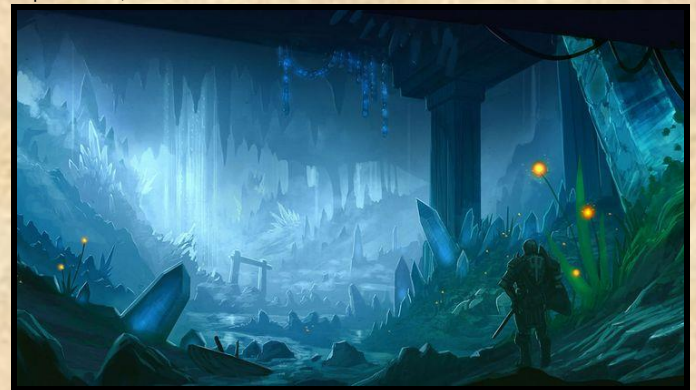
A **Formation** seems planned, and forms a single structure, like a Cube, Dodecahedron or similar multifaceted shape (look at your dice).



Hexagonal Basalt is an irregular Formation, and are in fact Needles next to eachother.

The **Enclosing** version grows anywhere, and will eventually close corridors, tunnels and even whole caves.

These belong to the healing agents of the planet, and when closed they will stop any magical power they have (an example is the Crystals mentioned underneath the Barrel, see <http://pandius.com/barrel.html> secret Basement).



This cave reveals a few crystal forms in the same general location; on the ceiling a drooping coating on Stalactites. A Pillar Crystal right. Several Bushes of Crystal in the background as well the left hill. A Large Patch in front of the stone pillar, Several Single Crystals left and in the centre of the area. Behind the glowing flowers left a Pair can be seen. Left of the fence a Small Cluster.

The only types not listed in the above tables are **Crystal Chunks**, **Crystal Shrapnel** and **Crystal Sand**. These are all the result of demolished/eroded crystals, and now without power, yet Chunks may still shed Illuminations when demolished.

If running out of power, Crystals will also lose Illumination, and fall to chunks of 1-5% of the original size of the crystal by erosion within a few weeks, and into Shrapnel of roughly 1-5% of the original size in less than 3 months, and into crystalline sand in a few years with a diameter 1/10th inch or smaller. All of these can be used to make crystal items, glass windows, glasses, Magnifying Glasses, and such, and are still usable as components in spells or creations requiring generic crystal.

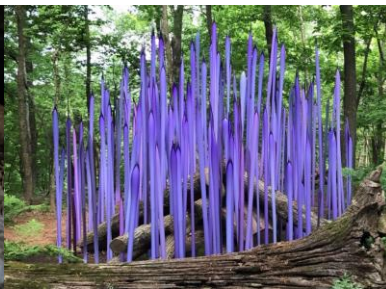


Crystal Shrapnel

Crystalline Sand



Clump



Needle



Faint Illuminating Brush



Drooping



Flow



Grass



Illuminating Bush



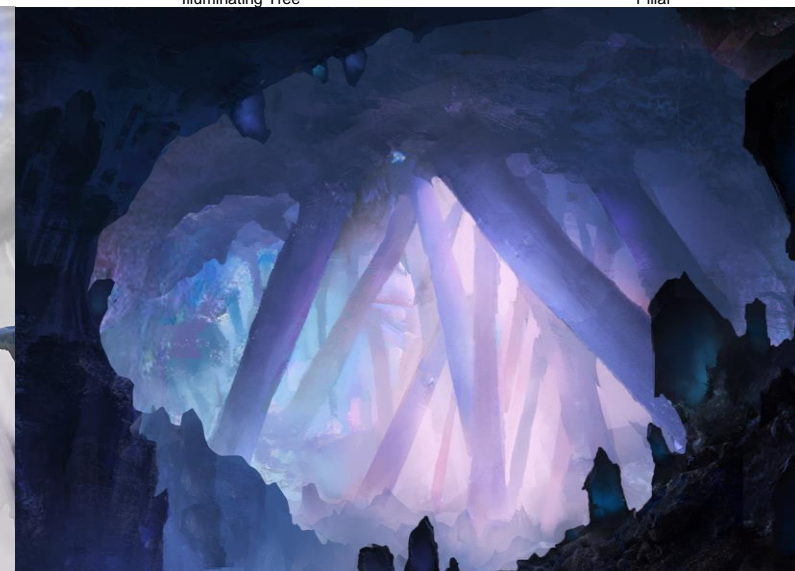
Illuminating Tree



Pillar

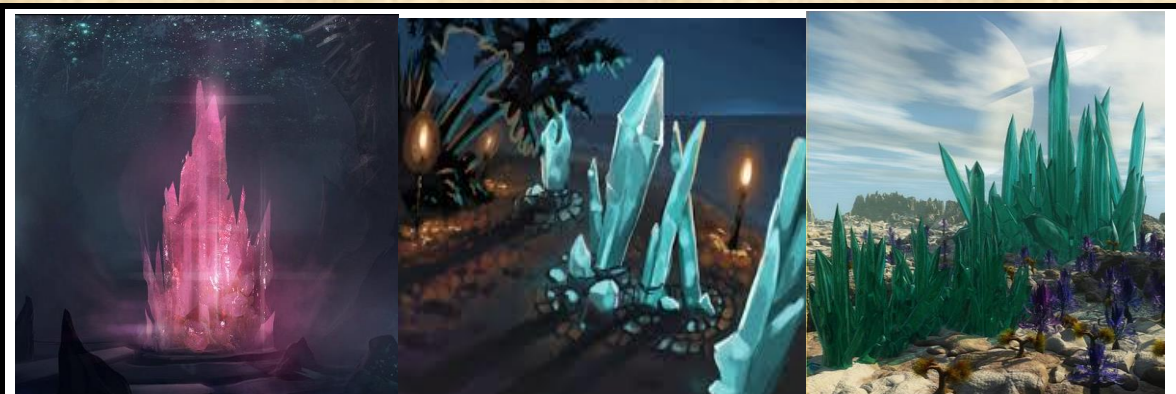


Tower (Altered/Augmented by Sentients)



Illuminating Labyrinth

Tower Crystals are mostly hollow (90%) with a upwards spiralling area (85%), and as such can be occupied by sentients. These Sentients can also influence the growth/shaping of the Crystal, by magically or forcefully damaging the crystals shape so it will adjust its growth. This way side peaks, windows, doorways can be created. Especially Earth elementalists are especially interested in these crystals as such. The Dohm-Dohm crystal is a Tower Crystal, which rises from the ground and shifts itself by if empowered, it does not actually grow. (similar like a rolled-up measuring tape pushed from one side up creating a tower). Any additions and changes will be absorbed and displaced when de-powered. The Lighthouse in the Hollow World is rumored to be a Tower Crystal as well.



Single

A Patch is 2 to 6 crystals growing close to another.



A Large Patch 3 to 12 crystals growing neatly together.



A Spread Patch is like a carpet of Crystals growing neatly together.



A Large Spread Patch is the largest area a group of crystals covers neatly together.



A Formation slowly falling apart



A Vein is literally a single mineral line in the Rock or earth where crystals grow, outside this line they do not grow. A large vein can be long, as well as branching off, yet is similar to normal veins. A Crystal Vein can be hollow (ie growing on any surface) and over time close a corridor.

Some Crystals are exclusive and found only on specific locations; Like **Mnemonic Mineral** (Source [PWA3](#)), **Cloudstone Mineral** (source; Bruce Heard; <http://bruce-heard.blogspot.nl/2013/01/Ar01.html>), and **Soul Crystals** (source [Gaz11 Shadow Elves](#) or here).

A crystal may have an effect come to be by either of the following conditions; **Imbibing or Inhalation**(SV P), **Contact** (SV TS), **Area effect** (SV SP), or Very rare **Ray** (SV DR) or **Spread Ray** (SV DB). Keep in mind Effects of Crystals are mostly slow, and will take effect only after a specific amount of Turns, hours or even days (as set here or by the DM) and a successful saving throw could further delay that. Saving throws are repeated each Turn, Hour, Day or renewed exposure. Saving throws are not automatically, an (N)PC must take some minor actions to prevent an effect to happen. This means unknown or effects surprising the (N)PC's will not have a saving throw against any effects. All effects in a single group of Crystals are close to each other in effect, only the area effect can be different, yet never opposing. Example; A *Corporeal or Imbibed effect of healing will also have a similar effect in its usage, and the aura effect can't be something harming.*

4	Effect chance					If Illuminated		Temporarily Deactivation		
	Imbibing/Inhalation	Contact	Area Effect	Ray	Spread Ray	% chance	Limit	If touched	If Power Used	If % removed
Clump	0-30%	31-45%	46-99%	Never	Never	+1%	Area	5%	15%	10%
Spindle/Needle	0-25%	26-50%	51-89%	90-95%	96-99%	+5%	Area	10%	25%	20%
Brush	0-18%	19-53%	54-99%	Never	Never	+4%	Area	4%	10%	12%
Coating	0-35%	36-50%	51-99%	Never	Never	+2%	Area	5%	24%	50%
Carpet	0-40%	41-99%	Never	Never	Never	+3%	Contact	3%	13%	65%
Flow	0-30%	31-99%	Never	Never	Never	+6%	Contact	5%	20%	15%
Grass	0-45%	46-85%	85-99%	Never	Never	+1%	Contact	10%	30%	66%
Bush	0-50%	51-60%	61-90%	91-94%	95-99%	+7%	Area	7%	14%	21%
Tree	0-46%	47-55%	56-95%	96%	97-99%	+10%	Area	7%	21%	8%
Tower/Pillar	0-15%	16-55%	56-95%	96-96%	98-99%	+10%	Contact	2%	5%	70%
Ball	0-10%	11-90%	91-98%	Never	99%		Contact	1%	25% cumulative	1%
Labyrinth	0-65%	66-75%	76-99%	Never	Never	0,5	Area	3%	5%	25%

Effects can only happen in the same area as the Crystals. So leaving the area, or a *Protection from Poison* magic could protect the person. Exceptions are the **Poisonous, Infectious or imbibed** effects; these will happen even when leaving the areas(or after the protective magic ends as the effective agents of the crystal are already within the body. A DM may request the player to make each round a save to prevent the effect to happen. A Remove Poison or Cureall will of course remove most traces and effects, yet a recovery of minimal 1 week is common.

If the crystal is Illuminated its cumulative effects on the %roll never exceed beyond the given limit. Example; a *Brush with Illumination* rolled a 94%, with the added bonus due illumination becomes 98% will still give effects limited to the Area Effects, and NOT a Ray Effect.

A Crystal may have more than one Effect chance.

For each additional one roll again without adding the Illumination bonus, if it is that lower than the first roll that it falls into a lower effect category, apply that one as well. A third effect chance must then be lower than the given second effect limit. Example; A *Bush with Illumination* has rolled a 88%, adding the 7% illumination it becomes 95%. So it has a *Spread ray Effect*. To determine a second chance the 1d100 rolls a 52% (do not add the illumination bonus), which means it also has a *Contact Effect*. To determine if it has a 3rd effect, this must be rolled in the category below the 2nd roll. So if the roll is lower than 51 it would also Effect by imbibing and Inhalation, if not it would not have a 3rd effect. Multiple Effects are mostly similar, and at least not opposing each other.

It is possible for different appearing Crystals to have a similar effect, yet this is rare, preferably readjust accordingly.

Crystalline Trees and bushes may bear "fruits".

These are always created at the general end of life of the Crystal, and these "fruits" can be harvested to spread the virus to other locations. As such they may appear edible, wonderful (Golden, Silver, Diamond, etc) to ascertain people so these will take these and bring elsewhere. Except in opposing conditions (swamp vs desert, or Mountain vs Forest, for example) these fruits unless "consumed/used up" will eventually land on the ground and take root in less than 3 rounds, breaking through stone or wooden and even metallic floors if needed (But not through Gold, Lead, or Crystalline). These fruits can also give the same effects as the original crystal did for up to 1d100 longer duration (DM). After these have passed the fruit will fall apart in sand like dust. If the fruits are small enough to be swallowed, they have only one use, and only regurgitation will allow a save vs poison to prevent its effects to happen.

5		Crystal local area Effects (Aura)		
Positive	Negative	Continuous	Conditional	Recurring
5° Warmer	5° Colder	yes	yes	yes
10° Warmer	10° Colder	yes	yes	yes
15° Warmer	15° Colder	yes	yes	yes
25° Warmer	25° Colder	yes	yes	yes
35° Warmer	35° Colder	yes	yes	yes
45° Warmer	45° Colder	yes	yes	yes
Dry	Moist	yes	yes	yes
Increases Local Sound	Decreases Local Sound	yes	yes	yes
Makes Melodic Sound	Makes Abberant Sounds	no	yes	yes
Increases Light	Decreases Light	yes	yes	yes
Optimizes Light	Minimizes Light	yes	yes	yes
Maximizes Light	Nullifies Light	yes	yes	yes
	Toxic fume paralyzing muscles, heart, lungs, killing plantlife (foliage sticky/slimy, arachnids & lowlife unaffected but do not thrive)			
Reviving Ancient seeds/spores		yes	yes	yes
Temporal Distortions		no	yes	yes
Epileptic Seizure chance (for each CO lower than 8=3%)		no	yes	no
Revive Ancient Climate		yes	yes	yes
Purifying/Clearing Water	Poisoning/Darkening Water	yes	no	no
Levitation		yes	yes	yes
Attract Females	Attract Males	no	yes	no
Attract Fairy	Attract Dark Fairy	no	yes	no
Enhancing Biome	Destroying Biome	yes	no	no
Reject Undead	Attract Undead	yes	yes	no
Attract DM choice	Reject DM Choice	yes	yes	no
Attract Minor Creatures	Reject Minor Creatures	yes	yes	no
Attract Funghi	Reject Funghi	yes	yes	no
Attract Plant life	Reject Plantlife	yes	yes	no
Share Luminescence	Drain Light	no	yes	yes
Grow on Plants	Grow on Dead Biomatter	yes	no	no
Giving Sentience	Lowering Intelligence & Wisdom	no	yes	no
Enhancing Life Duration	Limiting Life Duration	yes	no	no
DM option		yes	yes	no
Giving Magic	Anti-Magic	yes	yes	no
Moving Enhancement	Moving Hindrance	yes	yes	no
Anti Flight Magic	Anti Transportation Magic	yes	yes	yes

A Note to Illumination: Light crystal light colors like White, Yellow, Silver or golden are visible from greater distances than other colors. Green, Blue, Brown, Purple are the darkest colors. A light source from is roughly visible from afar by 100 times its normal unobstructed radius, and 10 times afar from seeing reflections on the edges of obstructions or in moisture/smoke in the air. Triple these distances if the color is light, and reduce to 1/3rd if it is a dark color. Changing colors (including off-on) are visible from 10 times greater distances than normal light of the same color could bring.

Attraction (♂ vs ♀, or Fairy vs Dark Fairy, etc), means the opposite is feeling unwelcome. Those being attracted will have Morale Increased to Max, Initiative +1, its opposites or those Rejected have Morale lowered to 3, and Initiative -1.

Any effects can temporarily stop under conditions;

If touched (this is a base % chance a single crystal has, so if rolled initially above this % the crystal will not deactivate upon touch. If it deactivates, each touch is cumulative to the given %, and rolled accordingly. Example; if 3 persons touch a Grass Crystal which already was determined to have a touch deactivation, the 1st person touching has a 10% chance to deactivate the whole crystal, the 2nd touch by anyone 20%, and the 3rd 30% chance. The Player may roll here, yet the DM may decide to keep control by doing himself.

If the Crystalline power is used this is the base chance it will not activate with each use attempt.

If the crystal is harvested, the main crystal will stop active powers if it has been harvested beyond the given % of the crystal. Each % removed will regrow in 1 week. If the % is 100% the Crystal regains its power effects.

1d10	Roll	Time
1	1d3	Rounds
2	2d4	Rounds
3	2d4	Minutes
4	2d6	Minutes
5	3d8	Turns
6	4d8	Turns
7	5d10	Hours
8	6d10	Days
9	8d12	Weeks
10	10d20	Months

Reactivation depends on the Crystal and its environment. This can vary greatly, To keep it simple use this table, by rolling a 1d10 twice= the 1st roll determines the amount, the 2nd roll the time, together they give the total time needed for the crystal to reactivate. Each month is 28 days, each week is 7 days, each day is 24 hours, each hour is 6 Turns, each Turn is 10 minutes, each minute is 6 rounds.

Aura Effects (Table 5); A DM will decide the details as per Aura Effect. This includes if the effect is continuous, **Conditional:** only active on specific conditions (and which conditions), and when and how long if active. Can be based on a great variety of circumstances. For example; *if an agent like magic, metal, life, etc are close, or affects only one species.* **Recurring:** active on specific moments (and which moments), and when and how long if active. Example; *only on the Full Moon when it is up, or only during day, or night, or sunrise, etc..* **Continuous:** is always active.

Ray, Spread Ray Effects (Table 7); These effects have a direct effect equal to a contact effect if triggered upon motion/vibrations or light variations, and will release a **Ray** or **Spread Ray**. A **Ray** is a singular 1" thick line with a range as given by the table below depending on the rarity of the effect, and can only hit one person at a time. A **Spread Ray** is a Cone with a range and end width also as given in the Table below, and will affect all those in the area. With for the **Ray** a **Saving Throw vs Death Ray** and for the **Spread Ray** a **Saving Throw vs Dragon Breath** are applicable if the character really tries to prevent being affected (hiding behind objects for example. A successful save results in full negation or half damage depending on the affect, yet may affect the protection instead. **Rays** and **Spread Rays** function only every 3rd round at best, and mostly even less, up to once per day at minimum.

1d100	Use	Other	Ray	Spread Ray
Common	0-38%	0-40%	80'	45' x 20'
Uncommon	39-66%	40-60%	160'	90' x 25'
Rare	67-77%	61-70%	240'	135' x 30'
Very Rare	78-90%	70-80%	320'	180' x 35'
Special	91-99%	80-99%	400'	225' x 40'

Contact Effects (Table 7); These effects are only activated when the person literally touches the crystal with its bare skin. Touching with any item may affect the item instead (Gloves, stick, etc). **A saving throw vs Turn to Stone** may be used if trying to prevent touching the crystal (for example; Falling, or force by someone else).

Imbibing/Inhalation Effects (Table 7); These effects are only activated if the crystal or parts thereof, the air of the crystal within a few inches or feet is smelled, or water flowing over the crystal is smelled or consumed or otherwise taken in the body. **A saving throw vs Poison** may be used if the victim is trying to prevent imbibing or inhalation, or regurgitates successfully within 1 round after imbibing. These effects are divided in Positive and Negative effects. The Colors depict how common a crystal power is on Mystara. The DM rolls 1d100 to see if a Use, or Other power is Common, Uncommon, Rare, **Very Rare**, or **Special**. Then he rolls a 1d100 to see if the power is **beneficial** or **detrimental**. A DM can then choose a corresponding power from the table here. Ranges of Rays are given accordingly.

1d100	Beneficial	Detrimental
Imbibing	0-55%	56-99%
Contact	0-50%	51-99%
Area	0-45%	46-99%
Ray	0-40%	41-99%
Spread Ray	0-35%	36-99%

Use (Table 6); The possible (*not always active*) use of crystals in creating (magical) items, or materials. The powers are rolled for **Use** and **Corporeal** (Contact, Imbibing, Rays) effects separately. And the DM chooses effects similar to eachother, yet never opposing effects. Each use needs further detailing as per DM decisions.

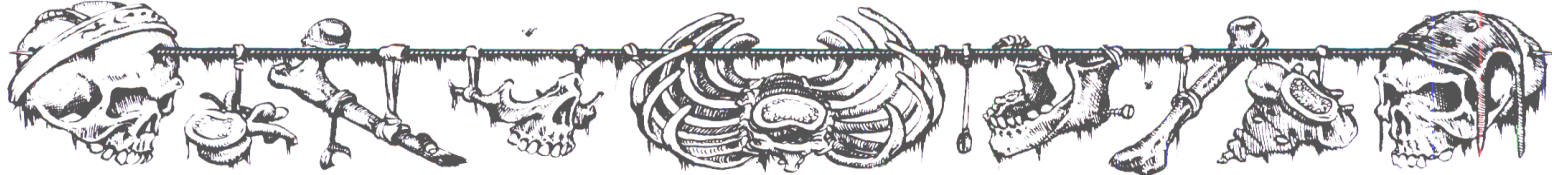
Some of the Effects mentioned in the tables explained.

Closing caves; This mostly to a Labyrinth, Vein and is one of the biological systems to seal caves and corridors which should not be there. When fully closed off, the Crystals lose all power and turn to crystalline sand, and overtime into the matter (*earth, stone, metallic ore*) next to it.

Levitation; This may apply to the environment as well as to the Crystal itself. Never more than several feet of the ground or above Crystal.

Enhancing life duration; works only in the affected area. Outside the area normal ages will return with a tenfold speed (*10 year of aging will return in 1 year*) This can not be halted (*by anything except a wish or when returning to the Crystal aura*) as the Crystal Effect altered the body to make it dependant on this power.

Giving/Removing sentience, These are self-explanatory. It means life forms in the area gain or lose sentience, and self-awareness, They will lose this under depending on DM set conditions.



Anti Magic or Giving magic These are self-explanatory. It means life forms in the area gain or lose the ability to cast/memorize spells or a magical power in the area of effect. Under specific conditions this will continue outside the area's effect. Example; *The crystal shards used in the shirts of the Karameikos Kylo's Run swimming competitors grow all over the ground and are the source of the area's Anti-magic effects. The crystals are up to 1 inch in length, and ¼ inch diameter wide and blue-black in colour. If broken off these crystal's effect are reduced, and will only suppress any ongoing magic on a living entity if worn on the skin. They do not affect any instantaneous spells. Due to this they have a low value of 5gp each.*

Movement (vessel) enhancing; These are parts of the moving agents of the Megalith, and will Slow or Haste those in the area, or give Flight. As being a corporeal function, such a crystal removed will remain active and transfer the power to the material in its aura (*Which is shortened to a single source now instead all within an area*). Example; *the Stone of Flight from the Heldannic Vessels which were enhanced by Vanya the Immortal to be permanent and have other flight improving effects.* These separated crystals will have a life span of a year.

Usable in... Component part of creation one such magical item. Has normally no other use.

Increase/Decrease Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma, Comelience, Sexchange, Aura; This increases or reduces an ability by 1d3 (or lower if chosen by the DM) where natural limits do apply (*look at your race limits in this PDF, or as Humans and Demihumans the limit is 3-18*). This alteration may be Permanent(yet this is rare), yet mostly these are Temporal/Conditional, expiring by passing a Time set by the DM, or by a set condition. If Permanent, Antimagic will not return the abilities to what the character had, yet if Temporal or Conditional, it will return to the normal status if exposed to Anti-Magic or even a Dispel Magic.



Close Gate, Bless/Blight, Dimension Door; As spell

Cure Poison/Poison; As a standard antidote or poison (see; [What can be Bought](#) page 66-67)

Teleport away; This can be anywhere on Mystara as the DM determines. It always goes without mistakes. Yet all items carried, may be displaced nearby if the DM enjoys teasing the PC or suits the purpose of having game fun.

Cure/Cause Wounds, ...Petrification, ...Paralysis, ...Blindness, ...Deafness, Raise Dead(Fully)/Finger of Death/Obliterate, Bless/Blight; as spell, yet no contact is required if it is inhaled/imbibed or a ray or area effect. And the Curing effect takes 10 Rounds to several days (DM) before fully finished. Causing effects are mostly instantaneous or affect over a time of up to several hours (DM).mostly A **Raise Dead (Fully)** takes minimal 7 days.

Feeblemind; As Spell. **Clear Mind** As Feeblemind but IN+2, WI+2, Telepathy 20%, Telkinesis 5%.

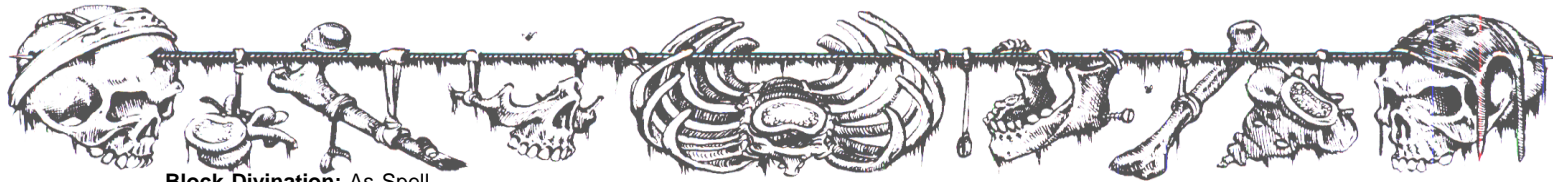
Increase/Decrease Fertility; This is only active from Spring lasting up till Autumn, and increases the chance of reproduction by 50% of normal. Yet the offspring will rarely be male (10% normal chance).

Grow in Body, Grow on Skin; Here the crystals literally infect the animal host feeding on body systems, or available magic. Curing can only be done by intensive surgery, requiring a *table, Butcher cloth, scalpel, thread, needle, and a lock-pick hammer (found in thief tool sets)*, and 4d4 Healing Skills at -3, taking at 8 hours +1 hour for each failed healing skill. This surgery can be aided by Healing Magic only if the crystal does not feed on this. The Charisma will be permanently reduced by 1d3 for remaining scars if no Healing magic could be used. If a Healing skill check fails by rolling a 1, the patient must make a Saving Throw vs Turn to Stone or die in the process. If he survives he loses a level instead, with all additional effects. Such a surgery has a chance of infection of 1% for each hour past in a sterile environment, and 2% in a 'clean environment, and 5% anywhere else.



Growth in a body is eventually Lethal. Growth on Skin can be survived with at least minimal Charisma & Comelience reduction, not counting any other corporeal effects the crystals may have.

Animate Dead; As spell (Caster Level 15+1d20) without control. Animated corpses always attack. Need a Raise Dead(fully), Obliterate or Turn Undead at destroy level to not reanimate again in 1d4 rounds.



Block Divination; As Spell Mind Shielding

Religious; location is used in rituals by local Sentients.

Memory Wipe; Forget the last x Hours or Days or random event (DM).

Aura: As Immortal Level 1 (see Rulebook [Wrath of the Immortals](#) page 9 explanation, 62 both tables).

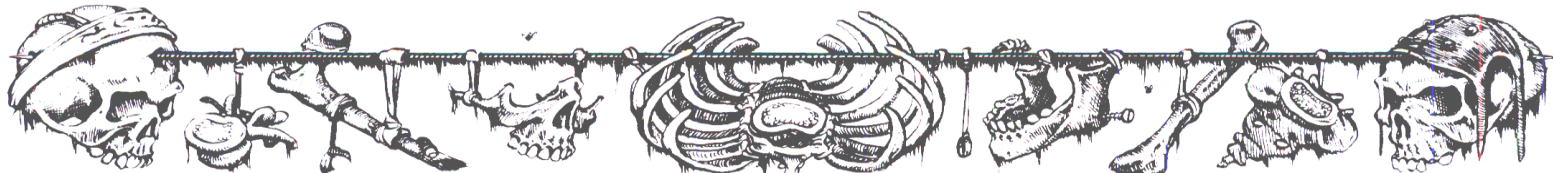
Anti Flight or Anti Transportation Magic

The Anti Flight crystals nullifies (aka Dispell) any Magical Forms of Flight, Telekinesis, Move Object, Featherfall, Levitation if worn, subjected to its effects (if harvested these work in 30' radius), or in the area effect zone and 1 mile!! directly above it. The Anti Transportation crystals nullifies (aka Dispell) any Magical Forms of Teleport, Dimension Door, Gate, Word of Recall, Transport Through..., and similar if worn (if harvested these work in 30' radius), or in the area effect zone and 1 mile!! directly above it. Victims under these influences when confronted with this form of dispel will instantly fall down. Flying objects, might glide further, yet the magic is dispelled and needs a new spell to continue magical flight when leaving the effect. Goblins and Bugbears may use missiles with these crystals in combat. Anti-Transportation Crystals are used in the same fashion as the Anti Teleport spell yet on a smaller scale, and will ban the victim to outside its area (this may be violently causing a Save vs Spells or suffer 3d6 to 6d6 damage(DM choide)).

6	Use		Information
A1	Usable in Potion/Elixer Fabrication	Dispel Magical Liquids range max 30'	As Cl 5+1d30
A2	Usable in Wand, Rod, Staff Fabrication	Drain Charges range max 30'	
A3	Usable in Item Creation	Dispel Magic range max 30'	
A4	Usable in Wooden Weapon Creation	Close Gate range max 30'	
A5	Usable in Metal Weapon Creation	Drain Magic 1 +/- per hit range max 30'	
A6	Usable in Stone Weapon Creation	Drain Memory range max 30'	
A7	Usable in Scroll/Ink Making	Remove Magic from Charged Ink range max 30'	
A8	Usable in organic Armor Making	Negates Armor Magic effects	
A9	Usable in inorganic Armor Making	Negates any Armor effects (Vorpal)	
A10	As Holy Water (always if in water)	As Unholy Water (always if in water)	
A11	Animate Dead range max 30'	Turn Undead range max 120'	
A12	Crystal Ball Effect	Block Divination Effect	
A13	Magic Enhancement range max 30'	Anti-magic range max 30'	
A14	Restoration range max 30'	Destruction range max 30'	
A15	Anti Flight Magic	Anti Transportation Magic	
A16	Weapon Enhancement (up to +3)		1d6 Use or T or Week, can be permanent
A17	Item Religious Enhancement (up to +3)		
A18	Trade		Value up to Amethyst
A19	DM option		special
A20	Religious		special
7	Corporeal Effects (Contact) includes Ray or Spread Ray Effects		Instant
B1	Cure Minor Wounds	Cause Minor Wounds	1d3
B2	Cure Normal Wounds	Cause Normal Wounds	1d6+1
B3	Cure Serious Wounds	Cause Serious Wounds	2d6+2
B4	Remove Poison	Poison	Incubation Time
B5	Cure Critical Wounds	Cause Critical Wounds	4d6+4
B6	Cure Disease	Cause Disease	Incubation Time
B7	Cure Blindness	Cause Blindness	Instant
B8	Cure Deafness	Cause Deafness	Instant
B9	Cure All	Cause All	left 1d6
B10	Cure Paralysis	Cause Paralysis	Muscles
B11	Cure Petrification	Cause Petrification	Instant
B12	Raise Dead	Heartattack(Finger of Death)	As Spell
B13	Raise Dead Fully	Obliterate	As Spell
B14	Bless	Blight	As Spell
B15	Woodskin	Grow on Skin	special
B16	Stoneskin	Grow in Body	special
B17	Dimension Door Away	Entrapment	special
B18	Teleport Away	Temporal Entrapment	special
B19	Increase Fertility	Decrease Fertility	special
B20	Increase Strength	Decrease Strength	1-3 (natural limits apply)
B21	Increase Intelligence	Decrease Intelligence	1-3 (natural limits apply)
B22	Increase Wisdom	Decrease Wisdom	1-3 (natural limits apply)
B23	Increase Dexterity	Decrease Dexterity	1-3 (natural limits apply)
B24	Increase Constitution	Decrease Constitution	1-3 (natural limits apply)
B25	Increase Charisma	Decrease Charisma	1-3 (natural limits apply)
B26	Increase Comelience	Decrease Comelience	1-3 (natural limits apply)
B27	Increase Longevity	Decrease Longevity	1d4x10%
B28	Decrease corporeal Aging	Increase corporeal Aging	1d4x10%
B29	Clairaudience	Memory Wipe	special
B30	Anti Flight Magic	Anti Transportation Magic	special
B31	Clear Mind	Feeblemind	As Spell
B32	Aura (as Immortal see there)		special
B33	Sexchange		special
B34	Mind Clone (Spirit Storage)		special
B35	DM's Creation	Dm's Creation	special

Mind Clone (Spirit Storage); This crystal can make a copy of a person's Soul/Personality, and store it indefinitely. This means all Character mental Traits (*Intelligence, Wisdom, Charisma, Skills, Level, Knowledge, and such*) are copied and stored in the crystal. Only Shaman, Druids, or Earth Elementals are able to retrieve the Soul by difficult rituals (*taking an Hour per Intelligence and Wisdom point*) and place it into a living body; occupied by the owner's Soul (*so two souls will be there hence on*) or empty if it is a Simulacrum Clone as per Clone Spell, or a Dead body which failed to get Raised from the Dead yet is further intact (so within a few hours before rotting begins. When the body has no Soul, it will fully take over the body as if belonging there. If there is a soul present, it lives there until that body dies, or the soul is retrieved and replaced in another body by use of these crystals. Multiples souls can communicate mentally in word and images based on the occupying soul's memories once a day and once for each intelligence adjustment the owners soul has. This means if it has an Intelligence of 7 (= -1 adjustment) it can communicate only once every second day. If the original soul has an Intelligence of 16 (= +2) the souls could communicate up to 3 times a day. (*Idea Source; Star Trek Vulcan Katra replacement/carrying*).

DM Creation; Anything goes, yet keep game balance in mind, and use spell or artifact powers, or powers of creatures as a guideline. Items though cannot be created, as this requires sentience AND understanding the use of such.



Stoneskin and Barkskin, function exactly like the spells derived from these crystals by Elven Mages, Orcish Wicca/Wokani and Flaemish Mages long ago. For simplicity these spells are copied here, and are NOT similar to AD&D2, D&D3+ versions of similar named spells. Orc Wicca/Wokani of the Broken Lands capable of casting these spells will use them at opportunity. The Duration for the Crystal effects are 2d20 days or they stop when leaving the area (DM decision).

Barkskin Also known as Erewan Elven spell (invented by Elves 5000BC, Stolen by Beastmen 3010 BC)

Evocation Alteration spell Level 3

Range: Touch
 Duration: 3 rounds per level of the caster
 Effect: Body becomes Armor Value 3
 Saving Throw: None

Barkskin changes the outer skin of the recipient into bark of a sturdy tree. The creature obtains an Armor Value of 3, if it already had any natural armor value it will be changed to this. Blunt weapons will give the recipient only half damage. The recipient becomes vulnerable for plant affecting spells and Magic (like Plant Death, Plant control (even the control by a Treant)), and fire. Any fire will now give three more rounds the same damage or the recipient must be flushed with a large amount of water. The recipient will float in water with a buoyancy equal to his own weight and can't dive for more feet than his Strength without carrying additional load(gold, stone etc), He has to make a Strength check each round penalized by his current depth until failed when he is not carrying an additional equal or higher load. When his Strength check fails or he separates from the load, he will shoot straight up with a speed of 10/3' per feet depth reached before shooting up, this speed is so high that the character will shoot half the distance reached down, up above the water before falling back. Barkskin affected persons can't use any translocation or movement magic (Dim Door, Teleport, Haste, Fly, Levitate etc), it will simply not work on them.

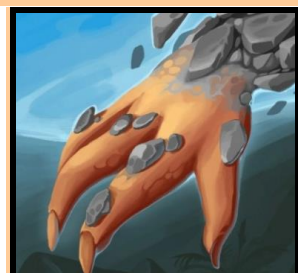


Stoneskin Invented by Wokan Gublat in 974AC, by Glantrian Earth elementalists roughly 899 AC.

Alteration spell level 3

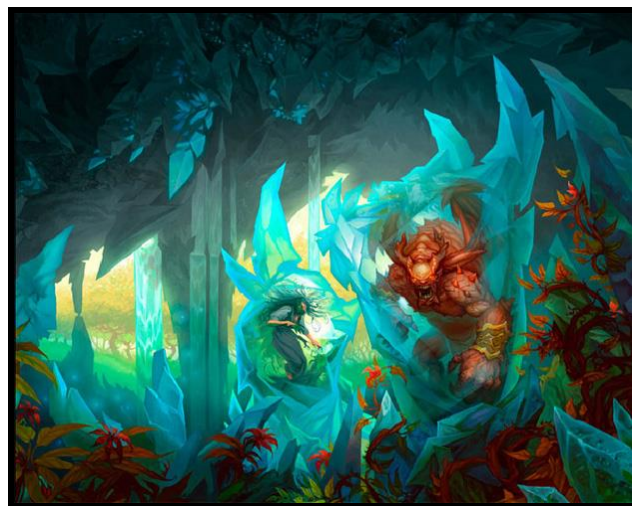
Range: Touch
 Duration: 3 rounds per level of the caster
 Effect: Body becomes Armor Value 9
 Saving Throw: None

This spell will give the recipient a supple stone like skin with an Armor Value of 9. The recipient will become immune to all sharp weapons (Magical weapons give minimum damage). And Blunt weapons will give minimum damage (if Magical normal). The creature under influence of this spell becomes extremely vulnerable for earth Elemental Bound spells an Magical effects, as such is the spell negated by a Stone to Flesh spell (no save). The creature is tripled in weight (influencing movement rates) and can't stay afloat in liquids even when he normally could swim. He will always sink like a rock. A character who takes a tumble while this spell is in effect upon him will suffer no abrasion damage as a result of the episode, but the act of tumbling will dispel the magic at the end, whether or not the recipient would otherwise have suffered damage. The magic will also keep a character safe from injury in a hailstorm (the entire storm being considered as an "attack sequence"), but it will be dispelled when the hailstorm stops. Stoneskin affected persons can't use any translocation or movement (Dim Door, Teleport, Haste, Fly Levitate, etc) magic, it will simply not work on them.



Entrapment; 0-50% occupied by an entity; If empty closes target within 30 yards or the active range will be entrapped in a new Crystal, and suffocates after holding breath rules apply (see RC page;). Damaging the crystal for over 6d6 hp may release the entrapped individual, yet 50% damage is passed on to the entrapped.(minus any Armor Value). The entrapped may see outside if the crystal is translucent as long as he/she is conscious, yet this may be partial or color distorted. The body will mummify over time inside the crystal, and when the crystal ends its active period, there is a 50% chance the mummy will be sentient with the soul imprisoned within the dead body. These crystals were part of the Nithian Mummy Creation rituals. An Antimagic Effect will also release an entrapped victim. Of course these happen only in Clumps, Towers, Bushes, Trees, Flows if the size permits.

Temporal Entrapment; is as normal Entrapment see above, yet the person does not suffocate, nor age, and no time passes for the entrapped when he loses consciousness as per Holding Breath Rules (see RC page;).. Damaging the crystal for over 10d6 hp may release the entrapped individual, yet 50% damage is passed on to the entrapped.(minus any Armor Value). The entrapped may see outside if the crystal is translucent as long as he/she is conscious, yet this may be partial or color distorted. An Antimagic Effect will also release an entrapped victim. Keep in mind Glantrians use these crystals to imprison dangerous enemies/criminals of the state, and these may include Demons. Even Demons and Immortals can be entrapped in these if they fail a saving throw vs Spells (see *Wotl Rulebook page 55*), and can't release themselves by any ability or magic. The are however conscious of anything outside, even if the crystal is non-translucent, and telepathic communication can be made under normal circumstances (See *Wotl Rulebook*). His Clerics can still gain spells, and subtle messages. However, by doing nothing, while entrapped, he may lose rank amongst those of its own. Of course these happen only in Clumps, Towers, Bushes, Trees, Flows if the size permits.



DM information; There are rumors that the Immortal Wogar is imprisoned in such a crystal during the war 1004-1010AC. A Bugbear, Hobgoblin, Goblin or mixed group of Goblinoid adventures might be lured to find and free the imprisoned Immortal. This will be a good reason for the fusion of Bugburbia, High Gobliny, and Hobgoblands several years after Kol has taken over the Great Crater as [per timeline in this PDF](#). The DM may place this crystal anywhere, even beyond the Broken Lands depending on the average level of the attending Humanoids.

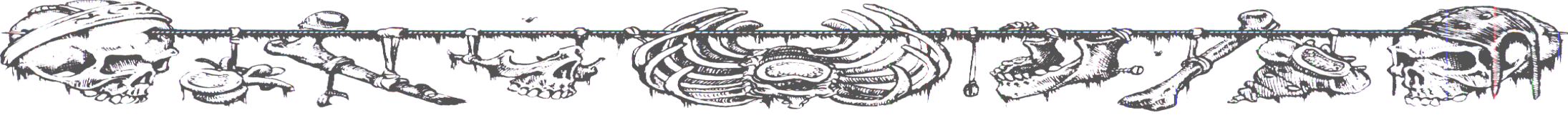
If a range is given in the tables below; within this range the effect of the Area Effect power is available to all exposed correctly.

Those given in the following tables in a Pink background have extra information detailed after the tables.

Those in the following tables in a Yellow Background are spawned after 1009 AC

Those in the following tables in a Purple Background are extinct after closing Lava Flow by Shadow Elves in 1020AC

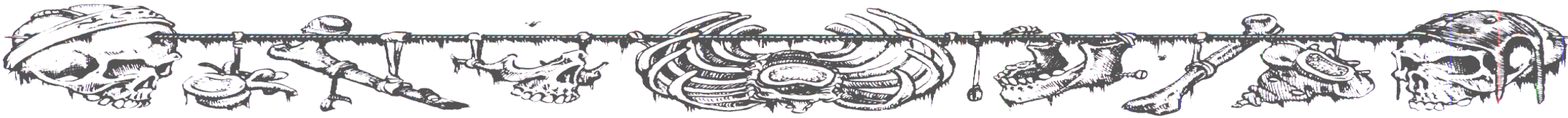
Those in the following tables in a Blue Background are extinct after the Meteor impact in 1007AC



Known Surface Crystal Locations Broken Lands and Environs

As per Broken Lands Maps [East](#) and [West](#) before and [After Meteor](#) impact; Names given here may not appear on the map. Names between () is translated from a local Humanoid language used in this PDF (*Gobbleton, Atruaghin, Ogremoorian, Gnollistan Nithian*) into Thyatian.

Location	Location Name	Type	Size	Grouping	#	Area	Color	Translucent	Illumination	Aura(Area)	Ray/Spread Ray	Contact/Imbibing	Use	
Known Surface Crystal Locations of the Broken Lands														
Red Orkia, W of Tenwaok	Tenwaok Thahinspa (Needle)	Needle	Standard	6"Long, 1" Wide	Single	1	1'sq	Yellow	none	none	none	None	Remove Poison	Antidote
Red Orkia, SE of Tenwaok	Tenwaok Wahukheza (Spear)	Needle	Huge	9' long, 8" Wide	Patch	2	81'sq	Yellow	Partially	none	none	None	None	Usable in Potion/Elixer Fabrication
Red Orkia, NE of 1st Rabbit Hops Rapids	Thoz Mastincala (Green Rabbit)	Clump	Standard	9"ø + 6"ø	Pair	2	30"ø	Green	Vague	3"	none	None	None	Usable in Potion/Elixer Fabrication
Red Orkia, SE of 1st Rabbit Hops Rapids	Zi Mastincala (Yellow Rabbit)	Clump	Standard	5-15"ø	Vein	28	40'x307' sq	Yellow	none	none	none	None	Cure Blindness	Usable In Divination Research/Creation
Red Orkia, E Talkwat Wall	Talkwat Wapamna (Thicket of Talkwat)	Brush	Huge	140" ø volume	Large Patch	Mass	700"(58')sq	Yellow	Partially	none	none	None	Cure Paralysis	Usable in Wand, Rod, Staff Fabrication
Red Orkia, W Talkwat Wall	Talkwat Chanwakhan (Sacred tree)	Tree	Large	44' tall, 27"ø	Large Patch	Mass	700"(58')sq	Yellow	Partially	none	none	None	Cure All	Religious
Red Orkia, Menesh Creek	Agleska Unkechi Chesli (Dragon's Crap)	Clump	Giant	351"ø	Single	1	51"ø	Red	none	none	none	None	None	Usable in Scroll/nk Making
Red Orkia, N of Wanushi Menesh Wall	Inyan Menesh (Gem of Menesh)	Pillar	Large	140' tall, 20"ø, Base 80' ø	Single	1	80' ø	Violet	Partially	6'	none	None	Stoneskin	Usable in Inorganic Armor Making
Red Orkia, S of Lamers Peak, N of Komenko	Lamers Owinza (Blanket)	Coating	Large	150'sq, 3" thick	Spread Patch	Mass	23,400'sq	Green	Partially	none	none	None	None	Turn Undead 30'
Red Orkia, NE of Natoka's Grave	Natoka's Ayuta (Gaze)	Bush	Medium	70" tall, 40" Wide	Patch	3	240' ø	Clear	Clear	8'	2.5 mile; Anti Transportation Magic	None	Clairaudience	Usable In Divination Research/Creation
Red Okia, Dartka	Dartka Mesa		Medium	special	Single	1	1010' high, 325' wide Greenish, multicolored old Bismuth Meteorite				3.45mile (7 mile after collapse); 28 day Memory wipe after 2HR	None	Feeblemind	Potential component "Forget" Spells
Gnollistan, N of Twin Volcanoes, NE Old Lake		Coating	Standard	55'sq, 1"thick	Large Patch	Mass	110'sq	Red	Partially	none	none	None	Increase Dx	As Holy Water
Gnollistan, N of Twin Volcanoes, NW Old Lake		Bush	Standard	30" tall, 14" wide	Large Cluster	60	255 yard x 230 yard	Pink	Vague	none	none	Ray320' Skin Color Change	Cure Paralysis	Negates Armor Effects
Gnollistan, N of Twin Volcanoes, W Old Lake		Clump	Giant	336" ø	Large Patch	2	240"(20') ø	Clear	Partially	none	none	None	Woodskin	Usable in Wooden Weapon Creation
Gnollistan, N of Twin Volcanoes, NW Old Lake		Clump	Medium	38" ø	Large Patch	2	360"(30') ø	Brown	Partially	none	none	None	Cause Critical wounds	Usable in Metal Weapon Creation
Gnollistan, W of Black Mountain	Ses-PahMnit (Paint Crust)	Coating	Large	180'sq, 3" thick	Patch	Mass	720'sq	Bright Red	Vague	none	none	None	None	Trade
Aengmor/Oenkmar Crater	Oenkmar	Sand	na	1/10th" to 1/20th"ø	Wide Spread	Mass	7 x 8mile hex	Yellow	Vague	none	none	None	Bless	Glass Making
Gnollistan, E on Plateaux, Minthi	Minthi	Bush	Standard	70" tall, 40" Wide	Water Edges and Underwater	Mass	300 Yard ø Lake with Crystals	Blue-Green	none	none	Elemental Water Gate; Affected Water Cures	None	Various Curing	Curing Resort
Kolland, W of Kolera, Black Hills	BumBum	Bush	Standard	35" Tall, 12" ø	Spread Patch	14	3000"(250') ø	Green	Clouded	none	none	None	Cure Petrification	Resoration
Orcus Rex, N of Gorguul	Gorguul Cryst	Clump	Huge	600" ø	Patch	3	324"(27') ø	Green	Vague	none	none	None	None	Dispel Magical Liquids range max 30'

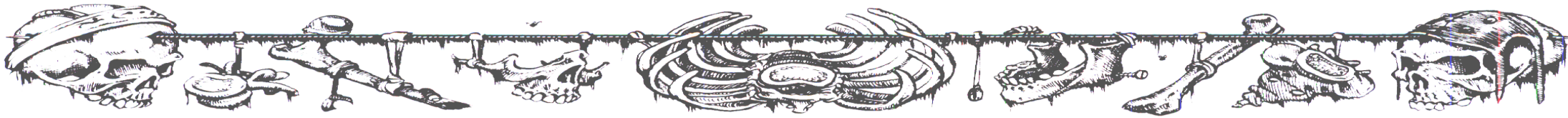


Location	Location Name	Type	Size	Grouping	#	Area	Color	Translucent	Illumination	Aura(Area)	Ray/Spread Ray	Contact/Imbibing	Use
Known Surface Crystal Locations of the Broken Lands													
Orcus Rex, N of Zartar	Zartar Cryst	Brush	Large	20" ø volume	Large Patch	Mass	120"(10) ø	Yellow	Vague	none	none	None	Usable in Potion / Elixir Fabrication
Orcus Rex, W of Two Feathers	Two Feather Cryst	Brush	Large	20" ø volume	Large Patch	Mass	180"(15) ø	Black	Partially	none	none	None	None
Orcus Rex, NW of Udgar	Udgar Cryst	Grass	Standard	100'sq, 5" long	Large Patch	Mass	1100'sq	Green	none	none	none	None	Drain Charges Range max 30'
Orcus Rex, SE of Pispas, Lake Varit	Lake Varit	Clump	Large	45" ø	Large Patch	3	150"(4) ø	Brown	Clouded	none	none	None	Decrease Fertility Usable in Item Creation
Orcus Rex, SW of Pispas, N of Lake Ohm	Ohm Cryst	Brush	Medium	8" ø volume	Large Patch	Mass	48"(4) ø	Yellow	Clear	none	none	None	Usable in Metal Weapon Creation
Orcus Rex, NW in Bodwar Valley		Brush	Large	40" ø volume	Large Patch	Mass	280"(24) ø	Green	Vague	none	none	None	Usable in Scroll/nk Making
Orcus Rex, Bodwar Valley, x2	Bodwar Crystals	Needle	Standard	7' long, 1" wide	Vein	19	39' wide, 401' long	Yellow	Partially	1'	2 Mile N, 1.9 mile S; Temp-40	None	Blight As Unholy Water
Orcus Rex, border Soth-Kabree		Carpet	Standard	76'sq 12" thick	Spread Patch	Mass	27,816'sq	Violet	Partially	none	none	None	Usable in Item Creation
Valley of Khyr, SE of Immid	Illimasine	Bush	Large	80" ø	Patch	3	320"(27) ø	Yellow	Clouded	none	none	None	Dispel Magical Liquids range max 30'
Ogre Moor, Dohm Dhom	Dohm Cryst (Tower of Doom)	Tower	Huge	base 1000' ø 30' high	Single	1	base 1000' ø	Purple	none	none	Maintain Control / Animate Dead	None	Stop Rotting
Ogre Moor, N in Vesubian Cleft		Carpet	Large	380'sq, 12" thick	Patch	Mass	1140'sq	Brown	none	none	none	None	Enhances spell memorization capacity by 3 caster levels for 1d3 days
Maghyar Orzag, N of Estobrun		Bush	Large	320" ø	Single	1	320" ø	Clear	Vague	7'	none	None	Cure Petrification Usable in Wooden Weapon Creation
Known Surface Crystal Locations North and West of the Broken Lands													
Glantri, Trintan Woods	Trintan Death	Grass	Standard	8" ø	Single	1	8" ø	Clear	Vague	4"	None	None	Obliterate Usable in Rod Fabrication
Erewan, W of Thedasaimen	Imirè Thedasaimen	Bush	Standard	30" tall, 11" ø	Large Patch	4	110" ø	Yellow	Partial	1'	none	None	Usable in Potion/Elixir Fabrication
Erewan, S of Thedasaimen	Imirè Tarlaesy	Bush	Standard	26" tall, 101" ø	Patch	2	303" ø	Brown	Partial	5'	none	None	Trade
Erewan, N Amon Erewan, Wente Din	Imirè Din	Bush	Medium	44" tall, 17" ø	Pair	2	51" ø	Green	Vague	2' & 1'	none	Spread; 135'x30; Cause Burns 2d6	Woodskin Trade
Erewan, Amon Erewan, Wente Silima, x2	Imirè Silima	Bush	Huge	360" & 280" tall, 132" & 88" ø	Spread Patch	20	3234' ø & 2156' ø	Red	Vague	5'	none	None	Usable in Item Creation
Erewan, NE Amon Erewan, Wente Qenildor	Imirè Qenildor	Bush	Standard	30" tall, 11" ø	Spread Large Patch	15	4125' ø	Yellow	Partial	1'	none	None	Decrease Strength Usable in Potion/Elixir Fabrication
Erewan, S Alassëatya, Old Vesubian	Imirè Alassëatya	Bush	Medium	90" tall, 34" ø	Pair	2	68" ø	Brown	Clear	1'	none	None	Decrease Longevity Usable in Potion/Elixir Fabrication
Erewan SE, Wente Thoronmaw	Imirè Thoronmaw	Pillar	Standard	15' tall, 3' ø, Clumb 25' ø	Single	1	25' ø	White	Clouded	1'	none	None	Cause Serious Wounds Usable in Potion/Elixir Fabrication
Blackhill, Blackhill Creek	Blackhill Crystals	Brush	Standard	3" ø	Large Patch	5	135" ø	Yellow	Partial	none	0,9 mile; Decreases Local Sound	None	Cause Petrification Usabl in Inorganic Armor Making
Blackhill, Blackhill Creek, Geysers	Geysers Crystals	Brush	Medium	6" ø	Spread Patch	7	532' ø	Green	Partial	none	none	None	Increase Intelligence Usable in Potion/Elixir Fabrication

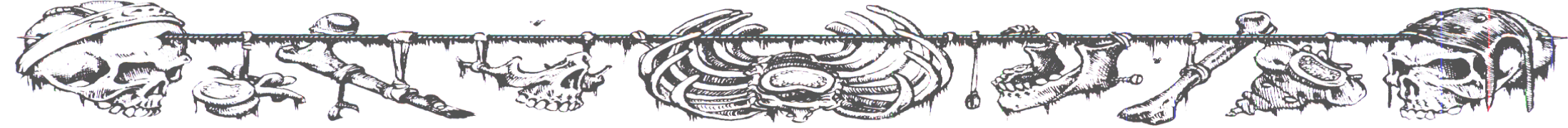


Location	Location Name	Type	Size	Grouping	#	Area	Color	Translucent	Illumination	Aura(Area)	Ray/Spread Ray	Contact/Imbibing	Use	
Known Surface Crystal Locations North and West of the Broken Lands														
Blackhill, Upper Deva Creek	Petrification Crystals	Tower	Standard	12' Tall, 2' ø, Bush 7' ø	Pair	2	14' ø	Green	Partial	9'	1,5 mile; Petrification	None	None	Petrification Items, Construction Magic
Blackhill, Lower Deva Creek	The Spindle	Spindle	Huge	80' Tall, 8"-50" ø (levitating 40')	Single	1	8"-50" wide	Green	None	none	Only when the Sun shines upon/through it underneath	Ray; 240' CH/Com+1 1d3T	Increase Comelience	Usable in Beauty Items
Blackhill, Lower Arken Creek	Arken Crystals	Sharp Needle	Standard	8' long, 1" ø	Large Patch	9	63" ø	Clear	None	none	2,2 mile; Enhancing Magic	None	Fragile Sharp Break	Weapon Enhancement
Blackhill, Upper Arken Creek	Arken Crystals	Sharp Needle	Standard	9' Long, 1" ø	Large Patch	8	72" ø	Green	Clouded	none	1,9 mile; Enhancing Magic	None	Fragile Sharp Break	Weapon Enhancement
Blackhill, Silverstone Estate, Estate Creek	Silverstone Crystals	Brush	Standard	1" ø volume	Patch	2	2" ø volume	White	Vague	none	none	None	Bless	Religious
Servitor Hills N, S of Silverstone	Tula's Clump	Clump	Standard	7"ø	Patch	5	140"ø	Green	Partial	none	none	None	Raise Dead	Religious
Servitor Hills N, E of Silverstone, x2	Blood Path	Carpet	Medium	140' sq, 9' thick	Large Patch	3	2940' sq	Blood-Red	Vague	none	3 miles each; Attracts Insects	None	Cure Normal Wounds	Religious
S of Servitor Hills, Kalnee Creek	Kalnee Twins	Clump	Medium	42" ø	Pair	2	48"ø	Yellow	Partial	none	2,1 mile; Nullifies Light	None	Decrease Constitution	Usable in Vorpal Weapon Creation
Servitor Hills N, S of Huledain River	Barghda Crystals	Carpet	Medium	135sq, 9" thick	Large Patch	3	2430'sq	Blue	None	none	none	None	Cause Disease	None
Wylon E, Taphnay Creek	Taphnay Crystals	Grass	Medium	450'sq, 6" long	Large Patch	3	12,150'sq	Blue	Partial	5'	2,4 mile; Magic Absorption	None	Memorywipe Magic Knowledge	Usable in Rod, Staff Wand Fabrication
Wylon E, Taphnay Creek	Geyser Crystals	Grass	Large	800'sq, 70" long	Large Patch	7	39,200'sq	Green	Partial	1'	none	None	None	Usable in Scroll/nk Making
Wylon SE, Huledain Creek, Blackhill trail	Blackhill Trail Crystals	Clump	Medium	36"ø	Large Patch	5	720"ø	White	Partial	none	none	None	Decrease Corporea aging	Usable in Beauty Items
Wylon SE, Mountains	Growth Crystals	Grass	Standard	60'sq, 1" tall	Patch	1	60'sq	Green	None	none	1,8 mile; Makes Melodic Sound	None	Cure Deafness	Plundered by Wylon, Growth items/Scrolls
Mountains S of Huledain River, SE of Hightower	The Hightower	Pillar	Huge	129' tall, 121'ø (Growing)	Single	1	121'ø	Brown	Partial	none	none	None	Augment Potions	Usable in Potion, Elixer Fabrication
Mountains S of Huledain River, SE of Hightower	The Towers	Pillar	Large	30'&28' tall, 9 & 10'ø (Growing)	Pair	2	9' & 10'	Brown	Partial	none	none	None	Augment Potions	Usable in Potion Elixer Creation
Mountains S of Huledain River, Kastree Creek	Kastree Crystals	Bush	Medium	30" tall, 11' ø	Spread Patch	21	4813"ø	White	Clouded	none	8mile north of Cornaryl statue	None	None	Trade
Soth-Kabree W, Soth- Sussia Creek	Soth-Sussia Crystals	Flow	Standard	65'sq, 8' thick	Large Patch	9	1755'sq	Green	Clouded	none	0,9 mile; Decreases Local Sound	None	Cause Normal wounds	Usable in Metal Weapon Creation
Soth-Kabree N, Kabree River	Kabree Crystals	Carpet	Giant	900'sq, 48" thick	Patch	5	22,500'sq	Pink	None	3'	none	None	Grow in Body	None
Huledain Hills S, S of Creek to Huledain	Takrass(Changer in Tarsh)	Needle	Standard	8' long, 1' ø	Single	1	1'ø	Zebra	Partial	none	2,5 mile; Epilptic Seizure chance (for each CO lower than 8=3%)	None	Cure Paralysis	Usable in Inorganic Armor Making
Huledain Hills S, Servitor Creek, x2	Servitor Crystals	Carpet	Medium	190'sq, 20" thick	Large Patch	9	208'sq	Blue	Vague	none	none	None	None	Trade
Huledain Hills N, 3 unnamed Creeks, each		Clump	Standard	32" ø	Large Patch	5	480'ø	Rainbow	Partial	none	none	None	None	Trade
Huledain Hills E Central, unnamed Creek	Huledain Crystals	Bush	Standard	30" tall, 11" ø	Patch	3	231"ø	Clear	Clouded	none	1,9 mile; Dry	None	Dimension Door Away	Usable in transportation Item Creation
Blackmoss Forest W	West Tree	Tree	Giant	35' Tall, Crown 31' ø	Single	1	31' ø	Green	Clouded	3'	4miles x12 miles ellipse together with three magical locations; Climate Change	None	Teleport Away	Usable in Organic Armor Making
Blackmoss Forest N	North Tree	Tree	Medium	Crown 19' ø	Single	1	19' ø	Green	Partial	1'		None	Finger of Death	Increase Humidity 30' ø

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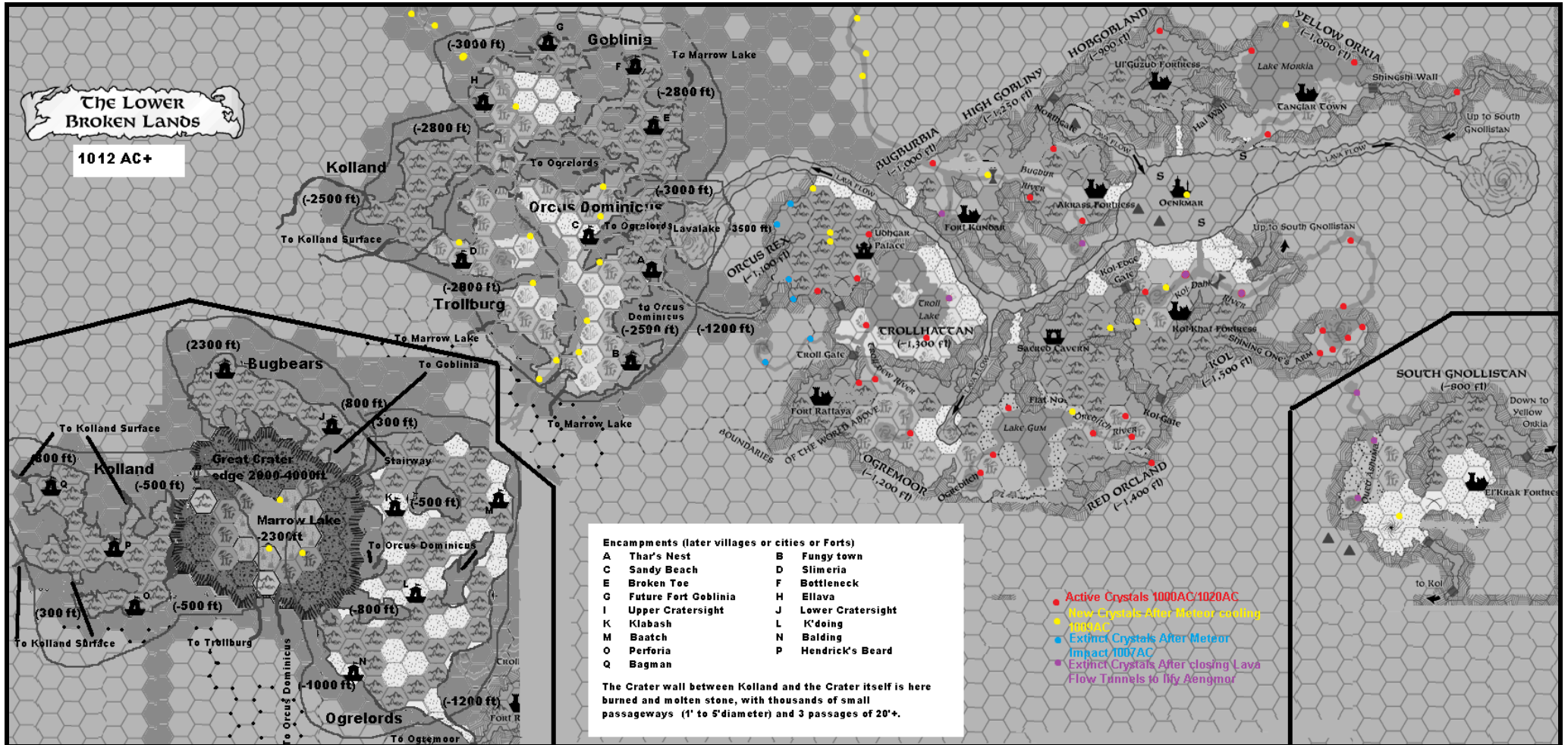


Location	Location Name	Type	Size	Grouping	#	Area	Color	Translucent	Illumination	Aura(Area)	Ray/Spread Ray	Contact/Imbibing	Use	
Known Surface Crystal Locations South and South-West of the Broken Lands														
Silver Sierras Glantri, Detwillon Pass		Bush	Giant	25' tall, 8' ø	Patch	3	144' ø	White	Clear	8'	none	Spread:135' x30' Cause Paralysis	Stoneskin	Usable in Stone Weapon Creation
Silver Sierras Glantri, Nutvayaharan	Kristala Nutvayaharan	Needle	Standard	10' long, 2" wide	Large Vein	37	1600' ø	Violet	Clouded	none	none	None	Cure Petrification	Usable in Inorganic Armor Making
Silver Sierras Glantri, NW of Nutvayaharan		Bush	Medium	62" tall, 28" ø	Large Patch	5	560' ø	White	Partial	none	3,6 Miles ø;Decreases light 50%	None	Decrease Intelligence	Glantrian Punishment
Silver Sierras Glantri, N of Nutvayaharan, Lady Frost Frizzlekin	Frizzlekin's Glass	Spindle	Standard	10' long, 1"-3" wide	Vein	27	3" wide, 420' long	Yellow	Partial	none	none (removed crystal parts regrow in 1 week fully)	None	None	Trade (can be molten and reshaped to create windows)
Silver Sierras, S of Mnt Kazzok		Brush	Huge	160"ø volume	Patch	5	1800' ø volume	Clear	Vague	none	3,2 Miles ø; Nullifies Light	None	None	Component for Animate Dead Item creation
Silver Sierras, W of Storm Giant Castle		Clump	Standard	35"ø	Patch	5	525'ø	Green	Partial	none	3 Miles ø; Poisoning Water (A)	None	None	Religious
Silver Sierras, Valley W of Aduzzzo's Peak		Clump	Large	150"ø	Single	1	150"ø	Yellow	Clear	30'	1 Miles ø; Enhance Biome	None	None	Druidic Religious
Ardelphia S, Tommer Creek, NW of Ardelhian Keep		Grass	Medium	310'sq, 12" tall	Spread Patch	20	3650'ø	Silver	Partial	3'	none	None	Increase Strength	Usable in Item Creation
Ardelphia Central, Bihiya Creek, upstream of lakes	Temporal Bridge	Coating	Medium	123'sq, 3"thick	Patch	4	1968'sq	Brown	None	none	1,3 mile;Decrease Corporeal aging	None	Time Gate	None
Ardelphia SW, Bronsdale Pass, x3	Bronsdale Pass	Bush	Large	" tall, " ø	Patch	5	275'ø	Pink	None	2'	none	None	Prevents magic Flight for 1d6 Months	Glantrian Punishment
Ardelphia W, Streba Creek	Streba Crystals	Bush	Standard	30" tall, 11" ø	Single	1	11ø	Green	Clouded	none	2,8 mile; Special Illusionary	None	None	special
Ardelphia, Detwillon Pass, Ardelhian Creek	Detwillon Crystals	Bush	Large	200" tall, 60" ø	Vein	21	60" wide, 4260' long	Blue	Clear	none	none	None	Cure Serious Wounds	Usable in Rod/Wand/Staff Creation
Ardelphia W, Orthas-Cumar Creek	Orthas Crystals	Bush	Large	30" tall, 11" ø	Patch	3	99' ø	Yellow	Clouded	none	3 miles; Attracts Plant Life	None	Poison (D)	Usable in Potion/Elixer Creation
Ardelphia W, upper Streba Creek	Forest of Glass	Tree	Standard	11' Tall, Crown 21' ø	Large Patch	6	1386'ø	Black	Clear	8'	None	None	Petrification	Usable in Stone Weapon Creation
Ardelphia W, Detwillon Stream	Boron Crystals	Grass	Standard	88'sq, 6"tall	Large Patch	6	6864'sq	Silver	Clear	none	None	None	Decrease Wisdom	None (potential Glantrian Punishment for Clerics)
Ardelphia SW, Between Shoester and Corner Creek	Tempus Crystals	Brush	Standard	1" tall, 1" ø on ruins only	Large Patch	1000	110' ø	Black	None	none	None	None	Reversed Temporal Damage	None (lose power if harvested)
Ardelphia W, Ardelphian Creek, Boron Creek	Ardelphian Crystals	Clump	Medium	30"ø	Large Patch	3	270"ø	Violet	Vague	none	None	None	None	Remove magic from charged Ink usable weapons /armor creation in powdered form
Ardelphia, Sythia, Calden Stream	Sythian Snow	Coating	Standard	1" thick	Spread Large Patch	40	2620'ø	White	None	none	None	None	None	
Great Crater Rim (1010AC+) W	Blackstone Crystals	Clump	Large	87"ø	Large Patch	6	4698"ø	Blue	Partial	1"	2mile ø; Reject Plant Life	None	Increase Constitution	Usable in Block Divination Item Creation
Great Crater Rim (1010AC+) NW	Giancarlo Lava Flow Crystals	Brush	Medium	24"ø	Patch	4	480"ø	Burning Red-Orange	Partial	none	4 mile ø; Anti Flight Magic	None	Cure Serious Wounds	Anti Flight magic 100 yards
Great Crater Rim (1010AC+)SW	Corran Crystals	Bush	Standard	44" tall, 20"ø	Patch	5	300"ø	Blue	None	none	3 mile ø; Decrease Movement by 50%	None	Temporal Entrapment	None
Great Crater Rim (1010AC+) S	South Stair Crystals	Multi-directional Bush	Large (one side elongated)	167"(14') tall, 69"ø	Patch	6	1656"ø	Faint Pink to White	Vague	1"inch ø crystal	6 Mile ø; Increase size wet Insects by 4d100%	Ray; 320'; Cause Serious wounds	Cure Paralysis	None (will eventually be submerged in Crater)
Great Crater Rim (1010AC+) N	Tombstone Crystals	Bush	Huge	224"(18,6') tall, 160"ø	Single	1	160"ø	Blue-Violet	Clouded	none	4 miles; Removes Fear	None	Cure Disease	Usable in Ointment Creation
Great Crater Rim (1010AC+) W	West Stair Crystals	Bush	Large	216"(18') tall, 112"ø	Single	1	112"ø	Yellow	None	none	none	None	None	Usable in Metal Weapon Creation



Lower Broken Lands locations

As per Broken Lands Maps [East](#) and [West](#) before and [After Meteor](#) impact; Names given here may not appear on the map. Between () is translated from the local language (*Gobbleton, Red Orkia Atruaghin, OGREMOORIAN Sindhi, Yellow Orkia Ethengerian, Gnollistan Nithian*) into Thyatian/Tharian.





Location	Location Name	Type	Size	Grouping	#	Area	Color	Translucent	Illumination	Aura(Area)	Ray/Spread Ray	Contact/Imbibing	Use
Known Crystal Locations of the Lower Broken Lands													
Bugburbia; Far Upper Bugbur river	Sar Sharaat Aheg (Short Sword Fields)	Needle	Medium	5' long, 1" wide blade	Patch	3	90°	Blue-Green	Partial	none	None	None	Crystal Sword creation
Bugburbia; Mid Upper Bugbur river	Sharaat Aheg (Sword Fields)	Needle	Medium	6' long, 1.5" wide blade	Patch	4	84°	Green	Partial	none	None	None	Crystal Sword creation
Bugburbia; Near Upper Bugbur river	Skai Sharaat Aheg (Long Sword Fields)	Needle	Medium	9' long, 2" wide blade	Patch	2	36°	Green	Partial	none	None	None	Crystal Sword creation
Bugburbia; Entering Mouth Bugbur River	Aghinan Aheg (Axe Field)	Needle	Standard	3' Long, 4" wide Blade	Large Patch	6	189°	Green	Vague	none	None	Increase Charisma	Usable in Potion/Elixer/Ointment Fabrication
Bugburbia; Lake Kundar	Gorhiaghim Kundar (Crystals of Kundar)	Needle	Standard	1' Long, 1" ø wide	Large Patch	5	40°	Red	Clouded	none	3 miles; Decreases Local sound	None	Increase Constitution
Bugburbia; Bugbur Bridge	Bugbur Widdopon (Bugbur Bridge)	Clump	Giant	45°	Large Patch	3	945°	Pink	Partial	none	9 miles; Decreases Light	None	Usable in Potion/Elixer/Ointment Fabrication
Central High Gobliny	Gorhiaghim Annatar (Annatar Crystals)	Spindle	Standard	1' long, 1"-2" ø wide	Patch	2	6°	Brown	None	none	400yard; Temporal Distortions	None	Bless (Religious)
North High Gobliny	Gorhiaghim Tewartit (Wall Crystals)	Needle	Medium	4' Long, 1.5" ø wide	Patch	4	32°	Green	Vague	none	None	None	Usable in Wooden Weapon Creation
High Gobliny; Exiting Mouth Bugbur River	Gorhiaghim Borrel (Drinking Crystal)	Clump	Giant	30°	Patch	2	120°	Blue	Vague	none	None	None	Drain Magic1+/- per hit (used in Weapon creation)
High Gobliny; Bugbur whirlpool	Tumm-Brorr Gorhiaghim (Acid Crystals)	Clump	Giant	540°	Large Vein	30	180' wide, 22.500' long	Red	Partial	none	3 miles; Attract Undead	None	None
North Hobgobland	Ghaal'dar Gorhiaghim (Hobgoblin Crystals)	Carpet	Standard	70'sq, 2" thick	Large Patch	8	3360'sq	Yellow	Clouded	none	None	None	Usable in Jewelry Creation
Hobgobland; Lake Morkia	Nekhigh Morkia Gorhiaghim (Lake Morkia Crystals)	Flow	Medium	90'sq, 7" thick	Large Patch	8	2880'sq	White	Vague	2'	None	Increase Wisdom	Restore 1d4 lost charges
Yellow Orkia; North Lake Morkia	Bolor Nuur Morkia (Crystals Lake Morkia)	Clump	Standard	45°	Patch	4	720°	Yellow	Partial	3"	None	None	Usable in Metal weapon Creation
Yellow Orkia; Tanglar River	Tanglar Bolor (Tanglar Crystals)	Brush	Giant	123° ø volume	Large Patch	3	2214°	White	None	none	None	None	Usable in Wand/Rod/Staff Creation
Yellow Orkia; Northeast Lake Morkia	Bolor Ghuptha (Ghupta's Crystals)	Coating	Standard	70'sq, 1" thick	Large Patch	4	280'sq	Clear	Vague	none	None	None	As Holy Water
Gnollistan; Shingshi Tunnels	Shingshi Kristal (Shingshi Crystal)	Clump	Large	120°	Vein	27	840' wide, 580' long	Green	Vague	none	None	None	Usable in Potion/Elixer/Ointment Fabrication
Gnollistan; Qued Ashuma Well	Nahn Sawf Qued Ashuma Kristal (Well Ashuma River Crystals)	Needle	Large	27' long, 3' ø wide	Formation (pyramid)	81	81' x81', 31' high	White	Vague	none	None	None	Usable in Potion/Elixer/Ointment Fabrication
Gnollistan; Qued Ashuma entering Mouth	Qued Ashuma Kristal (Ashuma River Crystals)	Clump	Giant	246°	Single	1	246°	Pink	Vague	none	None	None	None
Gnollistan; Qued Ashuma Whirlpool	Dawaarna Kristal (Whirlpool Crystals)	Carpet	Standard	90'sq, 7" thick	Large Patch	5	2700'sq	Yellow	Clouded	none	None	None	Protection from incoming Teleportation
Gnollistan; Aengmor Pit	Bialwea Kristal (Sinkhole Crystals)	Coating	Large	255'sq, 5" thick	Spread Patch	13	66.300'sq	Yellow	None	none	1 mile; Non-living Matter does not fall unless held	None	Weapon Enhancement+1
Kolland; Cave Shining One 6 main locations	Kurtulmak Crystal	Pillars	Giant	280' tall, 40' ø, Base; Clumb140' ø	Enclosing	127-210	1 mile ø each	Blue	Clouded	none	500 Yard; Increase Temperature 50 degrees	None	Concentration +3, Religious, Trade
Kolland; Upper Kol Dahk River	Kol Dahk Crystal	Clump	Standard	40°	Vein	27	1080' wide, 2907' long	Brown	Partial	none	100 Yard; Grow on Dead Biomatter	None	Destruction Organic items
Kolland; East Kol Dahk River	Bruggk Kol Dahk Crystal (Kol Dahk Bridge Crystals)	Needle	Large	28' Long 3" wide	Large Patch	6	504°	Green	Clear	none	None	None	Usable in Scroll/Ink making
Kolland; West Kol Dahk River	Zza Kol Dahk Crystals (Beach Crystals Kol Dahk)	Brush	Giant	220° ø volume	Cluster	36	97yrd x 66yrd	Yellow	Vague	none	None	None	Drain Memory 2 weeks (Glantrian Punishment)
Kolland; Kol Dahk West Well	Vest Kol Dahk (West Kol Dahk)	Bush	Medium	36" tall, 14°	Patch	3	324°	White	Vague	4'	None	Poison	Usable in Potion/Elixer/Ointment Fabrication

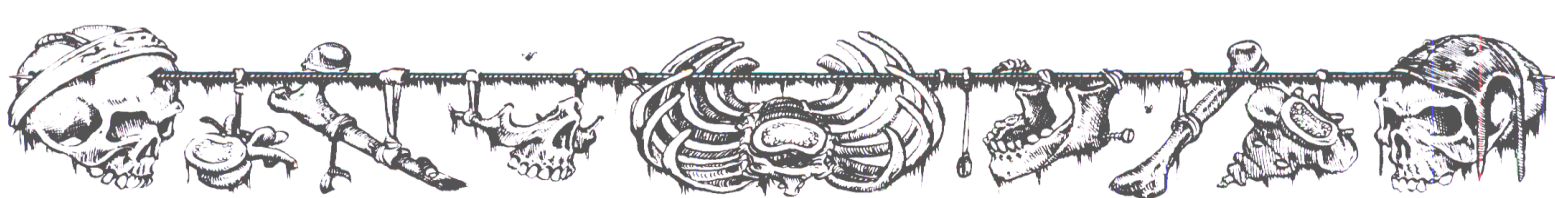


Location	Location Name	Type	Size	Grouping	#	Area	Color	Translucent	Illumination	Aura(Area)	Ray/Spread Ray	Contact/Imbibing	Use
Known Crystal Locations of the Lower Broken Lands													
Kolland; Kol Edge Gate	Kol Edge Crystals	Grass	Standard	45'sq, 5" Thick	Patch	5	900'sq	Green	Vague	none	Moving Hindrance (Sharp)	None	Increase Dexterity Usable in Shoe/Boot Creation and Catfeet Spell
Kolland; West Kol	Vest Kol Crystal (West Kol Crystals)	Clump	Standard	15"ø	Patch	3	180"ø	Green	Partial	none	None	None	Crystal Ball Effect
Red Orcland; North East	Inyan Thiyopa Kahwoka (Crystal of Floating Door)	Flow	Giant	350'sq, 30' thick	Patch	5	5250'sq	Green	Vague	2'	None	None	Dimension Door Away (20' above ground) None
Red Orcland; Upper Oreditch River	Inyan Kaniyagleya (Crystal of Oldness)	Clump	Large	81"ø	Pair	2	324" ø	Yellow	Clouded	none	Attract Undead	None	Increase Corporeal Aging Usable in Necromantic Creations
Red Orcland; Oreditch forest 3	Inyan Waokhipha (Crystal of Blight)	Bush	Large	156", 145", 161" tall, 20", 22", 18"ø	Patch	3	60", 66", 48" ø	Green	Vague	none	None	None	Blight Usable in Animating Dead
Red Orcland; East Lake Gum	Inyan Bleska (Empty Lake Crystal)	Clump	Standard	31"ø	Patch	4	372" ø	Yellow	Partial	none	Share Luminescence	None	None Usable in Item Creation with Light
Red Orcland; West lake Gum	Inyan Chasmu Uzinintka (Sand Rose Crystal)	Clump	Medium	51"ø	Large Patch	7	1085" ø	Brown	Partial	none	None	None	None Trade
Red Orcland; Ogreditch River	Inyan Tokhel es (Crystal I forgot)	Clump	Giant	198"ø	Spread Patch	8	6336" ø	White	Vague	none	Lowering Int/Wis by 1d4	Ray: 45' x20' Memory Wipe	Memorywipe None (Offensive vs Mages Potential)
Red Orcland; Ogreditch pool	Inyan Lya-Ble (Ogre Lake Crystals)	Brush	Giant	120"ø Volume	Large Patch		2160"ø	Green	Partial	none	Attract Males	None	Decrease Charisma Usable in Hair Growth Potions/Ointments, Elixer of Strength
Ogreemoor; Upper Trollde River	Tröla Tröla Nadi Krişatåla (Trollde River Crystals)	Clump	Giant	162"ø	Patch	2	648" ø	Yellow	Clouded	none	10° Warmer	None	None Warming Caves (1 Year)
Ogreemoor; Rattaya Point	Rattaya Sathåna Krişatåla (Rattaya Place)	Clump	Standard	21"ø	Large Patch	7	735" ø	Clear	Partial	none	Purifying/Clearing Water	None	Nullifying Potions, Alcoholic beverages Used in Alcohol Addiction treatment
Ogreemoor; Lower Trollde River	Nivam Tröla Tröla Krişatåla (Lower Trollde Crystals)	Needle	Standard	6" long, 1" wide	Patch	3	15" ø	Green	Partial	none	Reject Plantlife	None	Becomes Carnivore None
Ogreemoor; Upper Trollgate River	Tröla Kapata Nadi Krişatåla (Troll Gate River Crystals)	Brush	Standard	10" ø volume	Patch	2	60" ø volume	Yellow	Vague	none	Maximizes Light	None	Causes Blindness Usable in Potion/ Elixer/ Ointment Fabrication
Ogreemoor; Well Trollgate River	Tröla Kapata Khaira Krişatåla (Troll Gate Well Crystals)	Clump	Giant	156"ø	Single	1	156" ø	Blue	Clear	none	None	None	None Trade
Orcus Rex; Udgår	Lower Udgår Crystals	Bush	Standard	24" tall, 6" ø	Patch	3	3x 6" ø 3960" ø volume	Grey-Pinkish	Source deep inside 6'	none	Shadow Elf Crystal		Religious* Shadow Elves, Trade by Orcs
Orcus Rex; South Udgår	Troll Lake Crystals	Brush	Large	33" ø volume	Spread Patch	10		Blue	Clouded	none	None	None	Decrease Strength Orcish Punishments on combat losers or Thieves
Orcus Rex; West South gate	South Gate Crystals	Coating	Medium	128'sq, 3"thick	Patch	3	768' sq	Yellow	Vague	none	45° Colder	None	Resist Cold 1d20 days Usable in Potions/ Clothing / Items of Cold Protection
Orcus Rex; Central 2		Spindle	Medium	15" long, 1"-60" wide	Patch	2	720" ø	Green	Partial	none	None	None	Bless Religious
Orcus Rex; North		Labirinth	Giant (32)	each 360" tall, 40"ø base clumb	Vein	29	120" Wide, 15,834' long	Yellow	Partial	none	None	None	None None but Fear
Orcus Rex; North	Kahlon Crystals	Brush	Standard	13"ø Volume	Spread Patch	17	2652" ø volume	Pink	Vague	none	None	None	Cure Paralysis and Muscle pain Religious
Orcus Rex; NW	Evegshem Crystals	Clump	Large	34" ø	Patch	4	408" volume	Green	Partial	4"	Decreases Local Sounds	None	Causes Deafness Usable in Silence Magic

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Location	Location Name	Type	Size	Grouping	#	Area	Color	Translucent	Illumination	Aura(Area)	Ray/Spread Ray	Contact/Imbibing	Use
Known Surface Crystal Locations of the Lower Broken Lands													
Orcus Rex; SW	Torn Crystals	Bush	Standard	45" tall, 9" ø	Patch	3	108' ø	Yellow	Partial	none	None	None	Trade
Orcus Rex; S	Kurrikaar Crystals	Coating	Standard	55'sq, 1" thick	Patch	3	230'sq	Red	Clouded	none	None	Decrease Constitution	Usable in Construct Creation
Trollhattan, SW Trolllake	Shiny Stone	Pillar	Standard	14' tall, 3' ø, 9' Bush	Single	1	9' ø	Violet	None	3'	Attract Wurms	None	5% to be used to Trade by Trolls
Trollhattan; East Trolllake	Blood Stone	Bush	Standard	23" tall, 7" ø	Spread Patch	17	1091" ø	Dark-Red	Partial	none	Doubles Liquids in non-living containers (spilling all excess, 25% destroying container)	2d6 damage/r for 1d10 rounds	Usable in Potion/ Elixer/ Ointment Fabrication
Trollhattan; South Trolllake	Weird Stone	Pillar	Medium	18' tall, 2' ø, 9' clumb	Large Patch	4	180' ø	Violet	Partial	none	Enhance Fungal Growth	None	Usable in Fungal Farming
Orcus Dominicus; N	Floddeer (Death Dance Stone)	Brush	Standard	7" ø volume	Spread Patch	24	3500' ø volume	Yellow	Vague	2"	150' ø Dancing until unconsciousness	Dancing until unconsciousness	Usable in Inorganic Armor Making
Orcus Dominicus; Sandy Beach N		Clump	Standard	35" ø	Vein	39	341' wide, 550' long	Blue	Partial	none	Attract Insects	None	Trade
Orcus Dominicus; Sandy Beach S		Brush	Standard	9' ø Volume	Pair	2	18' ø volume	Blue	Vague	none	None	Remove Poison A	Usable in Potion /Elixer /Oitment Creation
Orcus Dominicus; NW Fungy Town		Carpet	Large	300'sq, 33" thick	Patch	4	4800'sq	Red	Partial	none	None	Cure Critical Wounds	Usable in Potion /Elixer /Oitment Creation
Orcus Dominicus; W Fungy Town		Brush	Standard	5" ø volume	Large Vein	35	75" wide, 824' long	White	Vague	none	Makes abberant Sounds	Cause Serious Burn Wounds	Usable in Potion /Elixer /Oitment Creation
Trollburg; S exit River		Needle	Large	27' long, 3" ø wide	Spread Patch	24	72" ø	Green	Partial	none	None	Spread; 90' x 25' Cause Serious Wounds	Trade (actually None =useless if harvested)
Trollburg; S River		Needle	Standard	7' long, 1" ø	Single	1	1" ø	Green	Partial	none	Attracts Funghi	None	Increase Strength (24Hr) Usable in Strength Item Creation
Trollburg; N		Bush	Standard	31" tall, 10" ø	Pair	2	2x 10" ø	Grey-Pinkish	Source deep inside 10'	none	Shadow Elf Crystal		"Religious" Shadow Elves
Trollburg; Slimeria		Coating	Medium	130'sq, 3" thick	Large Patch	4	520'sq	Red	Vague	none	None	None	Anti Flight Magic
Goblinia; N Lower River		Needle	Medium	15' long, 1.5" ø wide	Pair	2	2x 1.5" ø	Yellow	Partial	none	Moving Hindrance	None	Drain Charges in 30'
Goblinia; Central Lower River		Spindle	Giant	72' long, 9"-20" wide	Patch	3	3x 20" ø	Green	Partial	none	None	Cure Disease	Usable in Potion /Elixer /Oitment Creation
Goblinia; S Lower River		Clump	Standard	7" ø	Patch	3	21" ø	Blue	Vague	none	Attract Spiders	Grow in Non-Insectoid Body	Usable in Anti-Insect Magic Items
Goblinia; Central		Clump	Large	11" ø	Single	1	11' ø	Green	Partial	none	None	None	None
Crater; N Marrow Lake	North Marrow Lake Crystals	Tower	Medium	95' tall, 10' ø, bush 50' ø	Patch	4	200' ø	Black	None	none	Moist	Raise Dead	Unknown of its powers till 1025AC; Then Religious
Crater; S Marrow lake	South Marrow Lake Crystals	Grass	Giant	140'sq, 3' long	Patch	4	560'sq	Green	Vague	4'	None	Aura	Usable in "Holy" Item Creations
Crater; SE Marrow Lake	Sout-east Marrow Lake Crystals	Coating	Standard	70' sq, 6" thick	Patch	3	210'sq	Green	None	none	10° Warmer	Cause Paralysis	Usable in Potion /Elixer /Oitment Creation
Oenkmar		Coating	Standard	75'sq, 11" thick	Large Patch	5	375'sq	White	None	none	None	Bless	Religious



Descriptions of Special Crystal Locations

Red Orkia, Dartka; is detailed here; [Red Orc Waste \(Saya Lya-ork Yutakunisni\)](#)

Gnollistan, Minthi; is detailed here; [The Water Village Minthi](#)

Ogre Moor, Dohm Dohm; is detailed here; [Sable Tower of Doom \(Kayaamat ka Sebal Tovar\)](#) Before and after only Base
Blackmoss Forest (west and North); See Chapter Magical Locations

Petrification Crystals of Deva Creek (Blackhill Glantri);

These are beyond Wylon's borders but still plundered now and then and used for petrification spells, scrolls, items and major construction magic (form spells). They are Strong pillars. They do only petrify if you stay within its radius of effect for longer periods. each hour you must save vs spell or 5% of your body mass is petrified, these are mostly spots, pimple like locations. after 25% it is bothersome and painful, and may affect the creatures actions (DM). after 50% movement is no longer possible, and after 80% the character must also save vs Turn to stone or die and being petrified 5% increments per hour later. If removed it may be turned to flesh and Raised if needed. **These Crystals will be destroyed in the meteor impact of 1007AC.**

The Spindle of Deva Creek (Blackhill, Glantri);

This crystal levitates above the ground, and while it grows an inch in diameter each month, it also sheds the same amount in flakes. These flakes can be collected and used in the fabrication of items increasing Charisma and Comelience (Beauty). The Crystal, if subject to the sun, projects a ray in its shadow field (240' max range) targetting any movement and creature, if hit, the creature will instantly increase in Comelience and Charisma by +1 for the durarion of 1d3 Turns (1 Turn = 10 minutes). Objects, and other non-living will not be affected. If touching or imbibing the body absorbs the magic permanently, and increases its Charisma and Comelience by +1. These effects do NOT accumulate, if Ray, Contact, Imbibing or Use are also affecting the same body. **These Crystals will be destroyed in the meteor impact of 1007AC.**



Crystals of Arken creek (Blackhill Glantri);

The crystals growing here are needle sharp, and cover a vast area of nearly a mile diameter. The magic these crystals give is enhancing damage. As thus they are harvested from the border of the field, (but the greater crystals are deeper within) and used in the creation of magical weapons with cutting or piercing ability. The area is dangerous, as the crystals are thin and very sharp. Any crystal touched (and that is 90% each round within the area) will give a wound of 1 to 5 hp damage, but an additional 25% chance it breaks off and keeps the wound open and bleeding at the same rate, nullifying healing magic as long as the crystal is within the wound.

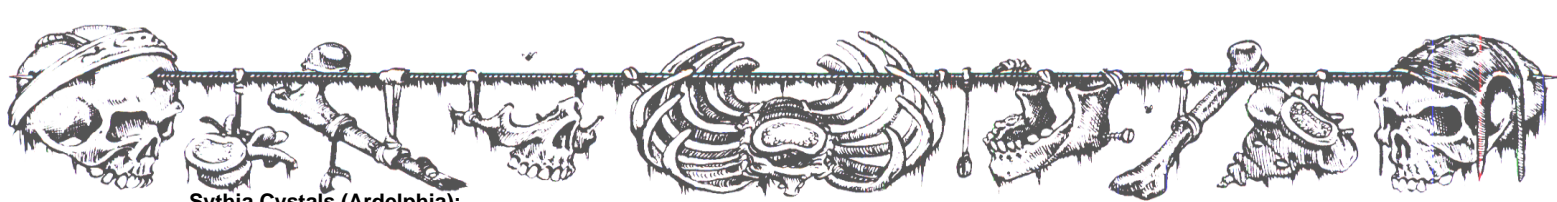
Steel Needles; When merged with steal by an alchemist these crystals enable weapons to become a +1 or greater weapon in damage and hit. The crystals on the edge of the area are 1 hp, about 200 feet deeper within they are larger (2hp), and at 50% from the centre 3hp, near the centre 4hp, and the centre itself 5hp. One hp crystal is valued at 100 gp needing 5 hits at AC9 to break off the ground in a whole crystal, and weighs 25cn. A 2hp is 200 gp value, needs 10 hits vs AC7, weighing 30cn, A 3hp is 400 gp value, needs 15 hits vs AC5, weighing 35cn, A 4hp is 800 gp value, needs 20 hits vs AC3, weighing 40cn, A 5hp is 1600 gp value, needs 30 hits vs AC1, weighing 35cn. **These Crystals will be destroyed in the meteor impact of 1007AC.**

Taphnay Creek Crystals (Wylon Glantri);

These blue crystals <http://pandius.com/xtalwyln.html> are only a few inches in length, but are desired for their capability to store magic. The area is dangerous to mages, as any spell cast here is sucked into the crystals, any active magic too. But trying to memorize spells within the area's range of effect can wipe the brain of a mage clean, as if he never acquired any magical knowledge, and thus must relearn them all anew as normal (*This is how Glantrian Mages nullify mages from using any spell, and is one of the official punishments of Glantrian Bureacracy*). Mostly they are used in the manufacture of Rods, Staves and wands, but sometimes even for other items of magic. There is some harvesting by Blackhill residents, and regular theft from Wylon. **These Crystals will be destroyed in the meteor impact of 1007AC, some exist in North Glantri as well.**

The Hightower (Huledain Mountains);

A single stone crystal pillar which increases in size each year by an inch in diameter, and a 12.1 foot in length. (*current as of 1000AC. 121 inch diameter, 129' in length*). **The Towers** (nearby) are of a similar type, yet much smaller and a pair (*these grow 5 inch in length and 0.6 inch in diameter each year*). These Crystals use air, ground and ground water pollution to grow, hence their brown non-translucent, non-illuminative appearance, and are common all over the world, yet mostly unseen, due their inconspicuous appearance, similar to a rock. The area around these will be clean, fresh and unpolluted. Remnants of these crystals are used in Elixers of Health. Potions of Healing bound to these give a Remove Poison Effect after 24 hours (increasing in Strength (see [What can be Bought](#) page; 65) every following cumulative 24 hours. To get a potion of Healing with a Remove Poison of Strength D, 1+2x1+3x1+4x1=10 days. **These crystals will be destroyed in the meteor impact of 1007AC.**



Sythia Crystals (Ardelphia);

An abandoned/ruined Town of Ardelphia, with formerly 1250 hunters/trappers/foresters/miners, was known for crystal sale. The nearby Crystal location; these very fine snowflake-like crystals were used in creation of magical weapons and armors in powdered form (melting and shaping). the area has grown after centuries of non harvesting, and is now nearly a half a mile across. It has NO magical aura or other effects. With the downfall of Ardelphia the location was forgotten.

Crystal Swords (or other weapons), as those created from the Sharaat Aheg (Sword Fields) in Bugburbia or made from Sythia Crystals

Cost and weight only 200% of normal weapon, chance of breaking by 2% per damage over 50hp in one stroke (possible on critical hit with 18, 19, 20 damage or massive stone/metal damage given or received). These weapons are +1 non-magical damage due its sharp edges, and most humanoids dislike these beautiful weapons. The Glantrian Erewan Elves obtain the rough crystals by trading with the Bugburbiens and make them into weapons. It is one of the reasons Erewan is not attacked that often as other border regions are (and even more rarely by Bugbears who traded with them).



Temporal Bridge of Ardelphia;

Detailed here; <http://pandius.com/tmprihg.html>. Along Bihiya Creek. A forgotten magical artifact they forgot to turn of, so every full moon is visible, the portal will be opened, destination ; the same, Time destination: unknown, but at least after the gate was created.

Glantrian mages banned for their dangerous practices and seeking asylum in the Free state of Ardelphia, they continued their interesting fascinating and dangerous work upon natural Crystals. These grey-brown rectangular hexagonal crystals grew with water and could be shaped into an arched bridge-like edifice, together with some powerful incantations, the magic of the crystals was released upon the arch (which looks with its reflection like a circle), and its magic became known. The 3 mages soon dissappeared. The gate was finished 12th Yarthmont 842 AC, just a few years before the destruction of the city of Ardelhia in 846 AC. The gate still exist in 1455 AC, as some timetravellers found out, but in bad state, erosion took its due, and it is estimated the gate will not exist for very long. As thus it is estimated that Time travel can be between any of these dates as long the bridge exists. The travel goes both ways, but only on days the full moon is up.



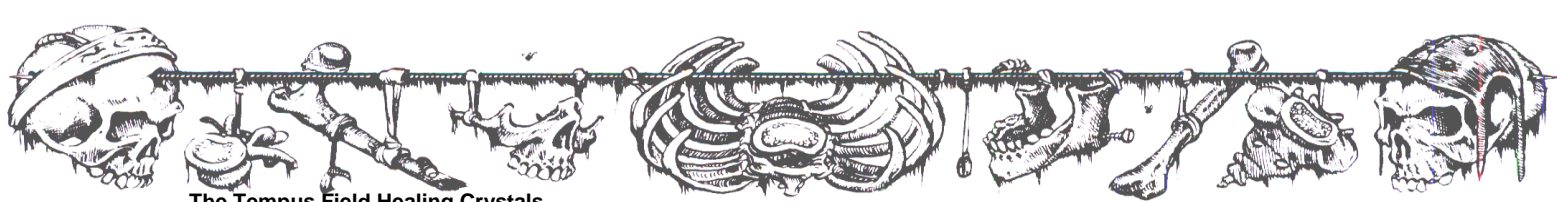
To be able to return to your reality, you may not change anything, only look. Minor changes (*footsteps, eating, talking to someone without giving ideas, personal magic, buying items were more exist, etc*), will not affect your reality. DM take care. A Huge Gold Dragon with the secret Human alias of Tuck, a 33th level cleric of Odin is the protector of the Gate, and regularly tries to prevent usage of the gate. This being travelled soo often through time, and often stayed behind; it actually exists multiple times through the past and future, having experienced its own demise afterwards regularly. One of his most recent corpses lies a few miles away from the gate. (*it is assumed this is a Human attained dragon shape magically, as the Dragon does not adhere to the Dragon circles. That suggests this Cleric is assuming Immortality somewhere within the active time period of the gate*). A great adventure through time could be that the mages must be retrieved in time, where the request comes from a young boy and his teacher, this boy could be anybody; a younger mage gotten older in the Tempus field or the teacher could be the same individual, travelled to an earlier time...imagine your own twists. together with the happenings in Ardelphia, the Tempus Field and the Temporal Gate could lead to a nice series of adventures. Multiple realities entwine around this gate.

Streba Crystals (Ardelphia, Darokin);

These crystals disable all Summoning and Conjuraction magic in the area, but increases Illusion spells in such a way to make them almost real in any aspect, these can't be disbelieved. An illusionary Witch house was once summoned by an illusionary witch within the fork of the Cumar and Streba Creek, as a copy to prevent the humans from hunting her, and it still exist today. This illusionary witch even thinks she is real, but when ever leaving the area she will be dispelled as normal, never to return, just like any illusionary creature ever created this way. Imaginary tools thus can be used, to dissappear outside the area, but not the effects created within the area. for example an illusionary axe kills an oponent, he dies by the wound. When brought outside the area he will no longer have the wound, but is still dead. A real wound is stitched by Illusionary tools. Outside the area the wound is closed, but the stichings are gone. Food consumed has normal effects, and though it will dissappear when brought out, the person eating will be nourished. The DM has to record all illusionary effects and interactions as these will seize to exist outside the area.



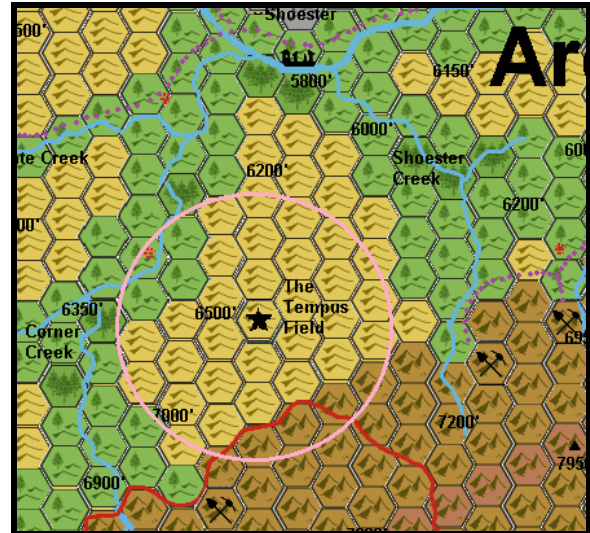
What is real if almost all is a perfect Illusion?



The Tempus Field Healing Crystals

Long ago, in the active Ardelphian Era, the mages attempted to create a time gate, more controllable than the Temporal Bridge. Short to say they failed. Instead they created a powerful magical time distorting area around the (now ruined) magical laboratory. Nature (or better said the Megalith) reacted upon this, by growing small black crystals which are able to nullify the damage done, and eventually close the Tempus Field forever.

The magical field influences affected time (aging) dangerously. You feel uncomfortable directly when entering the area, with an itch you can't stop. Those leaving the area before 24 hours have past, notice the itch leaves their bodies directly. There is a 50% chance after spending at least 24 hours within the area, your corporeal time (age) will be doubled and another 50% it will be halved. (roll once per person per day visited; 1d100 even = Doubled, uneven = Halved). Elves, Fairy, Dragons, Undead and most animals are immune (not Wolves, Cats, Dogs, etc). When passing your natural age, you die by old age within 24 hours. Each effect works only once on each individual, but the opposing effect can only be subjected on the individual after a minimum of 10 Years, or if he/she is touching the crystals. If one person is already subjected to any effect, he/she will only feel the renewed itch when the opposing effect comes into effect (this changes every year). If there is a renewed itch and the person takes too long to reach and/or locate the crystals, and the itch disappears, he must wait another year before his body restores the temporal storage backlash (no other effects). If there was no itch to begin, he must wait until it comes (check every day at sunrise). If he touches the crystals without an itch, nothing will happen and he must wait a year. The mines in this area date from Ardelphian era and were abandoned soon when the effects of the Tempus field became known,



Kurtulmak Crystals (Cave of the Shining One, Lower Kolland);

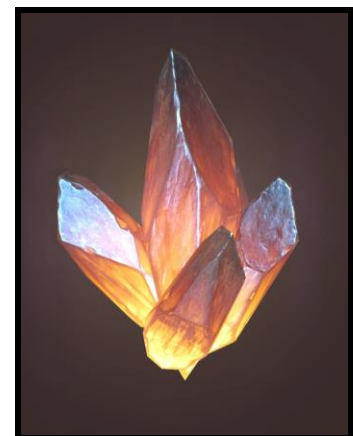
This Cave is slowly closing the whole area, and with it the exit Gate from the Plane of Water responsible for creating the Kol Dahk River. Currently the temperature is thus warm, it is near deadly to stay in the area long. This is caused by the friction between the lemental Powers of Time and Matter closing the gate by Crystal Growth. The original Water Elemental powers still flow through the Gate like the water, yet slowly decrease. The 1000AC 8 mile wide open cave has been reduced to a partially filled cave of about 5 miles in 1010AC, and will decrease in the next decades. This is a natural process of the Megalith closing Gates where not desired. The power of having a Clear mind disappears around 1100AC when the large cave has become a series of smaller caves, and the Gate itself closes around 1250AC, which also stops the Kol Dahk river. The caves will be fully enclosed around 1400BC. Of course this will have significant changes into the religion of The Shining One. Most probably other locations will be used instead, but at the very least the faith will lose much of his following in this time, following the religion decrease following in the years the Great Crater becoming a Glantrian Principality due to Glantrian Anti-religion laws.

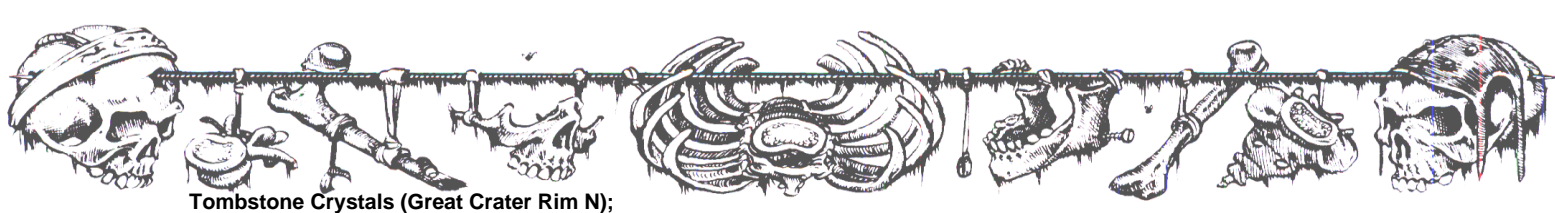


Kurtulmak Crystals

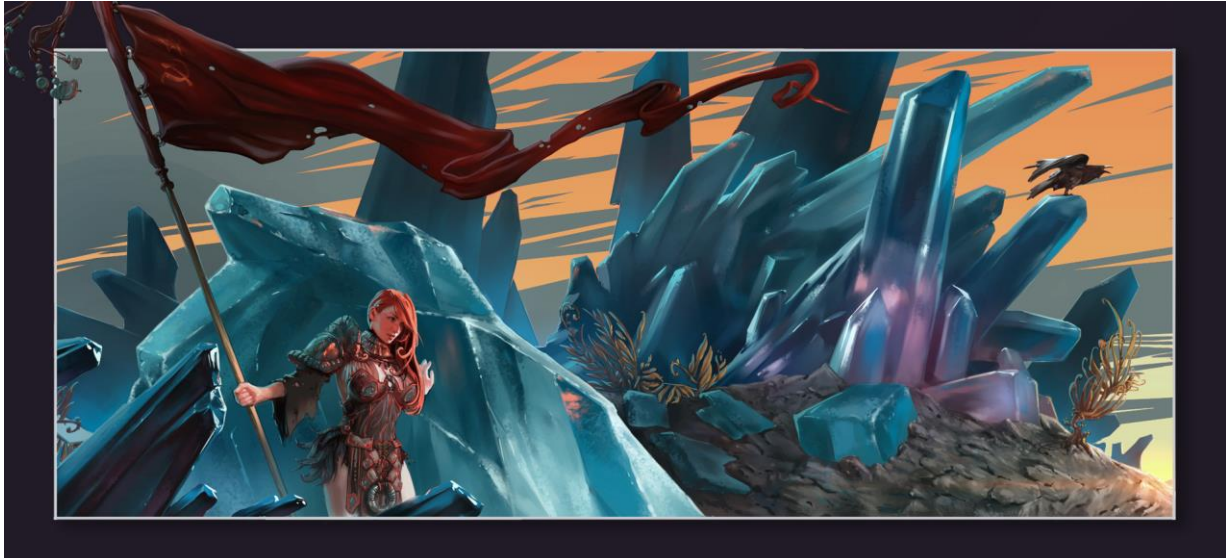
Giancarlo Lava Flow Crystals (Great Crater Rim W);

These burning red-orange brush crystals spawned in the "cooling down of the crater years" along the few lava streams of the Giancarlo Volcano which erupted (actually ruptured) due to the meteor impact of 1007AC, are visible since 1010AC. These crystals generate an intense heat above them and with that make flying above this virtually impossible. This heat functions almost like an invisible wall of fire preventing weather patterns to traverse over the magma flow. Those flying are exhausted in 1+Constitution adjustments rounds, and take 2d6 damage each round, and are pushed up in the sky 10 times their movement rate up each round. Only the exhaustion and the heat damage can be prevented with an active protection from heat or Fire magic. The upwards draft can not be prevented, and the upward draft is so strong the area can not be crossed. One in this upward draft must succeed a piloting or flying skill check at -5 (or a Dexterity check at -10) to leave the draft. This can be tried each round. The upwards draft enforces a direct climb maneuver and ends at 10 miles altitude (only 5 mile below Mystara's Skyshield), which results in problems for air breathing creatures (as per [Champions of Mystara](#) pages 23+) and far above the breathable Air limit of 20,000 feet (3.78 miles). This is a perfect means for DM's to restrict their flying PC's more to the ground, (and scare them shitless the first time this happens). These crystals often grow on active volcanoes, and persist for about three years after the Magma solidified. As such they will also come to existence in Broken Lands' Hell's Kitchen in the years after 1010AC. These crystals are certainly existing around the Arch of Fire, and in the Plane of Fire, where they produce the local air. Some sages thus assume these crystals are inter-planar contaminations with crystal seeds through elemental Fire Plane gates deep in the World Shield. These crystals are not hot themselves (they just redirect heat upwards), and are able to heal Burn Wounds as a Cure Serious Wounds spell per application, yet this is unknown to most.





Tombstone Crystals (Great Crater Rim N);



Tombstone Crystals on the Northern Rim of the Great Crater after 1010AC. Nadjjar von Drachenfels, a niece of Glantrian Prince Jaggar von Drachenfels, investigates border incursions with her falcon *Dji-aar*. She looks down the crater into Kolland, onto the to her dispicable Humanoids living there deep down. Here she places a border flag on the rim of the crater, in an attempt to reclaiming the north side from the Humanoids.

These crystals spawn in the years following the impact of the Meteor and the cooling down of the crater, and are visible since 1010AC. The Crystals are named after the nearby Town of Tombstone, formerly Lizzienne (see also [The Great Crater \(1012AC+\)](#)), and are more a political importance, than a magical one. The ruling Thouls refrain from making contact with the crater, which in the view of the Von Drachenfels, is a hole in the Humanoids political agenda and land claim. The crystals have become a mark for them to split the Humanoids, and turn them against eachother and the rampaging Undead in the region. It is one of the reasons the Glantrians desire to have more clerics or Necromancers in the region, both are limited in number though. As such regular strikes of Glantrian Military (and adventurers) are required to prevent flooding of the Undead problem. The crystals are able to cure most diseases the Undead spread, including Ghoullism, Wightism, Wraithism, Vampirism, but not Mummy rot. The area effect is actually reasonably large, and also beneficial to Undead Hunters; the crystals emanate an energy removing magical induced fear effect, including those of Undead. There are some Alchemists declaring the crystals are formed on destroyed human remains and the effects is a reaction upon the high amount of rot and decay, and Undead wandering around. To add to the problem, the Humanoids animate many dead bodies they find as Zombies and Skeletons (*even if they have been undead before*). There is currently no real interest in the region by Necromancers, possibly because Dolores Hillsbury has laid a claim closeby, and she dislikes Necromancers and Clerics.

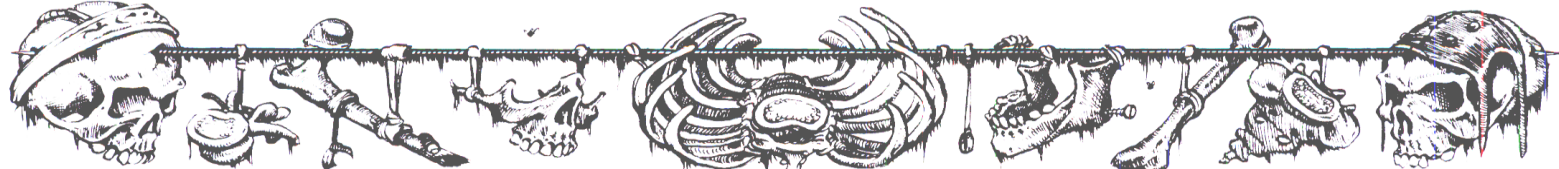
South Stair Crystals (Great Crater after 1010AC);

Large multidirectional crystals. Single crystals are multi-sided, regular and may have one side elongated. They are faint pink to white. They radiate a weak light of several feet distance, which increases by the size of the Crystal.

This crystal group is interesting as it seems to have variant magical effects. First the crystals have a powerful ray, acting upon vibrations (THAC0 6 upon sensing closest vibrations within 320') causing 2d6+2 damage burn wounds every 3rd round. The crystals are apparently using stored sunlight, and at night or other dark circumstances (Thunderstorm, full day of Full cloud cover), the rays are limited to 3 shots, while at day this is unlimited. The rays do not penetrate metal, or other non-combustables, yet do burn wood, cloth and combustables. The rays last only 1 initiative segment and thus are unable to heat metal. The secondary effect is a weird curing power if imbibed; it removes any paralysis, as well as any other skin condition, including Barkskin, and Stoneskin spells. This happens in a weird ways, as after 24 hours, the patient is literally shedding chinitous segments holding the skinconditions, and also removing any paralysis. Alchemists discovered its usage for Cure Paralysis ointments. Unknown to any the crystals have a third effect, which is actually the strongest, however, as there are no rarely wet insects around the effect is still mostly useless. When the crater becomes more and more inundated this power will become continuous effective; it will cause wet (by rain or being aquatic) insects to grow by 4d100%. Even when fully submerged the crystals will continue to function. This is one of the biological functions of the Megalith (*Urt/Mystara*) to enable symbiosis to cure wounds. Here the crater is a clear wound to the Megalith, and the enlarged insects and vegetation will eventually cause a solid mud layer crust on the bottom which will grow thicker with the centuries passing. At the same time, healing processes from below will push up the crater floor, close most inundated caves, leaving a less deep lake behind. These crystals will stop functioning about a 50 years after Hells Kitchen solidifies (estimated 1310AC).

Annatar Crystals (Lower Goblins);

These two Crystals are both Spindles. One grows above the other, the lower one just above the cave floor, the other one hanging on the ceiling with its lower half pointing down. These crystals act as one. Geomancers (Earth Elementalists) think they will eventually grow up to the surface like all spindles do, yet are unknown when this will eventually happen (this can take centuries). These spindles are different from most spindles as they seem to be more Elemental Time-bound than Elemental Air-bound as normally. They distort the time here in a non-linear pattern. All actions here happen 2 minutes (12 rounds) earlier or later than normal. This makes combat almost ridiculous as (N)PC's might see themselves multiple times and even dying, which might enable them to prevent such things to happen. As you can't speak to yourself through time, you can't communicate to your earlier self, yet you will know what you did earlier. In normal travel this effect might be a bit awkward, yet does not influence travel, and mostly you ignore 'yourself' other incarnations. **THIS IS TRICKY GAMEPLAY AND DM AND PLAYERS NEED TO COOPERATE: The DM needs to make a clear record when what happens each round until the combat is fully completed. The DM can best roll all time changes before; Keep record of surprise, spell effects as well. Players must clearly record their Spells cast /missiles or other items used, following the final incarnation.**



Shadow Elven Crystals; Lower Udgar (Orcus Rex), and Trollburg N

Grey-Pinkish crystals with deep within expelling light outside 10' (visible 1 mile unobstructed). The Shadow Elves think nowhere else than in the rocks surrounding their underground habitat these crystals grow. Alfmyr boasts the Largest vein of Soul Crystals of any of the locations of the Shadow Elves.

Mining these crystals is tedious, exacting work—it can take several years to extract a single crystal—but it is considered rewarding by the elves due the religious significance of the crystals to the elves. The crystals, of course, are not traded with other clans, but shared between Shaman, who are considered clanless, belonging to all the Shadow Elves.

Precious metals are often found near the pockets of Soul Crystals, and the location under control of the Humanoids are either spawned recently, or still undiscovered by the Shadow Elves. When these later evolve in Light, Dark and Deep Shadow Elves (See; http://pandius.com/thrs_mag.html#10 pages 66-115), the interest is only remaining by the still religious Deep Shadow Elves, and none have the massive military might to enforce obtaining these crystals. Maybe trade is possible. [2300BC setting.](#))



The crystals themselves grow very slowly (since 3000BC) and are quite fragile outside their natural environment and cut away from it. The crystals themselves slowly weaken due the Radiance, to allow the planet to sip upon the radiance away and absorb it while being in close proximity to the planet. Destroyed crystals will re-absorb Radiance to the world. Empty crystals (either by the planet. A crystal taken to the surface is soon affected by the harsh radiation of the sun (a natural process these mineral organic crystals were originally intended for), and will crumble to dust within seconds of any such exposure. Even the disconnection from the rock of the planet will cause the crystals to crumble in 1 to 4 hours. Only keeping them underground and in the aura of the rock will prevent this to happen. This also prevents Shamans to use shaman spells above ground. Shamans must learn the 5th level shaman spell: "Call upon Souls" to enable them to use energy/radiance stored within the crystals. And this needs proper reverence to Raffel. This reference also limits them to use/possessing only one crystal at a time. The power of the Crystals is measured in "souls". The following table reveals how many crystals can be found, the time required to extract on e crystal, The size and "level" and age the crystal is (the maximum spell level which can be cast from it, and the number of "souls" within a crystal. The most youngest and powerful crystals have absorbed high mounts of Radiance, the oldest have released this energy to the planet where it will be changed and become available to the planet or those living on it through other crystals as unainted magic. These crystals are already existing and are part of the biology of the Megallith, and are already releasing clean energy.

1d100	# crystals found	Ext action time/crystal	1d100	Level	Size	Age in Years	1d100	Stored "Souls"
00	5d6	100+20D12HR	00	7	5d10 inch	250-100	00	4d10
01-30	1d4	20+3d10 HR	01-30	1	1d4 inch	4000-3000	01-30	2d4
31-60	1d6	30+4d10 HR	31-60	2	1d6 inch	3000-2000	31-60	2d6
61-80	2d4	40+5d10 HR	61-80	3	2d4 inch	2000-1500	61-80	2d6+2
81-90	2d6	50+6d10 HR	81-90	4	2d6 inch	1500-1000	81-90	3d6
91-96	2d8	60+8d10 HR	91-96	5	3d6 inch	1000-500	91-96	2d12
97-99	2d10	80+10d10 HR	97-99	6	4d8 inch	500-250	97-99	3d10
100	5d8	100+20D12HR	100	7	5d10 inch	250-100	100	4d10

Magical Effect: Full training in the Way of the Shaman includes the ability to use soul crystals as material components of a spell. The shaman, casting his magic, can intensify it by drawing upon the power of the souls contained within the crystal. Considering that virtually all elves have some inherent ability at magic, and further considering that there might be as much as 100 souls in a crystal, it is easy to imagine the power the shaman has in this regard.

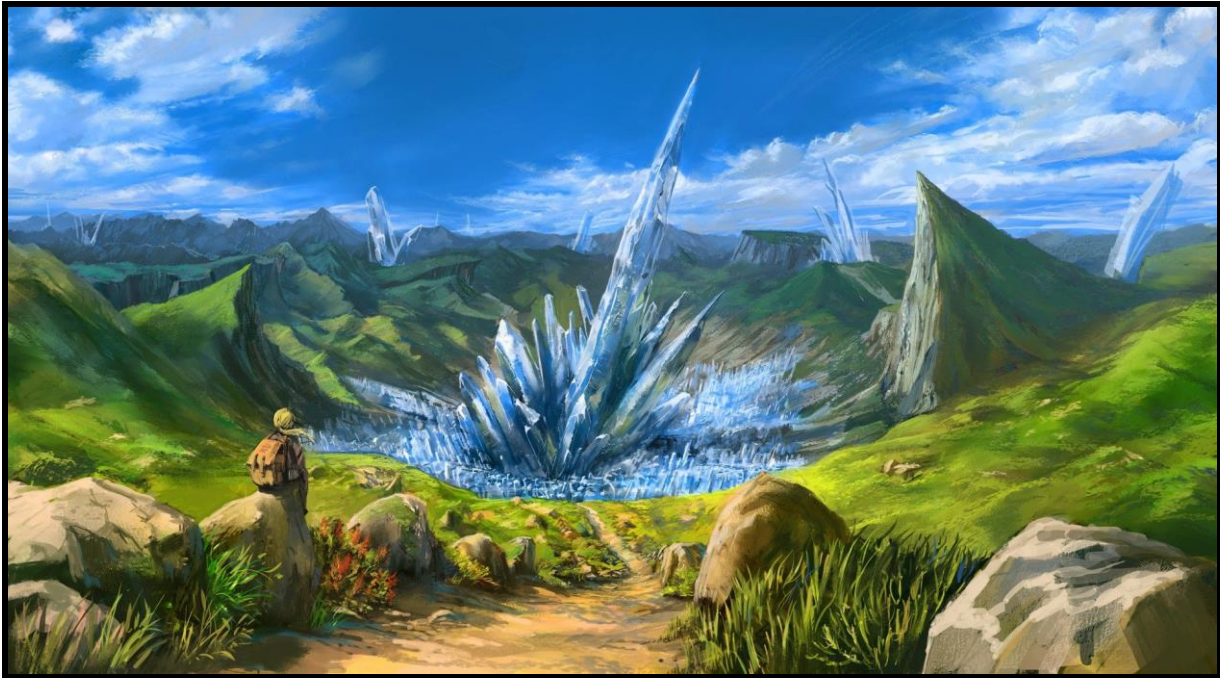
In 172AC The Nucleus of Sphere explodes finally (see GSM PDF pages) and with it it also destroys the Chamber of Spheres. Before this date crystals will slowly have less 'souls', and are of smaller size, and lower level as the global amount of Radiance slowly drops. Reduce the rolls in the table by 1 for each Day of Dread that year has.

Elves immortal like he had become using the Radiance. Shamans and Raffel, and even Raffel may appear himself in case of combat within the temple, to protect the Artifact. His intent is to make Shadow crystals used within. The chamber in total is a magical nuclear reactor, combining ways: Metal cylinders, pipes, boilers, supports and frames fill the huge area. The chamber in total is a magical nuclear reactor, combining technology and magic principles. Both this and the elves desire for aesthetics make it look strangely graceful almost eerie, even a single pipe filled, decorated, etched and sweeps a gentle arc on the ground. The shamans can within this chamber directly draw energy from the many spheres themselves look like bright globes with whirling crystals suspended within them. Soul crystals are incorporated into the machinery in many The Chamber of Spheres in the temple of the City of the Stars is full of humming, complex machinery unlike any character has ever seen. The on the surface (see Threshold 10 The fall & rise of the Canobarth). Eventually turn away from the path of Raffel (and many eventually end up becoming Dark Elves under Atzanteotl and later Loth, or as Pale Elves Shamans and Raffel, and even if becoming aware not understood and neglected. Unknown to Raffel this is the cause more young Shadow Elves feel taken for granted and the vigilance of them in looking for veins of Soul Crystals is insufficiently appreciated. This is unnoticed by the Shamans of the City of the Stars turn up, take the crystals, say a brief thanks, and carry them back to their own city/temple. Common Shadow this use. (he can normally sense every use, since being attuned to the Artifact). The behaviour of the Shamans cause a degree of tension and resentment among the Shadow Elves. There is something of a perception that the As these crystals do use Radiance NOT directly drawn from the Nucleus of Sphere underneath Giant city, the immortal Rad remains unaware of temple... where they are added to the newly build Crystal nuclear reactor... at least that is Raffel's plan. The religious lie enforces the Shadow Elves to retrieve any Soul Crystal, prevent others from using/owning them, and bringing them to the will effect the genetic structure of the creature using the crystals or being exposed to them, something Raffel accepts as collateral damage. by the shamans in a special way to suppress the Radiation effects. The low amounts of Radiation remaining are not enough to effect a body, but nuclear reactor giving great power to his followers. Aware of the Radiation effects (the Wasting Diseases) any discovered crystal must be blessed Raffel, as being originally a nuclear scientists, discovered that these crystals have nuclear power within itself. And he desires to create his own Radiance in 2300BC, as per that setting.)

DM only; Real Explanation unknown by anyone (including Raffel!!!): These crystals originate naturally on many locations of Mystara, are able to store radiance energy. Thus they belong to the Planets (a Megallith) biological defense system against damaging energy; aka the reason these crystals grow anywhere where Radiance is clearly prominent (Where Blackmoor once existed (Skothar & Brun), all their former lands, North Skothar, and on specific locations in Ethenegar, Rookhome, Vestland, Ostland, Soderford, Isle of Dawn where the Dwarves used Blackmoor machinery locations, deep underneath Giant, in Giant City underground, in World Mountain Ethenegar, underground in the Broken



The Great Crystal Craters of Northern Brun and Northern Skothar



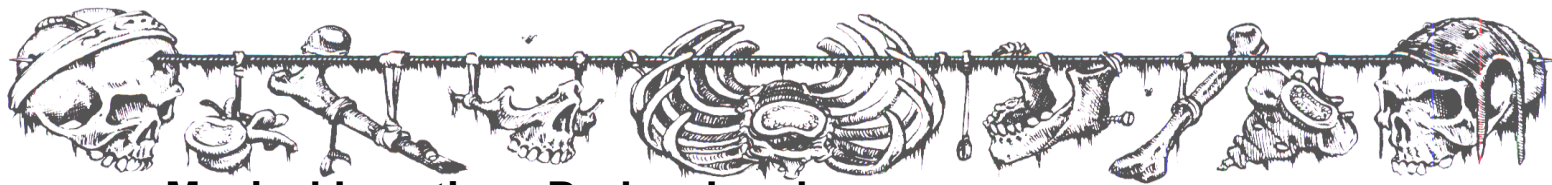
These are the Crystalline Impact craters found everywhere on the most Northern part of the Northern Hemisphere of Mystara (North Brun, Norwold, North Skothar). These are the best known crystal on Mystara, and the most occurring. They seem to be almost instantaneous created bushes of crystal of immense size (as if the impact of something is halted and transformed), and indeed these are the oldest remembrance of the GroF and are the magical reaction of Urt the Megalith (which Mystara is) literally paralyzing the Radiance holding returning parts after the GroF explosion impacting on the surface. Yet even the planet itself was not fast and powerful enough to stop the disaster and oncoming destruction. It is however proven by sages and mages, these dangerous yet beautiful crystals had nullified the most dangerous Radiance bearing impacting objects. Even up to today these wonderful crystals, are only found in craters, where only the last centuries some vegetation and lowlife succeeded to settle. These crystals have no magical powers, and those active ones are even antimagic zones, still actively capturing Radiance affected Magic, and by the elves are called ; **"Imirë ló Ingolë Hlivë"** (Crystals of Deep Magical Disease).

Mystara: The Outer World



DM; If Urt had not done this, the whole northern part of Mystara would have been a nuclear wasteland, and the Wasting Disease would be globally still be in its prime, and magic would be greatly affected both beneficially as detrimentally. Most life would be non-existent in the north, and all-over the planet the variety of most forms of life we know of our Mystara would be less than 10%, and many races would be non-existing; most dominantly the magical races like Elves, Fairies, Fairykin, sentient Plants, and Dragons would be non-existent, and mostly Vermin, Lowlife, Undead, as well as Humanoids, Giants and Humans would prevail. And although the Planet would still try to heal its received damage, by crystal zones, the disaster would be globally.

There is to be assumed at least one reality of Mystara where this happened, which can be accessed by temporal influenced Planar Gates. Many Immortals regularly visit this Planar Reality which is even dangerous to them to see how life is surviving the continued disaster effects, or they might send Mortal agents. This PDF is usable to detail the Humanoids there, beside humans and Giants as being a dominant species there.



Magical Locations Broken Lands

Red Orkia, Natoka's Grave (Power 2.5 mile radius) see; [Natoka's Grave \(Natoka Owichahe\)](#)

Red Orkia, Dartka Mesa (Power; 3.5 mile Radius (later 7 miles)) see; [Red Orc Waste \(Saya Lya-ork Yutakunisni\)](#)

Red Orkia, Central, and along Mud Creek (Power; 1 mile radius Animates Mudmen) See; [Mud pools \(Hlihila Onunwe\)](#)

Bugburbia; Trammelant (Power 1.5 miles radius) See; [Bargazhi and Trammelant](#)

The Mucks; Fairy Stones (Power 1.1 miles radius+3 miles stone path) see; [The Fairy Stones](#)

Streeel River between Twin Volcanoes and Baba Yaga Lake (Power; 60 miles long up to 500' wide) see; [How the Streeel River was born](#)

Comeback Inn (Power; Temporal Gate) See; [DA1-Adventures in Blackmoor](#) pages 7-8)

The Tempus Field (Power 3 miles radius) (see page 355; [The Tempus Field Healing Crystals](#))

Site of the 13 Witchknights of OGREMOOR (Power 2.4 miles radius) Evil Location; Blighted (reverse Bless) effect, Undead are also invulnerable to Bless, Holy water and Holy weapons, and Destructive Turning as well as any instant destructive magic here, and can enter any building (even if Uninvited or Holy buildings) (see also Page 264)

Immid, Valley of Khyr, Broken lands (Power 6 mile radius) see [Khyr](#)

Red Orkia, Along Vesubian River close to Tenwaok (Power 2 mile radius)

Ethengar/Hobgobland; Garonn/Its Jongha Kabulai (Power 3.5 miles radius)

These locations are all an Anti-Magic field; An Anti-Magic field is an area of invisible undetectable by any senses power, that nullifies **any magic** within it. Inside this zone any ongoing spells are dispelled, new spells cannot be cast, and magical items have no effect. Magical immunities and bonuses do not operate, but biological ones function as normal. For example, A Fairy can become invisible again if dispelled as *Invisibility to Mortals* is not magical but biological. A Chameleon will also be camouflaged, a Shadow will still be Invisible in the dark, and a Rust Monster does still rust any metal extremely rapidly due its bacteria. A Beholder still floats and moves about as it is a biological process,.. but its magical eye rays will not function. A Vampire's life draining and charm powers will also fail, but its summoning and bloodsucking (lowering hp) abilities will work, as well as infecting the victim with Vampirism after the 3rd infection. Shapeshifted creatures will not return to their normal state unless the change was due to a spell,(which is instantly dispelled). Alterations due to other sources do not return, but they cannot change either. Similarly, silver and wolfsbane keep harming a lycanthrope but magical weapons will no longer affect them. Animated Undead will instantly collapse, and all other Undead will start rotting as fast as any corpse would under the local circumstances, as this rot is magically suppressed no longer. They will however not perish instantly, and are still able to infect others with their form of Undead (*Those like Ghouls requiring to travel to Limbo to bind the soul can only reach the soul if slain, and return only to their body is brought outside the Anti-Magic area*). Infected victims will become free Undead only if perished (*inside or outside the area*). Undead also lose any control over other Undead. Turning Undead will also not work.

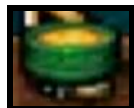
Once leaving the zone ongoing effects generated from any Magical items will instantly regain their power. A *Sword of Magical Light* for example; will stop glowing in the area, but instantly resume on leaving it, if the light conditions still exist (ie activation only on darkness for example, or a given duration, or only activate on command, etc). Dispelled spells, however, must be recast.

Magical beverages will have no effect if consumed in such an area, but if not consumed will not lose their effects which will become active once they are moved out of the zone. If a person enters a *scroll of shelter* and that scroll is then taken into this area, the field will cause the person inside to be locked down there until removed or the Anti-Magic effect ceases (which can be centuries). Scrolls can be read savly, even if cursed within these fields, as long the reader knows the writtenn language, and the curse will not affect the reade, even if leaving the area afterwards.

Anti-Magic areas spawn naturally if the area is over-exposed to Radiance, and will rarely cease to exist, other than that the area is fully destroyed or altered by natural disasters (Flood, Earthquake, Lava, etc)

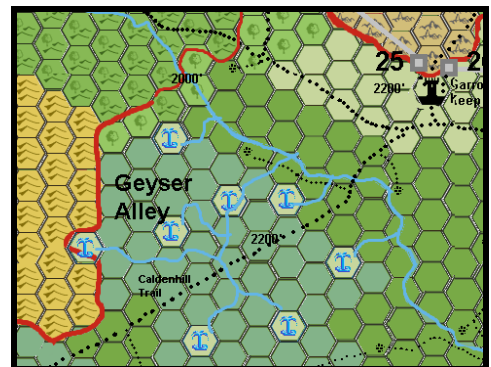
Geysir Alley (Ardelphia Corunglain border);

This region is superheated by the small downstreaming middle magma tunnel in Lower Broken Lands. As long as the Geysers function there is no magical effect. When the Shadow Elves eventually rise Aengmor, the magma tunnel will be closed to enable magma to rise. This will stop the geysers, changing them into mud pools. This mud will later be proven to have great healing properties and can be used in Ointments of healing (*needed together with Aloe to recreate the old recipe of Nithian Keoghtom's ointment*). These are stored in low crystal jars, covered by a tied cloth or soft leather, containing 1d4 + 1 doses of a thick mixture that smells faintly of aloe. One dose of the ointment is applied to the skin in one round. The creature (any living) that receives it regains 1d4+8 hit points at the rate of 1 hp/round, and after that also will be cured of any non-magical disease or poison effect (ANY poison). Both are drawn from the body by sweating it out, in an period of 3 hours. These are valued at 40+120 GP/use. The special crystal jars weigh 5 cn +1cn/use contents if empty, the ointment adds 2cn per use in the container. Containers are regularly made to hold no more than 5 usages, and no mor than 5% hold up to 10 doses, this due the risk of spoilage. The ointment will spoil if exposed to dirt, water, or air over 7 days (this will cause the top usage to stiffen and create a seal thus protecting the remaining ones). Unexposed ointments will last up to 2000 years without losing efficiency, for ach 500 years thereafter another usage is dried up.



Nathrat, Temple of Rad (Nathrat) (Power 3.5 miles radius)

This ruined temple to Rad, possible some Immortal patron of Glantri. The weather around the temple (within the area) is strange, localised storms (*Dark Clouds, Heavy Rain, sleet, or snow, incidental Lightning 1 on 20 for 4d6 damage 30' radius (save vs ½)*), Low Temperature, and strong winds (*Winds 9+*). Dreaded Dire creatures (locally called Chaos Beasts) and Undead Orcs toam the ruins and infect those with [Dreaded Dire Disease](#). A Dryad tried to prevent this and was possessed by an evil force, corrupting the Temple and the area around. **DM; apply all weather effects as given for a Thunderstorm. These extra-ordinary weather effects will be destroyed in the meteor impact of 1007AC, yet a winter temperature will remain, combined with more snow accumulation. The Evil Force, Dreaded Dire creatures, evil possessed Dryad remain until defeated.**

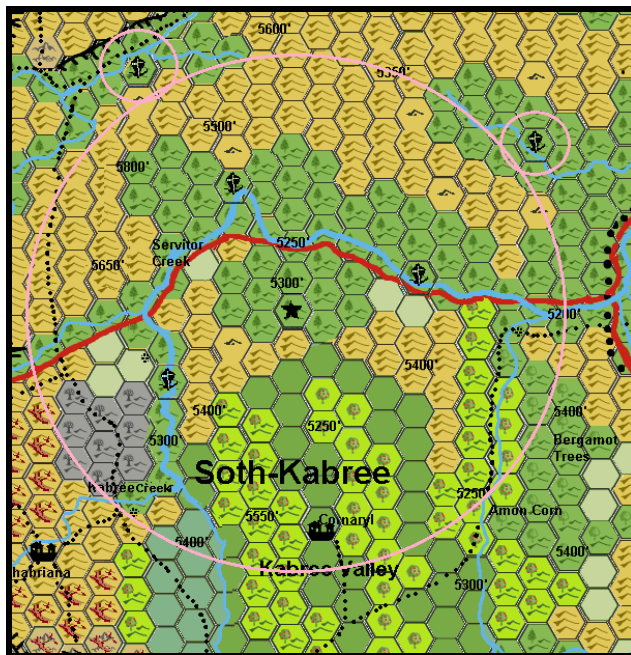




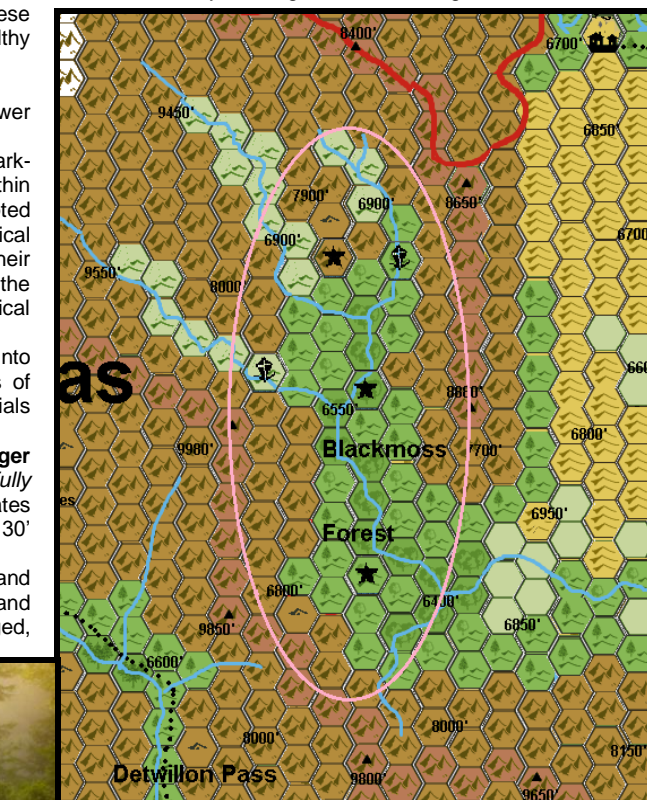
Statue of Soth-Kabree, north of Cornaryl (Power 8 miles radius on statue);



Around 800 AC Ariana was a very experienced healer and established a Temple in these Glantrian lands. The Glantrians made sure this faith never took root. Her faith has been obliterated by the anti-clerical movement in Glantri since 861AC. The only thing remaining of her faith is an unnamed female statue with a snake under a domed roof in Soth-Kabree and the recently rediscovered (See *Fountain of Health adventure; Dungeon Magazine 39*) Temple. It is assumed by a few sages that the name is a little-known identity of the



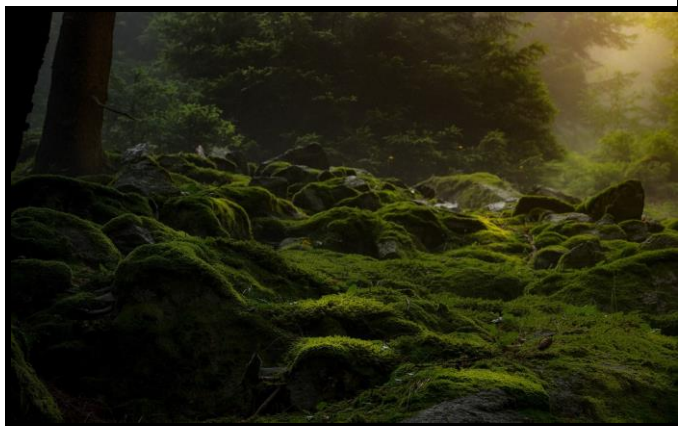
Alphatian Immortal Alphiaia yet other sages disagree. The statue does not bear a name, nor any detectable magic (other than a faint beneficial dweomer). Within the area an almost undetectable yet powerful beneficial magic is projected affecting all those born/hatched here (including plants); They gain their racial maximum in Hit Points, and their comeliense increases by 2. They also get Maximum Hit points per level/HD while living here. The people are extremely healthy, and never gain scars from any wound, as long as they heal within the area. As to others; within the area any magic of Healing gets maximum result, and Raising the Dead only requires 7 hours of rest. Natural daily healing and natural regeneration are



Blackmoss Forest; (3 locations in line in sink with crystals Power range elliptic; 4 miles wide 15 miles long)

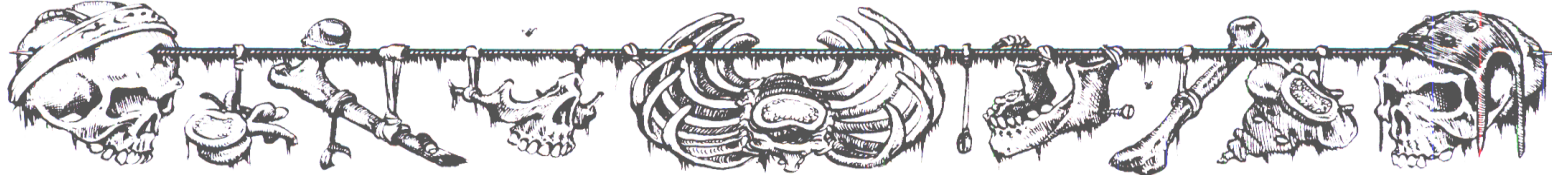
A dark and forbidding forest overgrown with non-indigenous dark-green to black mosses hanging down from rocks and trees. Within these ominous woods three Areneas made corrupted experiments, including massive spider growths, and climatological adjustments to make it more tropical homely to them. Their experiment unknowingly rooted due the two powerful crystals in the north and west of the valley, and tied the crystals and the magical experiment locations together in a weave of undispellable magic. The West Crystal location if touched Teleports the person away into the dark Forest of Herath (*Savage Coast*) without any means of return. It also emanates a hardening factor in organic materials usable for armor making. The Northern Crystal location if touched induces an instant **Finger of Death** effect (See [Rules Cyclopedia Reversed Raise Dead Fully page 38](#)). Any part of the crystal, also if removed, emanates moisture from the Plane of Water, increasing humidity in a 30' radius.

The magical locations of the Areneas emanate from their lairs and affect the whole valley in an elliptical area of about 4 miles wide and 15 miles long combined. Here the Climate has changed,



Blackmoss Forest , a region between Glantri and Darokin Close to Fort Fletcher (Darokin)

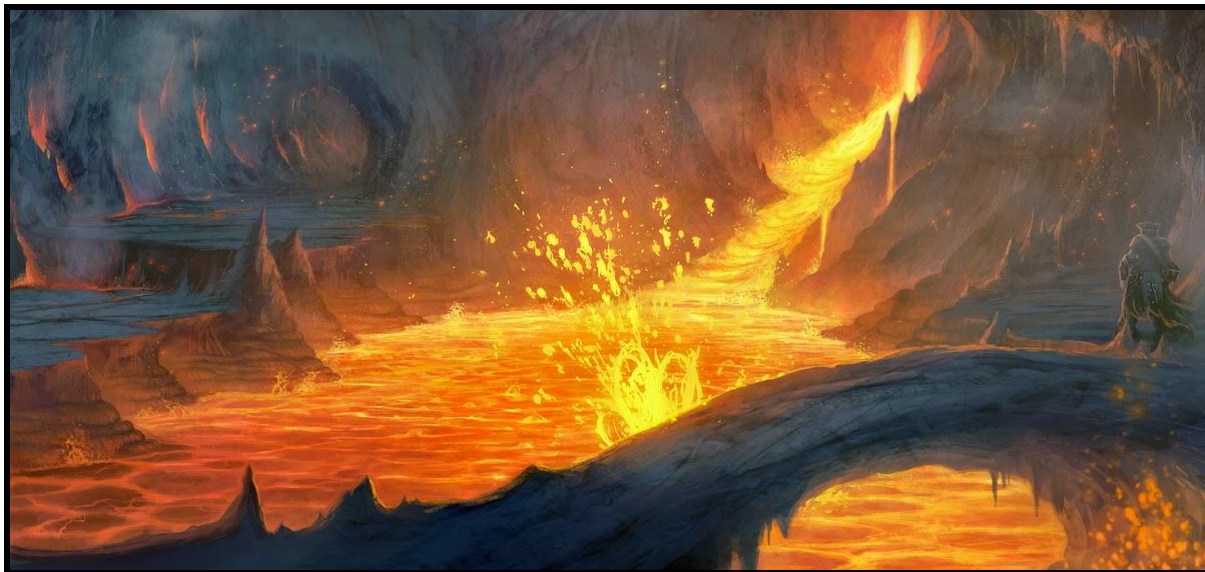
Temperature has risen thus high, snow never falls here, and no frost is ever encountered. Humidity increased and the non-indigenous mosses and spiders thrive. These are the spiders here depleting foodsources; http://pandius.com/Monster_Manual_3.pdf Spitting Spider page 589 Huge Wood Spider 583, Giant Jumping Spider 581, Gargantuan Spider + Sword Spider 580, Huge + Giant Spider 575, General Spider information 564-567 Idea Source; <http://www.zen27196.zen.co.uk/mystara/bronsdale/timeline.html>



Magma Tunnels and Rivers (*Argul Boudrid, Argulmodrim*)

Mystara's magma is unique when resembled with real world magma. Most importantly it is lower in transmitting heat, enabling to approach the magma closer, and it does generate oxygen, enabling plants and animals to breath normally in its proximity. Lavafish are amongst the most favourable creatures found in the magma, (http://pandius.com/Monster_Manual_2.pdf pages 284, as well as the *Lava Lizard* page 387, *Ash Crawler* page 388, and similar). Lava fish are fished after by mostly Shadow Elves, and sometimes Humanoids using magic enhanced tools to fish these. Humanoids sometimes use a sideways catapult slapping lured jumping lavafish dead to the nearby wall. This is called a **Vespaplang** (*Fish Katapult*).

Also Mystara's magma has a connection to the Elemental Plane of Fire enabling Fire Elemental creatures to live in or close to the magma. There are mostly only animals, although sometimes larger elemental creatures can enter the Prime Plane this way (or *visaversa*) Examples are Fire Fundamentals, Fire Salamanders, and similar (see in *AC9-Creature Catalog*, *DMR2 creature catalog*, or *AD&D2-Mystara-Monstrous Compendium*). **DM's are invited to use common animals (see above Manual link) and simply add immunity to heat and magma, and change the natural environment, while keeping all other statistics equal to the original. There are rumors of Lava Shark existing (these will have normal Shark and Lava Fish statistics merged). Other animals imaginable are Magma worms, Magma Frogs, various different Magma Fish. One advice keep it to normal sized creatures, these are dangerous enough.**



Even the air is dangerous; Each 100 yard has a 20% chance to expell sulfurous fumes from the Magma rivers. These coat the environment with a thin yellow layer of **Sulfur** (*Yog-eggikiu=Yellow Stink*). Here sulfur crystals grow in a tangle astonishingly like thorn bushes. These thorny branches of crystalline sulfur break under the PCs' fingers. (*They take no damage, but the cuts cause a burning pain and -1 THACO or -1 manual skill checks lasting for a Turn.*) As the whole area stinks far away from the Magma rivers, PCs might not notice the fumes' effect until 4-Constitution adjustment x full minutes have passed, when they experience splitting headaches and blurred vision. For each full Turn=10 minutes=60 rounds a PC spends in the gas, the character takes 1 hp of damage from the fumes. Any spell or magical device that defends against gasses or vapors will protect the wearer. Gas protection may take non-magical forms, example; the PCs could improvise temporary filters, such as soaked kerchiefs tied over their mouths; these interim measures last 1 full Turn(=ten minutes=60 rounds) at most. Humanoids (50% of all *Broken Lands Humanoids are accustomed to underground living*) and Shadow Elves living underground notice the fumes after 40- Constitution adjustment x full rounds have passed, due to familiarity, and non-magical protection lasts twice as long as to surface dwellers.

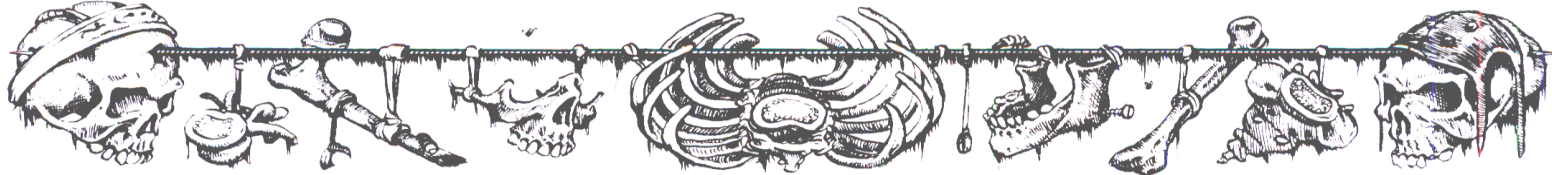
Hiss-shroom (*Spongiforma squarepantsii*): Most Humanoids know of a sponge Fungus, often growing nearby magma channels and lakes and sometimes even on the surface. When these are put in the nose, it filters the Sulfur away for 3 Hours until they are clogged, and must be thrown away and replaced. However, any round spoken or breathed through the mouth (for example with running, jumping, fighting or climbing) adds up and after each 60 such activities normal damage applies. Humanoids know not to spend too much time in these environments, yet when needed they carry many of these **Hiss-shroom** (*Nose Fungus*) in their bag.



Dwarves and Gnomes might be able to resist damage or other effects if they succeed a saving throw vs poison each full turn exposed to it. They will instantly (Int Check) recognize Sulfur fumes. This way it might be very welcome to have a friendly Dwarf or Gnome in the party. Fire Elemental creatures as well as Red, Gold, Brown and Ruby Dragons are immune to all Magma effects including gasses. Spells and items supplying magic like Survival, Lava Breathing, Fire Elemental Adaptation, Walk on Magma, Protection from Fire/Heat help preventing Magma related damages.

The **Magma** in the rivers (*Argul*); Magma burns any body at 2d10 per round, unless avoided (*a sudden burst or bubble pop can be avoided if aware by a succesful dexterity Check*). Any Ring of Fire Protection, a Phoenix Feather, a Potion of Fire Resistance, a Staff of Fire Elemental Adaptation, or a sequence of Resist Fire spells, these magics protect against all heat damage from the environment. But note that the PCs could still, for example, drown in molten lava. And in some cases they still take damage from Fire ball and similar spells, due to the impact shock of the blast (1hp/HD minimum).

Lava/Magma doesn't splash like water. To a character falling/jumping into it, it feels as solid as rock and normal falling rules apply. Don't encourage the players to try this. It is possible to swim at half normal speed and drown in Magma if magically Protected from the Heat.



Itaa Sep Ninyxrue Dothri-ut!! ([Close the Black Stone Doors!!](#)). When this command is bellowed through the caves, the Humanoids are suddenly in haste. Occasionally the magma rises, causing eruptions on the surface 1500' feet higher. This rising is a precursor of the eruptions on the surface and Humanoids are aware of this.

They made large round doors of magma resistant black stone (*possibly Basalt*). And upon this command these are rolled through their groove in a few Turns to close off the passages otherwise inundating the fertile caves behind with magma. Those on the wrong side have only a few Turns to get on the safe side, although screaming and whistling will delay the closing somewhat.

Sometimes a door is not closed enough and some magma passes through, covering a large section of the cave behind. This magma is called **Khaar Draguus** (*Dragon's Blood*) as it seeps in like blood.

When the Magma eventually sinks after the eruption, and higher access holes give visual proof of this, the doors are reopened, and excess solidified magma tossed back into the magma flow, with improvised shovels (don't be surprised former magical shields and plate mail armor are used for this, as these are often more resistant to damage).

Pity those who are still on the wrong side when the magma rises, for mostly they will die horribly, burned to death, petrified and flushed away in the magma currents, if they do not die from the pressure alone. The spell Resist Pressure combined with a Fire Resistance as well as a Survival will be the only magical way to secure survival other than Teleporting away. Nonmagical survival is extremely rare, and the character must be a good and fast climber to reach one of the upper viewing holes, otherwise, a prayer to your Immortal would be wise. Your body will mostly be lost, and this might save your soul.



Mushrooms Forests

The caves of the Lower Broken Lands are huge, the largest stretching over 100 miles. A forest of colossal pillars support the vaults, arching up to 300 feet high. The bottom of these caves is very uneven, deserving its name; the Lower Broken Lands. Their depth range from 700 to 1600 feet below the surface. The largest cavern complex can reach several miles wide. Rivers bubble up to the caverns or seep in from above, creating underground lakes, creeks and rivers. Three underground rivers fall into the Lava Flow, producing a fearsome roaring noise and a thick fog that fills the caverns. These hot and humid caverns are all of volcanic origin. Fertile soil has accumulated through the generations, allowing an exuberant, fast growing, fungal vegetation thriving on underground river banks.



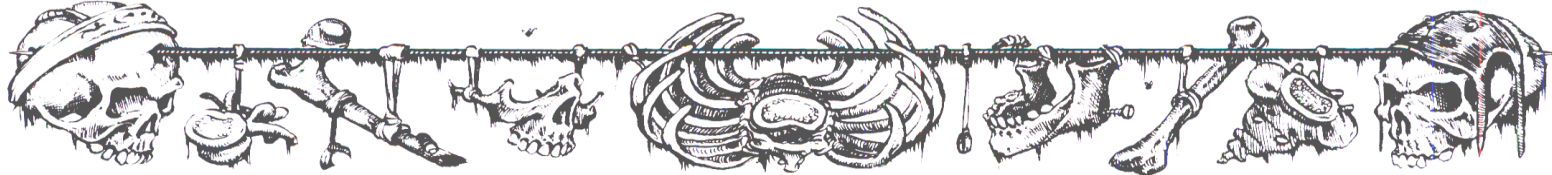
This vegetation supports a natural wildlife adapted to the underground environment. Because of the high fertility, the world below became a complete monster wonderland where everything feeds on everything.

The description of each individual underground region is found in [Gazetteer 10 - The Orcs of Thar](#) page 4-13.

Some of the Lower Broken Lands Funghi are depicted in [Gazetteer 10 - The Orcs of Thar](#) page 36, other can be found in the [Monster Manual 3 Lowlife.pdf](#) pages 759-839. Most of these can be found somewhere in the Lower Broken Lands.

A Mushroom Forest is similar to a normal forest, yet instead bushes and trees, grass and flowers, it has large and gigantic mushrooms growing on a fungal carpet and spore clouds. There is actually no direct canon information about these areas, other than some encounter and fungal information, so here is my take on this as per canon Rules Cyclopedia with some additions.

- 1; Chance of an encounter is 1-2 on a D6 once per 12 hours, or attracting by noise or scent. Attracted animals will always be predators or Humanoids. Scared Animals, on a 6 on the same D6, have fled away before the characters do meet them, leaving tracks, droppings, or feeding remnants behind.
- 2; Movement is 66% of the character's normal movement, yet this may be decreased to 50% if the area is also damp and wet (thus slippery).
- 3; Charge attacks cannot be made in Mushroom Forests unless the DM decides a flat and non-slippery terrain is available.
- 4; A Swoop attack cannot be made in Mushroom Forests unless the DM decides an open area large enough to enable such an attack (10 times wingspan wide and long minimum).
- 5; Wagons and Carts cannot be used in a forest unless on a trail.
- 6; Normal getting lost is 33%, without light or infravision 75%.
- 7; Skills appropriate for a forest will work here as well, unless they are targeted against wood, trees, leaves and such, as these do not exist here, and are fully displaced with various funghi.
- 8; Humanoids Dwarves and Shadow Elves know the Fungal parts to collect to make a fire. Keep in mind a fire increases the chance of an encounter by +1 of an Intelligent Creature, Humanoid or predator. Most other animals fear the fire.
- 9; In Mushroom forests the chance of a forest fire is very low (5% under right circumstances) due lack of combustibles and high amount of moisture, and even if these happen they rarely cover an area over 100 yard.
- 10; When a Shadow Elf character completes a Stronghold, he or she will develop a friendship with the animals of the Mushroom Forest (Bats, rodents, predators, Lizards, etc.). All normal animals (not insects, arachnids, lowlife) within five miles of the stronghold will be friendly toward the Shadow elves dwelling there. Animals will be able to warn of approaching strangers, carry news of events, deliver short messages to nearby places, etc. In return for these services, the animals will expect the Shadow Elves to help and protect them.
- 11; A druid might decide to become the Fungal Forest's protector like in a normal Forest, if he/she sees it is in balance. In the broken Lands this is very rare, there do exist, however, **Togo Woodbearer**; an **Orc 5th, Ahyumha**; a **Red Orc 3rd** and **Car-Doard**; a **Bugbear 4th** shaman/druid. These do not follow the normal Humanoid Immortals but Mother Nature Ordana, Atruaghin, and Zirchev accordingly. As standard with Druids, these humanoids are true neutral, yet rarely have met other Druids. They receive normal Druid spells, yet do not gain any specific Druid abilities unless studied by using a skill (and filling a skill slot).



Mushroom Swamps (*Wie-shroom Nekhigh*)

A Mushroom Swamp is similar to a normal swamp with trees, yet instead bushes and trees, reet and flowers, it has large and gigantic mushrooms growing on a fungal carpet and spore clouds, inundated by water and floating funghi. The water is everywhere, and between the giant funghi's rhizomes (Rootsystem) channels of a few feet deep and between 5 and 20 feet wide. The very few trail through these areas are all on the drier parts of the swamp, using fallen funghi as bridges, and passing through undep flooded areas.

Although there is no actual weather pattern, the high humidity causes water vapor to cling to rock walls, ceilings, stalactites, and mushrooms, giving the general experience of a continuous light rain. This feature give the area its Gobbleton name **Wie-shroom Nekhigh** (*Rain Mushroom Swamp*).

There are two main Mushroom swamp varieties. The open and crowded variant. The open has large areas between vegetation, the tight is like a morass Jungle, where everything grows over, under and next to each other. It is close to being a Fungal Jungle, yet these are drier. There is actually no direct canon information about these areas, other than some encounter and fungal information, so here is my take on this as per canon Rules Cyclopedia with some additions.

- 1; Chance of an encounter is 1-3 on a D6 once per 12 hours, or attracting by noise or scent. Attracted animals will always be predators or Humanoids. Scared Animals, on a 6 on the same D6, have fled away before the characters do meet them, leaving tracks, droppings, or feeding remnants behind.
- 2; Movement is 50% of the character's normal movement, yet this may be decreased to 33% if the area is regularly obstructed by large Funghi close to another, or fallen Funghi.).
- 3; Charge attacks cannot be made in Mushroom Swamps.
- 4; A Swoop attack cannot be made in Mushroom Swamps unless the DM decides an open area large enough to enable such an attack (10 times wingspan wide and long minimum).
- 5; Wagons and Carts cannot be used in a Mushroom Swamp unless on a trail.
- 6; Normal getting lost is 50%, without light or infravision 75%. Canoes can be used to traverse through the deeper wet areas in a Fungal swamp, otherwise getting lost is increased to 80% du many course diversions.
- 7; Skills appropriate for a forest will work here as well, unless they are targeted against wood, trees, leaves and such, as these do not exist here, and are fully displaced with various funghi.
- 8; Humanoids Dwarves and Shadow Elves know the Fungal parts to collect to make a fire. Keep in mind a fire increases the chance of an encounter by +1 of an Intelligent Creature, Humanoid or predator. Most other animals fear the fire.
- 9; In Mushroom swamp the chance of a uncontrolled fire is impossible due lack of combustibles and extremely high humidity. Even if these happen they rarely cover an area over 30 feet diameter.



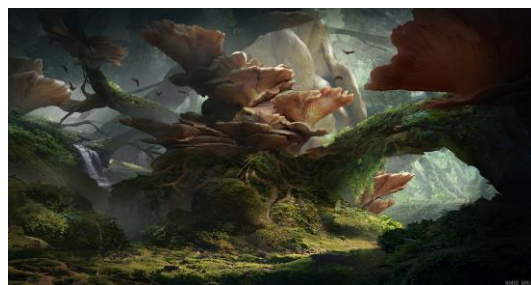
Incidental Mushrooms (*Shroom*)

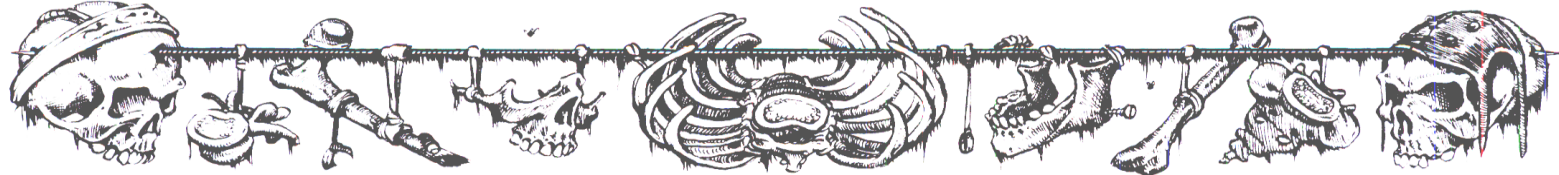
Incidental Mushrooms are mostly a small cluster of Mushrooms radiating out from a larger older version, yet thus it is possible only a singular mushroom stands which did not as of yet expands its propagating stools through its Rhizomal (root)network.

These mushrooms can be of any kind, and are mostly young and only recently a shroom pawned from the mycellium. The area will be moisterous and provide organic matter of any kind the specific myshroom variety prefers. To keep it simple; a mushroom spore landed on a preferable underground in the right conditions, created a mycellium, and spawned a primary shroom, to enable it to spread spores.

Spores can cling to anything, or wander through the air for decades, and most living entities be it plant, animal or other thus will carry several different spores with them. Sometimes these live internally and help in the creatures digestive systems (an roughly estimated 25% of any creature's weight is from plants, fugh, and animals living inside and on a creature). These will eventually help in decaying the creatures remains when it died. It is part of a natural process to use the available materials. Upon several dead bodies funghi will start to grow when the right conditions are met.

The funghi known to do this are listed in the Gazetteer 10 list as well in the MMMC Lowlife under Funghi. These may also be wandering Funghi.





Encounters in Lower Broken Lands

The temperature in most of the Lower Broken Lands, is stable throughout the year at 12°C (55°F) which is ideal for keeping the animals, maintaining fresh water supplies, and more importantly for keeping the food fresh. Of course excluding all used areas close to the Magma which reach up to 50°C (122°F), those unused are even hotter.

Close to the **Magma Rivers and Lakes** the volcanic toxicity in the air may cause irritation on the airways; especially Wood Elves and other creatures used to clean air are vulnerable to this. They feel the air as almost suffocating with a brine stench. **Creatures have a 15% chance to be vulnerable (wood elves 30%), and the effect is a reduced constitution of -1 in cases where breathing rolls are applied (holding breath, running, the amount of combat rounds in a run before fatigue sets in, etc).** Humanoids, Shadow Elves, Elemental creatures and most animals or monsters are immune, but draft animals like horses, oxen and such are not. Dog, Cats, Wolves, Lupin, Tortles and Rakasta are also immune, yet greatly dislike the scent as it penalizes their smelling ability by 50%

The following table gives the chances of finding something within a 10.000 square yard area. This can be along the route covered 25 yards on either side of the passed route for 200 feet length, or in a roughly 100 x 100 yard area. This takes 1 Turn of time (either real time or delay time while travelling), and a successful survival skill check if available.

Chance of Finding;	Drinkable water	Medicinal / Edible / Functional plants	Fuel for Fire	Wandering Monsters, Creatures or Humanoids
Mushroom Swamp	22%	40%	5%	1 on 8/Hr
Mushroom Forest	18%	40%	10%	1 on 6/Hr
Magma river	1%	2%	40%	1 on 4/Hr
Any other	15%	33%	15%	1 on 4/Hr
			x2 if making noise x3 if making visible signs	

Wandering Monsters

Actually not all of these are monsters, but most are Humanoids, natural creatures AND monsters, living locally or traversing the area. Unlike as per Rules Encyclopaedia (1 on 1d6), use the rolls as given in above table. Multiply rates and chances per Hr by disturbance. Thus a noisy PC in summer must check twice per Hr on 1-2 on 1d8 to attract creatures. And if he carries light at night or smoke at day three times at 1-3 on 1d8. If he makes noise and light it is even doubled. Green and Yellow listed creatures will mostly try to run away, and the encounter be no more than a glimpse or traces of the creature moving away. Actually only predators or sentient creatures will investigate and maybe attack abandoning their main lair settling temporarily elsewhere with friendly dragons. When close to bioluminescent funghi the chance for encounters is increased by +1.

Almost all other Creatures listed in the following tables (for each Humanoid nation in the Broken Lands) can be found in TSR 1071 The D&D Rules Cyclopeda, TSR 2501 AD&D2- Mystara Monstrous Compendium, TSR 9438 - DMR2- D&D-Mystara-Creature Catalogue, TSR 9173 - D&D - AC9 - Creature Catalogue or otherwise in my Mystara Monster Manual Compilation books <http://pandius.com/mnstrmnl.html>. Some, however, might vary a bit and are explained next to the table were they are mentioned.

The tribal structure of the Humanoids is thus a matter of survival for Humanoids in this hazardous environment. No self-respecting Orc would grow crops if not out of necessity; this is rarely one of their skills. Instead, humanoids send foraging and hunting parties to gather food--a dangerous activity but a much more exciting one. The world below can support an abnormally large amount of population.

Local Humanoid; This ofcourse depends on the nation the section of the Lower Broken Lands belongs to. Mostly these are the dominant race. The DM may alter these to any of the non-dominant races available from that nation.

Non-Local Humanoid; These are mostly individuals, friends or troops of Thar wandering about.

Common Rodents

Mice, Hamster, Guinea pig, Mountain Mice

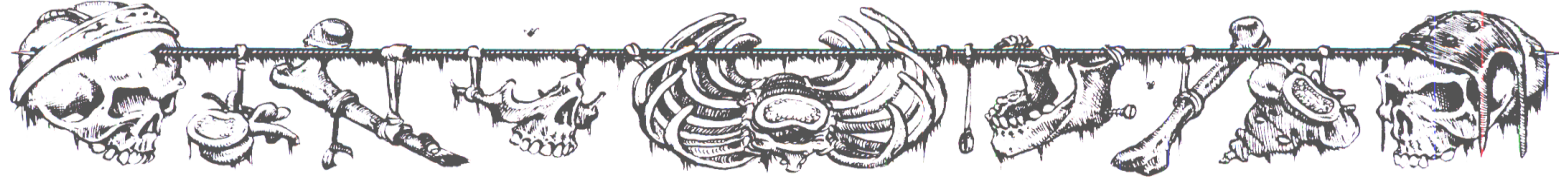
Insect Swarm;

Bugs, Beetles, Flies, etc.

Animal Herd

Boar. Act as herd. May have 1 Humanoid herder 25%.

Lower Broken Lands Dry			Lower Broken Lands Magma Rivers		
1d100	type Encountered	number appearing	1d100	type Encountered	number appearing
01	Giant Bee	1d3	01	Steam Weevils	1d3
02-03	Local Humanoid	5d4+50% 1 caster	02-03	Local Humanoid	5d4+50% 1 caster
04-07	Local Humanoid	3d6+ 1 caster	04-07	Local Humanoid	3d6+ 1 caster
08-10	Non-Local Humanoid	2d6+ 50% 1 caster	08-12	Non-Local Humanoid	2d6+ 50% 1 caster
11-12	Chimera	1	13	Chimera	1
13-15	Local Humanoid	2d14+1 casters	14-16	Local Humanoid	2d4+1 casters
16	Basilisk	1d2	17	Fire Salamander	1d2
17	Caecilia	1d2	18-19	Fire Snakes	2d4
18	Geonids	1d4	20-22	Fire Fundamentals	2d12
19-22	Insect Swarm	1d4	23-24	Hell Hound	2d4
23-26	Skitterlings	3d10	25-26	Fyrefly	1
27-29	Rats	2d10	27-31	Steam Bats	3d20
30-31	Spiders	2d10	32-35	Lava Fish	2d6
32-34	Common Rodents	2d12	36-40	Spiders	2d12
35	Cave Bear	1d4	41-42	Skinwings	1d4
36-37	Cave Locust	2d12	43-45	Lava Fish	2d12
38-39	Albino Lizards	2d12	46	Fire Elemental	1d2
40-43	Obstacles	1	47-49	Obstacles	1
44-45	Osquip	2d4	50-51	Ash Crawler	1d8
46	Haunt	1	52-53	Local Humanoid	1d4
47	Giant Weasel	1d6	54	Fyrsnaca	1
48	Hellhound	2d4	55	Hellhound	2d6
49-52	Stirge	2d20	56-59	Cave Locust	2d10
53	Shadow Elf	1d4	60-61	Shroud Spider	1d10
54-55	Hypnosnake	1d4	62-65	Red Worms	2d12
56-57	Giant Rat	2d4	66	Dragonne	1d2
58-59	Shroud Spider	1d12	67-68	Fire Drake	1d4
60-61	Snake, Viper	1d4	69	Shadow Elf	1d4
62-64	Giant Hunting Spider	2d4	70-71	Cloaker	1d6
65-66	Giant Ant	4d6	72-74	Trapper	1d2
67	Purple Worm	1d2	75-76	Tuatara Lizard	1d2
68-69	Tuatara Lizard	1d2	77-81	Robberfly	4d4
70-73	Robberfly	4d6	82	Humanoid Shaman	1d2
74-76	Cave Cricket	3d20	83-85	Trap	1d12
77-78	Rock Python	1d4	86	Haunt	1d4
79	Gold Dragon	1	87	Humanoid Wicca	1
80-81	Displacer Beast	1d4	88-89	Displacer Beast	1d4
82-83	Ropers	1	90	Red Dragon	1
84	Boar herd	2d10	91-93	Obstacles	1
85	Dwarf	2d3	94	Dwarf	2d4
86-89	Common rodents	2d10	95	Rockmen	1d4
90	Cyclops	1d2	96	NPC Party	2d3
91	Boneless	1	97-99	Skeleton	2d10
92	NPC Party	1d6+1	00	NPC Party	2d3
93	Humanoid Lycanthrope	1		Predator -2 reaction	
94-95	Skeleton	2d8		Defensive -1 reaction	
96-00	Trap	1d12		Defends only, or flees	
				Prefers to flee	
				No Reaction	



NPC Party

These are rolled as explained in the Rules Encyclopedia or chosen by the DM.

Bandit

(Glantrian/Darokinian/Ethengerian); these hide from the official and may assume a false identity if discovered (often as farmers or merchants in need) they absolutely do not want to go to Glantri (and if forced or guided, try to return as soon as possible under whatever ruse or lie).

Dragons; As explained above.

Boneless MMMC Lowlife Page 720

Fly; Any choose from MMMC Lowlife pages 712-719

Black Puddings (often grey or rock colored surprise 5 on 6 (visible by infravision) As RC or MMMC further.

Undead like Zombies or Skeletons are mostly tools of local Wicca or Shaman, and set to guard or patrol. They are of various racial build-ups.

Shaman, Wicca; Mostly these are the dominant race. The DM may alter these to any of the non-dominant races available from that nation. Mostly Component searcher. Caster Level half to maximum limit of that race.

Shadow Elves (Random level as RC-NPC Elves) often carry a Porador Breakfast; compressed food to a mouthful quantity. They often have 4 or more of these with them depending how long they are away from home. 2 cn, normal price day ration x2 elsewhere. Humanoids call these Belly-Full (Gobbleton; **Moag-Libi** Orcish/Tarsh; **Romm-Tomm**, Tharian; **Belly-Tomm** and enjoy these.

Predatory Fungus

DM. Choose one from MMMC Lowlife

Bioluminescent Green Slime; As normal Green Slime; See MMMC Lowlife, and the following Chapter on Bioluminesce.

Obstacles

See Obstacle table below

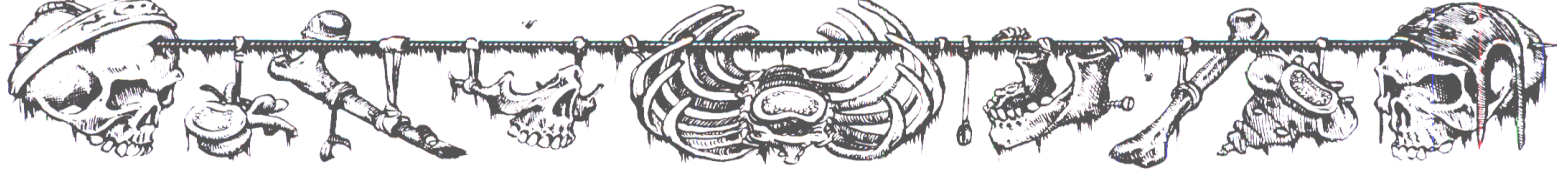
Trap

See Trap table at [The Goblin Maze](#)

Lower Broken Lands Mushroom Forest			Lower Broken Lands Mushroom Swamp		
1d100	type Encountered	number appearing	1d100	type Encountered	number appearing
01	any Giant Fly	1d3	01	Giant Bluebottle Fly	1d3
02-03	Local Humanoid	5d4+50% 1 caster	02-03	Local Humanoid	5d4+50% 1 caster
04-07	Local Humanoid	3d6+ 1 caster	04-07	Local Humanoid	3d6+ 1 caster
08-10	Non-Local Humanoid	2d6+ 50% 1 caster	08-12	Non-Local Humanoid	2d6+ 50% 1 caster
11-12	Rust Monster	1	13	Rust Monster	1d3
13-15	Local Humanoid	2d14+1 casters	14-16	Local Humanoid	2d10+2 casters
16	Lizardmen	1d4	17	Lizardmen	1d4
17	Troglodyte	2d4	18-19	Troglodyte	2d4
18	Troll	1d3	20-22	Troll	1d4
19-22	Insect Swarm	2d4	23-26	Insect Swarm	2d6
23	Adventurer	1	27	Obstacle	1
24-28	Common Rodents	2d12	28-33	Common Rodents	2d20
29-30	Ghoul	1d4	34-36	Ghoul	2d4
31-34	Rats	2d12	37-38	Herd of Goat	2d12
35	Black Pudding	1	39	Black Pudding	1
36-37	Carriion Crawlers	1d6	40-41	Carriion Crawlers	1d6+1
38	Berserker	1d4	42-43	Cold Water Piranha	1d4
39	Purple Worm	1	44	Slime Worm	1
40	Predatory Fungus	1	45-46	Grey Ooze	1d3
41	Giant Snail	1	47	Giant Slug	1
42-43	Giant Ants	2d4	48-49	Shadow	1d8
44	Any Fairy	1	50-54	Sirges	3d10
45-46	Osquip	2d4	55	Gelatinuous Cube	1
47-48	Viper Snake	1d6	56-57	Constricting Snake	1
49-51	Common Leeches	2d12	58-60	Predatory Fungus	1
52-54	Strangle Vines	1	61-62	Bioluminescent Green Slime	1d4
55	Cyclops	1	63	Cyclops	1
56-57	Grey Ooze	1d4	64	Giant Crab	1d3
58	Cockatrice	1d3	65	Malfera	1
59	Dragonne	1	66-70	Common Swampfish	2d20
60	Earth Drake	1	71	Earth Drake	1
61-64	Insect Swarm	1d8	72-73	Giant Eels	1d6
65-66	Shadow	1d6	74-78	Common Leeches	2d12
67	Wild Giant Slugs	1d8	79	Giant Catfish	1d2
68	Randara	1d2	80	Randara	2d4
69-73	Robberfly	2d4	81-83	Robberfly	1d12
74-76	Herd of Boar	1d12	84-85	Giant Leeches	1d4
77	Shaman or Wicca	1d4	86-87	Swamp Termites	1d4
78-82	Albino Lizards	1	88	Ochre Jelly	1d4
83-84	Obstacle	1	89-90	Giant Frog	1
85-86	Predatory Fungus	1	91	Giant Poisonous Frog	1
87	Shadow Elf or Dwarf	2d4-1	92	Shaman or Wicca	2d4-1
88-92	Common Rodents	2d20	93-97	Common rodents	2d20
93	NPC Party	1d6	98	NPC Party	1d6
94-00	Stirges	3d10	99-00	Water Weirids	1d4
	Predator -2 reaction			Predator -2 reaction	
	Defensive -1 reaction			Defensive -1 reaction	
	Defends only, or flees			Defends only, or flees	
	Prefers to flee			Prefers to flee	
	No Reaction			No Reaction	

Underground Travel Obstacles						
Roll once per	Type	Daily Travel Time Effect	Primary / Main Trail	Common Trail	Tertiary Trail	Off Road
1d10	Add Trail Adjustment =>		-1 per 12 Hr	0 per 8 Hr	+1 per 8 Hr	+2 per 3Turns
5 or lower	Non blocking Rockfall, Low Seismic, Fungal parts Fall or Spore Cloud, Predator, etc causing caution	Slows Travel Time	by 50% 1Hr	1d2 Hr	by 1d6 Hr	by 2d4 Hr
6-9	Fallen Stalactite, Carcass Giant Creature, Unknown Magic or effect or caster, etc	Delays Travel Time	by 1d2 Hr	by 1d3 Hr	by 1d6+1 Hr	by 2d4+1 Hr
10 or more	Collapsed Tunnel Wall or Ceiling, Demolished Passage, Collapsed Waterway Ceiling, Marauding Humanoids, Rerouted by Shadow Elves, Fallen Funghi	Prevents Travel, enforces taking a new route (Map+Know Terrain Skillcheck)				
	Removing these obstacles are determined by DM within reason					





Bioluminescence

Bioluminescence is the production and emission of light by living organisms. Bioluminescence occurs widely in marine vertebrates and invertebrates, as well as in several fungi. Many microorganisms including some bioluminescent bacteria, and insects such as fireflies. In some animals, the light is bacteriogenic, produced by symbiotic bacteria (similar like the Rust Monster eats metals only due the bacxteria living on it); in others, it is autogenic, produced by the animals themselves. In earlupest written history Sages mentioned that damp wood sometimes gives off a glow. Many centuries later others showed that oxygen was involved in the process, in both wood and glowworms. It was not until 900BC that bioluminescence was properly investigated by the Elves of Alfheim and the Erewan Elves in the Great School of Magic. The phenomenon is widely distributed among animal groups, especially in marine environments. On land it occurs in fungi, bacteria and some invertebrates, including insects and slugs.

The uses of bioluminescence by animals include counterillumination camouflage, mimicry of other animals, for example to lure prey, and signaling to other individuals of the same species, such as to attract mates. Many Bioluminescent plants and Funghi exist on Mystara. And there are Crystals which may shed light.

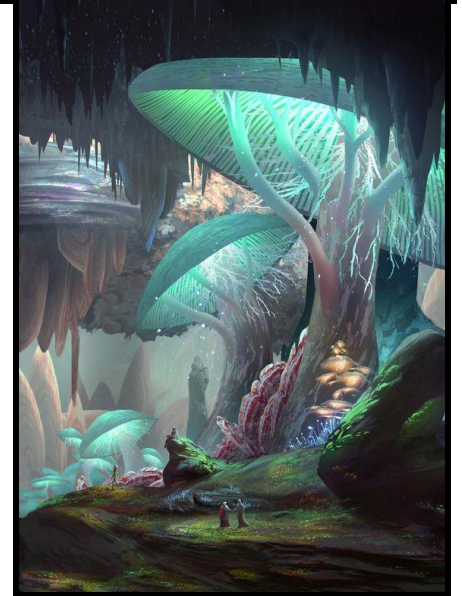
Bioluminescence occurs widely among animals, especially in the open sea,

including fish, jellyfish, comb jellies, crustaceans, and cephalopod molluscs; in several fungi and bacteria; and in various terrestrial invertebrates including insects. In marine coastal habitats, about 2.5% of organisms are estimated to be bioluminescent, whereas in deep sea habitats, about 76% of the main taxa of deep-sea animals have been found to be capable of producing light.

Most marine as well as fungal light-emission is in the blue and green light spectrum. However, some loose-jawed fish emit red and infrared light, and the another fish emits yellow light. Fungi make light so they are noticed by insects who can

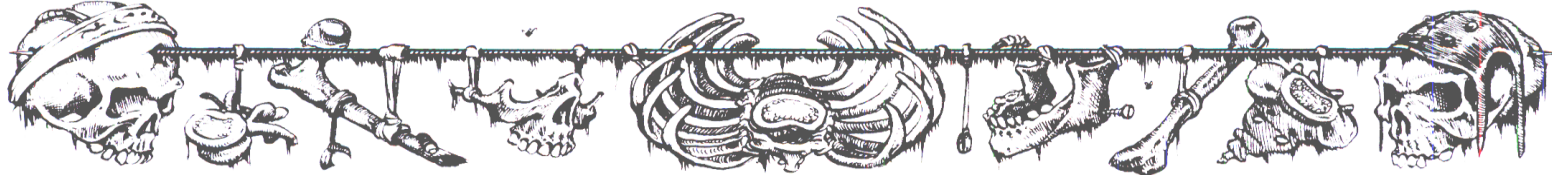
help the fungus colonise new habitats. They lure an array of ants, cockroaches, flies, beetles, spiders, slugs, snails and centipedes. Such creatures, after crawling on a real bioluminescent mushroom, disperse fungal spores around the forest. This in the reason there is a higher chance of encounters near bioluminescent funghi.

Humanoids as well as Shadow Elves use bioluminescent Funghi to light paths and corridors with a more regular usage or an important use. In secret corridors



these funghi are removed. These funghi grow often on ceilings where they have their preferred air (Temperature as well as components, warm air goes up, and exhaled air is warmer and contains more CO2 as well as water). These funghi are mostly carpet like layers living between the crevaces of a ceiling, as well as between stalagmites.

Other forms grow like Green Slime on the water, or even underneath. These do so to attract prey. Although a different species these bioluminescent Green Slime have the normal game statistics.



Inhabited Caves

Humanoids, like humans began living more like primitive beastmen, hiding in caves for predators. Where Humans much earlier in their technological evolution left these caves, the Humanoids are only just on the verge of doing so. Their life through history was mostly going from one cave(system) to another, with some temporary camps or forts to do battle inbetween. And this tendency still exists anywhere on Mystara. Even Humanoids somehow accustomed to Human cities and its benefits (even to them) prefer to live in their camps and cavesystems. It is the main reason why the Humanoids all stayed in the Broken Lands when they arrived. Not only the character of the nature befitting their tribal hunter/gather style of living, but foremost the availability of the many caves, tunnels on the surface giving access to a whole other area with an abundance of food, and to live and hunts as they are biologically build for.

Though chaotic as most Humanoids are, there are some aspects introduced to them, they truly enjoy. One of these is the Sindian influence of Ogres from Ogresmooor of flattening the floors of inhabited caves. Though this is partially done by continuous movement as well as swipping unwanted stuff aside or out, most Humanoids (Trolls are not understanding this peculiar behavior) have their active inhabited cave with a flat floor. Ogres liallyr pound the floor to a flat sheen, by using feet, and heavy slates as well as water. Most other Humanoids go not as thus far, even though individual Humanoids may like this, all others are content with a reasonably flat floor, flagstone or straw covered. When asked most Humanoids say they do not like sharp stones in feet or splinters. Wicca and Shaman say a flat vfloor is better for praying, or making magic, as to much gunk or sharp stones might disturb the delicate process of meditation or magcally enchanting.

Formerly inhabited, yet abandoned caves are easily identifiable for the amount of debris and disturbance on the floors. If there would be humanoid available, this would be seriously less prominent.

Doors and Chambers

Living underground in the Lower Broken Lands also provided the residents protection from the weather which is very hot in summers and very cold in winters.

Most Humanoid do not seem that industrious, yet when in soft stone, they often go loose. Entire underground settlements are carved from soft rock made from layers and layers of ash called "tuft" that spewed from the volcanoes in the forming of the Broken Lands. Whole mazes of interconnecting multilevel villages come to be. *Lower Udgar, Camp Rox, Ul'guzud Fortress, Blue-Bellies Camp, Lower Fort Akrass, Pooth Camp, Black Toes Camp, and Camp Kol-Tarkhee* all these have these settlement chambers. Beside being multilevel, each altitude may have its own purpose; Bed, storage, Prison, toilet or trapping (last three can be the same). There are many ventilation ducts and chimneys in each settlement that provide the residents with fresh air even when they are deep within the city.

The settlements contains all types of rooms including stables, training chambers, cellars, storage rooms, water tanks, wine and oil presses, and even chapels. There are also niches for oil lamps.

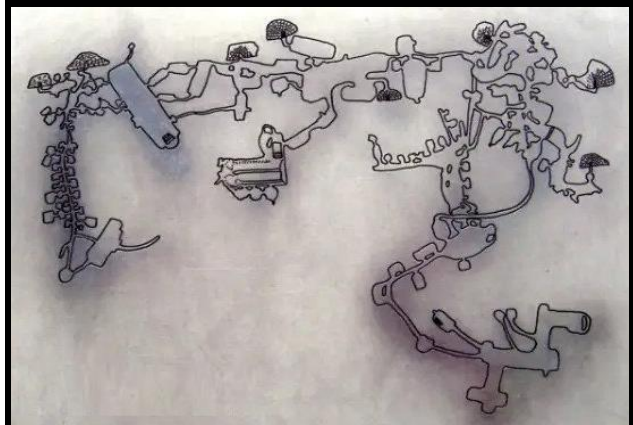
Family rooms and communal places where people could meet, worship or work are connected by an extensive network of tunnels, passages, inclined corridors, and staircases.

Each level is connected to the next level by a hallway with a round stone door. The passages are narrow to force people to pass in a single file, making it easy to defend if enemies entered the city. The Humanoids mostly use ladders to descend the levels and the tunnels are used for the animals.

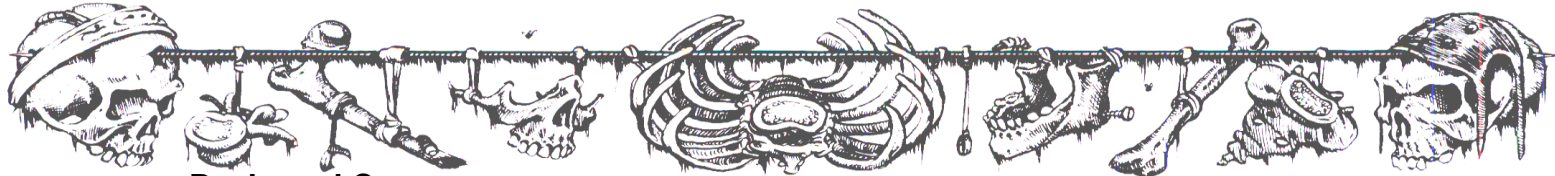
Each chamber or residence is partitioned by more common doors and curving corridors just wide and high enough to be used by the average local Humanoids and animals used. These doors are thought of being only burlap or pieces of leather hung up, or more known wooden doors in a frame with mostly hinges of rope or pin-hole connections. These doors however do only exist within chambers of a residence.

Access doors are something completely different. These are mostly large round stone circles with a central hole (almost like Mill stones) which are placed on a slow ramp in front of the door. When closed, it is almost impossible to enter from the outside. The hole is used to lift the door to its open position. Sometimes these are true holes, through which missiles or spells can be used while still being fully covered.

Based on [Derinkuyu Cappadocia Turkiye](#)



A map of The Blue-Bellies Camp chambered settlement



Reshaped Caves

Above the Chamer settlement, there are several forts. Humanoids have a tendency to adorn walls with bones and skulls to prove their strength and fighting capabilities. And when visiting the Lower Broken Lands there seems to be no limit to several of these Skulls and reshaped forts, fortresses and camps. Some Skulls are literally of a size even Giants would find gigantic, and even though the Humanoids say, and on first examination these are normal bones and skulls, sages know there do not exist creatures, let alone Humanoids with such ridiculous sizes. There must be another reason, and Magic seems to be the culprit again.

Humanoid Wiccans have used a rare mineral **Ilse-Gorhiagim** (*Growl or Grow Crystal*). **Ilse-Gorhiagim** is a layer of fine black-green non-translucent Crystals, which Radiate Magic on approach. Though rare, this mineral seems to exist globally, yet is concentrated in Glantri and the Broken Lands (and unknown to anyone everywhere where Blackmoor Radiance reactors did exist before 3000BC).

This mineral when crushed and smeared with Humanoid urine on bones makes bones grow 10x1d100% in as many days. And this can be repeated a few times (all additional growth attempts stop when a Day of Dread passes since the first application and when a growth effect is still active. For each square foot you need 50cn of **Ilse-Gorhiagim** and one average application of Humanoid urine and about a Turn smearing by one person. An human-sized skull would need 100cn of ore and two Humanoid urine applications and two Turns smearing by one person or one Turn by 2 persons (there is a maximum of 2 persons smearing at the same time per 100cn ore use). When grown each 10% growth increases the surface increases by 180%, and with that the amount of applications. For the smaller Demon Skull Gate of Lower Udgar two repeated applications were needed for a total of 48.000cn of **Ilse-Gorhiagim**, and the much larger Orcish Skull Fortress 3 repeated applications were needed for a total of 575.000cn of **Ilse-Gorhiagim**. The usage of the Mineral in this way seriously depleted the availability of the ore in the Broken Land.



Here Lower Udgar on the Southern side, having two absolutely gigantic skulls (one Demonic and one Orcish or Fish depending on the viewers opinion)



DM; Ilse-Gorhiagim is the ore which the Megalith uses to transform absorbed Radiance. In effect it removes all traces of Radiance, and the last remnants of Radiance affected magic is permanently unrevokable destroyed by the passing of a Day of Dread (or any Anti-Magic—Not Dispel Magic) if combined by urine or high salty ocean water. As this ore is found globally, it might be THE source of gigantic Skull Islands and dungeons or even castles found on Mystara. The Humans and Demi Humans have been unable to repeat the process, or were from the beginning appalled by the grossness of using urine.

Bridges



In the Lower Broken Lands there are many reasons for bridges' Hidden passages, ravines, earthcracks, cuttin rivers or magma flows as well as many other.

Some bridges are Natural, either came to be over time by erosion without affecting the top, enabling a bridge to be. These are mostly irregular and often without safety. Average width between 3 and 40 feet, average crossing between 15 to 200 feet. Any longer and they more easily break.

Some Natural Bridges are Temporal, and only exist because a stalagmite/stalagmite broke of and crosses an area. These will eventually collapse. PC's passing will cause a collapse for each 3000cn per 10 inch diameter.

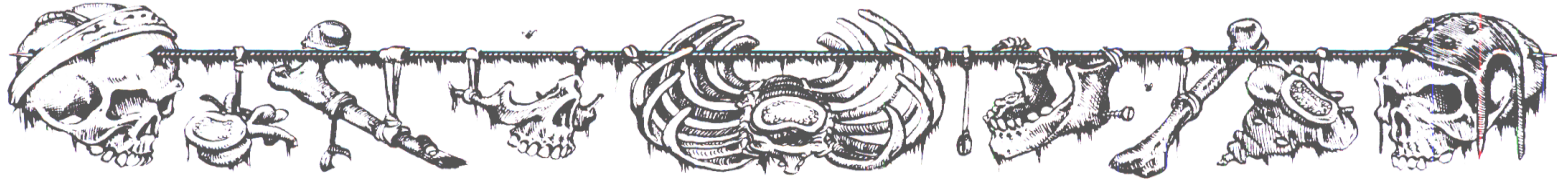
Other temporal bridges are organic, from the stems of Biggiz funghi,. These are 10 to 20 feet diameter, and sometimes even more. Sometimes these are toppled on purpose, yet many are natural and part of the cycle of these funghi. When toppled they last only 6 months, and will collapse for each 3000cn over 5 feet diameter. For each 6 weeks the bridge exists past the 6 months its diameter shrinks by 15% and with that its carrying capacity.

Many natural bridges have a single safety rope/leaning. Elves with their treewalking or rockjumping skills will have mostly no problem (just a skill check), All other races must make a succesful DX check at -4 to walk, or -1 to crawl, while holding the rope. (if available) If fail they may try to hold the rope on a normal Dexterity check. Each check is further penalized by each 700 cn of load carried, which will mostly fall if failed.

Then there are the fabricated bridges.

Most of these are Rope Bridges, made from dried sturdy vines, lasting several years. Equipment and materials are stolen from anywhere, except existing intact bridges. Materials as well as costs are visible in http://pandius.com/What_can_be_Bought.pdf Tools to lift, pull and /or hold on page 37. as well as page 80 under Constructions. The rope break chances are as per normal ropes.

Then you have metal and wood bridges, which demand some architecture. As most humanoids lack this knowledge, they mostly let a captured human or Dwarf do the work, on the promise of release thereafter. Ogres and Orcs Keep their word, Goblinoids 50%, Trolls 1% (mostly forget). Kobolds 33%. The Humanoids will then do the work supervised by a Humanoid craftsmen, as well as the Human/Dwarf. These bridges are permanent, and only collapse when an earthquake destroys it, or when over 10 years lack of treatment, or wanton destruction. Use Natural bridge rules then, with two leanings, so two last grasp saves instead of one.



The Tight Squeeze

Tunnel ceilings that are lower than the height of the characters walking through them can penalize a party's movement and combat capabilities. However, since the heights of individuals within a party may vary widely, the effects of the following conditions will also vary from one party member to the next.

If the ceiling is lower than a character's height, but at least 2/3rd of his height, he can walk upright at 2/3rd of his normal movement rate. The character suffers no adverse combat effects.

Use the Table in the Rules Cyclopedia or creature's information (table) to determine height of a Character or Humanoid.

Characters must travel on hands and knees through any tunnel that is less than 2/3rd their height. Of course, this means that occasionally Humans will be grunting painfully along on all fours while their Halfling, and perhaps Dwarven, companions trot along with no more precautions than an occasional ducking of their heads.

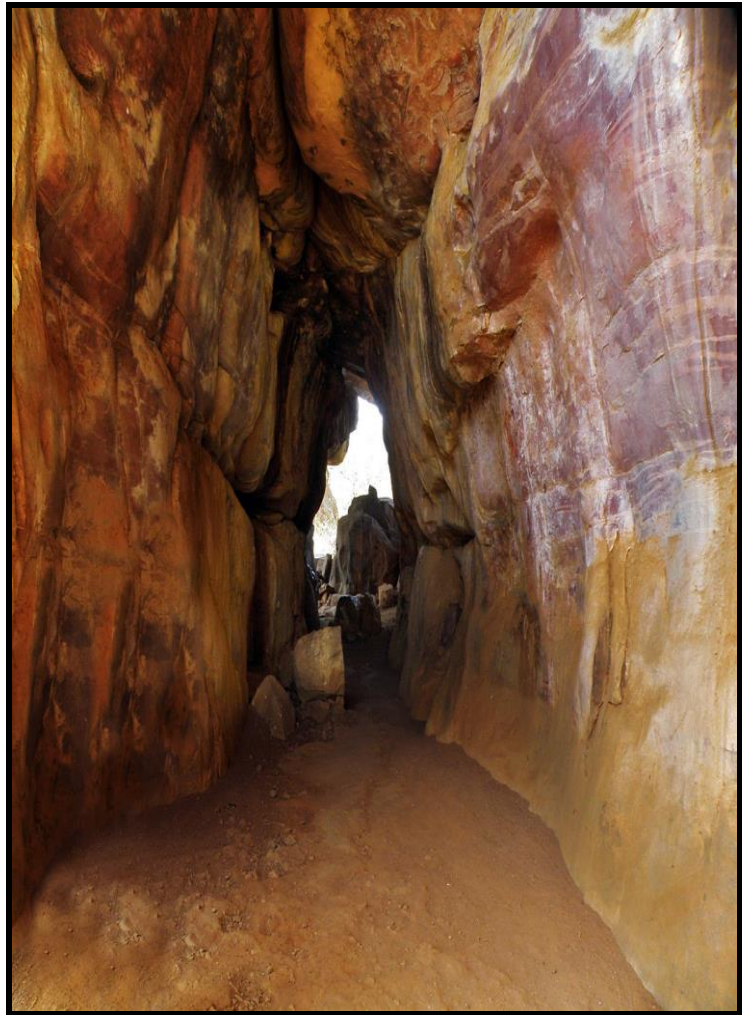
In a tunnel whose diameter is ¼ or less of the character's height, the character must actually slither along in a prone position.

See the limits below for the minimum heights and widths of tunnel that can accommodate characters of different races.

A character travelling on hands and knees moves at ½ his normal movement rate. If he should be so unfortunate as to engage in combat while in this awkward position, he suffers a -5 penalty to all of his attack rolls. He also loses all Dexterity and shield bonuses to AC. Additionally, two handed weapons such as longbows, broadswords, and arc-wielded weapons battleaxes cannot be employed in these close quarters. Only thrusting and small weapons can be employed in a narrow tunnel.

A character who is prone because of a low ceiling suffers even more serious penalties to his chance in combat. Of course, the space required limits his choice of weapons even further. In addition, the character suffers a -8 modifier to all of his attack rolls, and can gain no Armor Class benefits from a shield or a Dexterity bonus. Partial cover AC bonus do not apply under these circumstances, except between those outside and inside these circumstances. When moving, the character is limited to ¼ of his normal rate of movement.

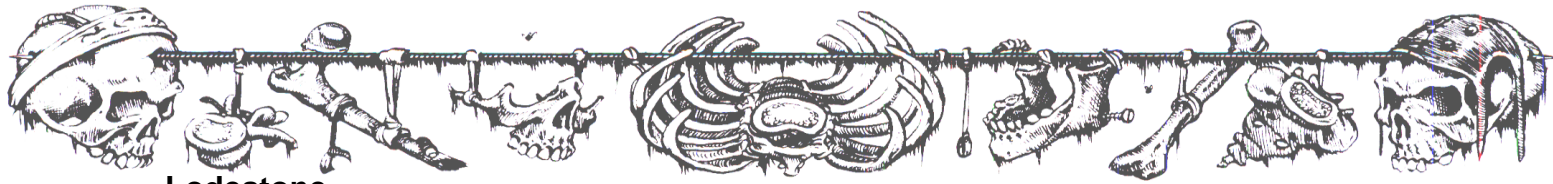
Width is important to know if a character can crawl through small openings. Any smaller will cause the character to become stuck or unable to proceed. But this width isn't always located at the same spot, males with overweight will have it in their waist, while females show any overweight first on the hips before it adds on their waist. Muscular persons show it in their shoulders.



Width / Thickness / Diameter			
Race	Width / Thickness	RM	Then add the Following
Elves / Fairies	Size in inches / 3.5	+2	Add Str. Modifiers
Human Female	Size in inches / 2.6	+2	Str 8 or lower -1
Human Male	Size in inches / 2.8	+3	Str 9 to 12 0
Halfling	Size in inches / 2.5	+2	Str 13 to 15 +1
Kobold	Size in inches / 3	+1	Str 16 or higher +2
Humanoid / Giant	Size in inches / 3	+3	Add Fitness Adjustment
Dwarf	Size in inches / 2.5	+4	= Width Character
Ogre	Size in inches / 2	+5	+ AV = Width character in Armor
	Round Up to whole		
Then add Racial Modifier (RM)			AV=Armor Value=9-Armor AC lowering

A character's arm length / reach will generally be twice his or her width (except Trolls=x3, and Chokers =x5 to x8) unadjusted by the character's fitness. However, his or her arm diameter will be the total of all modifiers (including Armor and fitness).

Fitness 1d12 or Choose	Weight	Effects						Diet Relapse	Width adjustment
		Con	Str	Cha	Dex	Temp. adj.	MV		
1	Grossly Overweight +50%+1d100%	-2	-1	-2	-2	+10	50%	50%	+24"+4d4"
2	Fat +10%+2d20%	-1	0	-1	-1	+8	75%	25%	+12"+2d4"
3	Overweight +1d10%	0	0	0	0	+5	100%	10%	+6"+1d4"
4-9	Normal +0%	0	0	0	0	0	100%	0	0"
10	Underweight -1d10%	0	0	0	0	0	100%	5%	-1d2"
11	Skinny -(10%+1d10%)	-1	-1	-1	0	-5	100%	10%	-1d4"
12	Severe Underweight -(20%+2d20%)	-2	-2	-2	-1	-10	75%	15%	-1d6"



Lodestone

An occasional feature of the underground environment that can cause consternation and serious problems for a (N)PC is the magnetic field created by a long and wide band embedded in natural rock or a large crystalline rock of Lodestone. Magnetism affects characters cloaked in iron armor, and can impede combat when iron weapons are used.

Lodestones are naturally strongly magnetized pieces of the mineral magnetite. They are naturally occurring magnets, which can attract iron and some other metals. The property of magnetism was first discovered in antiquity (*way before even the Blackmoorians reached the Bronze age technooogy state*) through lodestones). Pieces of lodestone, suspended so they could turn, were the first magnetic compasses, and their importance to early navigation is indicated by the name lodestone, which means "course stone" or "leading stone", from the now-obsolete meaning of lode as "journey, way".

One of the earliest known references to lodestone's magnetic properties was made by (6th century Before Blackmoor dating) philosopher Thales of Miletus, whom the ancient culture of the earliest Barbarians (*evolving later into the Tanagoro and Neather as well as Oltec races*) credited with discovering lodestone's attraction to iron and other lodestones. The name magnet may come from lodestones found in Magnesia, a Blackmoor city which kept its name up to this date, even when it is now an abandoned ruin.

The earliest literary reference to magnetism occurs in the 2nd-century Before Blackmoor dating in the Book of the Devil Valley Master Guiguzi. In it is explicitly stated that "the lodestone makes iron come to it." In this era primitive geomancers were experimenting with the magnetic properties of lodestone to make a "south-pointing spoon" for Divination. When it is placed on a smooth bronze plate, the spoon would invariably rotate to a north-south axis. While this has been shown to work, Alphatian archaeologists have recently (1008AC) discovered an actual spoon made of magnetite in a Han tomb, which was discovered to be a boon to Divination enchantments even after passing milenia (*and how wonderfully it works on Days of Dread*).

Based on his discovery of an Oltec artifact (a shaped and grooved magnetic bar) in Skothar, Alphatian astronomer John Carlson suggests that lodestone may have been used by the Oltec more than a thousand years prior to the Neathar discovery. Carlson speculates that the Oltecs, for astrological or geomantic purposes, used similar artifacts as a directional device, or to orient their temples, the dwellings of the living, or the interments of the dead. Detailed analysis of the Oltec artifact revealed that the "bar" was composed of hematite with titanium lamellae that accounted for the anomalous remnant magnetism of the artifact.



Lodestone is one of only a very few minerals that is found naturally magnetized. Magnetite is black or brownish-black, with a metallic luster, a hardness of 5.5–6.5 and a black streak.

The process by which lodestone is created has long been an open question in geology. Only a small amount of the magnetite on Mystara is found magnetized as lodestone. Ordinary magnetite is attracted to a magnetic field like iron and steel is, but does not tend to become magnetized itself; it has too low a magnetic coercivity (resistance to demagnetization) to stay magnetized for long. Magical scrying and examination of lodestones has found them to be made of magnetite with inclusions of maghemite, often with impurity metal ions of titanium, aluminium, and manganese. This inhomogeneous crystalline structure gives this variety of magnetite sufficient coercivity to remain magnetized and thus be a permanent magnet.

The other question is how lodestones get magnetized. Mystara's magnetic field is too weak to magnetize a lodestone by itself. The leading theory is that lodestones are magnetized by the strong magnetic fields surrounding lightning bolts, or by Magic from unknown sources within the planetary crust. This is supported by the observation that they are mostly found in the epidermis of the planet, rather than buried at great depth.

DM information; Lodestone in its more innocuous form is encountered frequently in areas containing iron ore, and rarely covers an area over 30 feet in any dimension (average size 10'). In this common form, the magnetic pull is barely strong enough to be noticed, and certainly cannot impede a character's movement or combat. Deep beneath the earth, however, concentrated ores of iron and other minerals have formed regions of massively powerful magnetic rock.

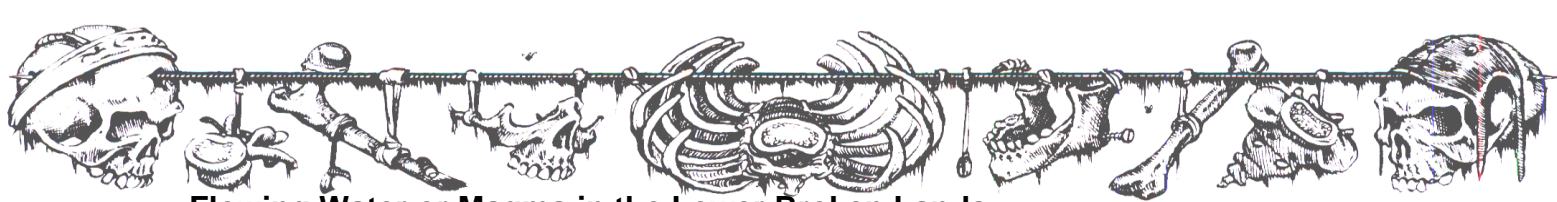
120'-90'; The magnetic attraction of such rock can be detected by a character who passes and succeeds a Wisdom Check when still 120 feet distant from the lodestone. This initial detection is manifested by nothing more than a slight tug on all iron possessions.

90'-30'; The lodestone's effects become obvious to any characters moving within 90 feet. The force upon metal objects, while definitely noticeable, is still not capable of pulling a character against his will.

30'-or less; A character who comes within 30 feet of such a powerful lodestone becomes threatened. Iron objects hanging on the character are pulled toward the lodestone with a force that can snap a thin leather strap. The character must make a Strength Check for all hand-held objects made of iron/steel (or nickel, cobalt, gadolinium). If the character is wearing iron armor, he must make an additional Strength Check or be pulled 10 feet closer to the lodestone. If the Strength Check is successful, the character retains hold of the item, or holds his ground and does not get pulled toward the stone. No further checks are required as long as the character does not move closer to the stone.

When the stone is approached, whether voluntarily or not, the Strength Checks must be repeated each 10 feet. A character suffers a -2 penalty to his Strength when 20 feet away, and a -4 penalty if only 10 feet away. Removing any iron object stuck to the lodestone requires a Strength Check with a -6 modifier. If the check fails, the character is unable to remove the object.

These lodestones slowly fall apart into small rocks if removed from their natural settings, and will eventually disintegrate to coin sized magnetic metallic rocks, no stronger than a Real Life fridge Magnet. With this they gradually lose its strong magnetic powers. Rust monsters love these ores and are often nearby, feeding on the attracted metal. Lodestones are unaffected by the Rust causing bacteria living on these creatures. It is possible a person becomes stuck on a Lodestone and will become prey to other creatures. It is also possible a Rustmonster will accidentally free an entrapped character when consuming the armor by turning it to rust.



Flowing Water or Magma in the Lower Broken Lands

Blue Colors are on the surface

Lake Morkia (lower Yellow Orkia); Stable lake, close ecological environment, No input/output water. Gnollistan; **Water Originating from Broken Lands** corner High Gobliny-Hobgobland and maybe some of the Crashed Mountains between Broken Lands and Colossus Mountains====>seeping down to Lower Gnollistan (8-10 ml NW Oenmar)====> into Great Magma Chamber, pressured up as Steam vent/geyser,====> escaping as water vapor in the region along the Steel River north of Gnollistan Plateau

Bugbur River(Lower Bugburbia); Originating by seeping down in Colossus Mountains====> Congregating into Bugbur River==1====> Bugburbia and ==2====>Gobliny====> seeping through channels to KolDahk River Kolland====>Shining One's Lake====>Seeping Down through Channels into Shadow Lands

Trollhattan,; Originating Rain & Vesubian River====>seeping down to reducing channels to Lower Trollhattan==1====> flowing to Lower OGREMOOR====>Shadow LandsAND==2====>West river Pressured up to wells Huledain region====> Flowing together to form stream creeks====>flowing into Steel River in Darokin====>flowing into Ocean/Malpeggi swamp.

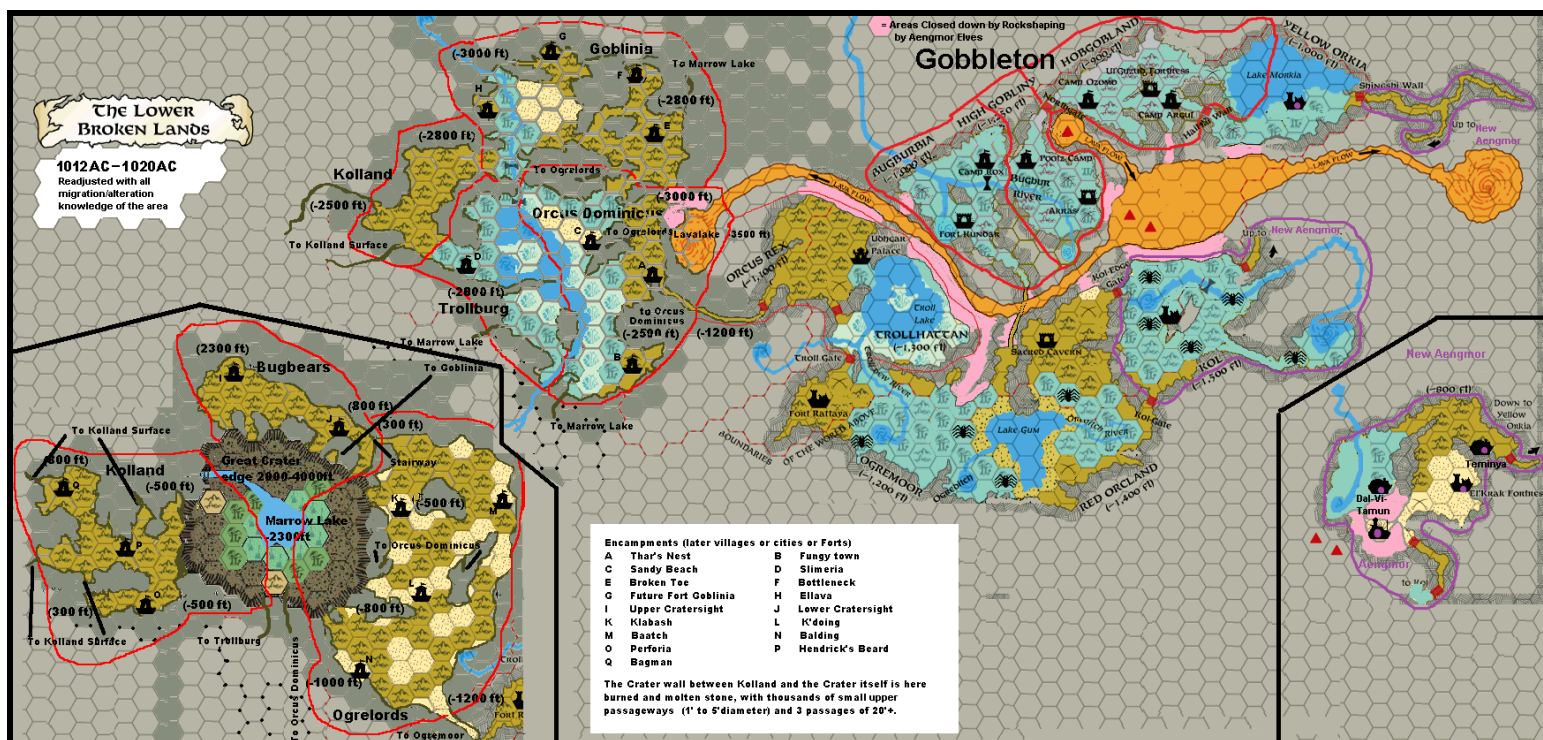


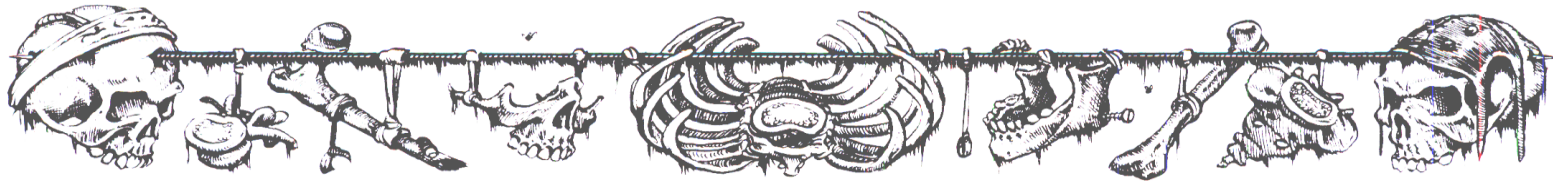
The Bugbur river is a place well spent for the Goblinoids; Fishing, drinking, and sometimes even frolicking and swimming in a private setting.

Ogreditch(Lower Red Orcland)--Originating From Plains SW of Fort Nell Darokin====> seeping through ground forming Ogreditch====>congregating into Lake Gum====>overflowing into Ogreditch====>flowing Down to Shadow Lands

Magma flow; Input Worldshield pressured up to Magma Klazyrd Chamber AND Twin volcanoes====> Thus Forming Great Magma Chamber====> Flows to Lavalake west and Lava Lake east and a small lava tunnel in Lower OGREMOOR...further Down back to Worldshield (ecological lava circle--like Our Real world water circle)

1015-1020AC The Shadow Elves in Aengmor/Oenmar, with the intention of Rising the Rock of Oenmar with Aengmor ontop, must close off all side ways of the Magma chamber, as the increase pressure will overflow there and make rising impossible. As thus the small down pouring lava tunnel in Lower OGREMOOR had to be closed and the other gates temporarily cooled/hardened to enable a rise. When the magma rises, it will pressure the Oenkar rock up, (location guided by the Shadow Elves) through the shaft it sank down in earlier times, back up into the sandhole in Lower Gnollistan and up in the volcanic shaft in upper Gnollistan. As Shadow Elves are hurt by the sun they forced the rock to become stuck in Lower Gnollistan or half way up to Upper Gnollistan. As the cooling down on the large pits is then stopped, the cooled spots will eventually melt again, the pressure will stop, excess magma will flow down again, but with a fully filled great magma chamber and remaining channels (no air above the magma, any inflowing air/water will become superheated and pressed out through tiny vents as Geysers). This will also increase the number of eruptions of all three volcanoes in the Broken Lands, making these regular, but decreasing the released power, making the eruptions less powerful & dangerous.(beware they are still deadly nearby).





Ventilation Effects



Gas; If an underground battlefield is subject to unusually good air circulation by natural or manufactured means, the provisions of the following rule should not be used. In most cases, however, air circulates much more slowly underground than it does in the outside world. Consequently, it takes much longer for the effects of gases and smoke to disperse. Any poisonous gas lasts much longer in an underground setting. The duration of all such gases is doubled when released underground. If a gaseous spell or breath effect is in a windy area, but the area is relatively small, the gas can be moved by the wind and still retain its potency. This can only occur in a tunnel or passageway that is no more than 1/2 the diameter of the spell's area of effect. If this is the case, wind blowing through the cave does not disperse the gas until twice the normal duration of the gas. In addition, the gas is carried along by the wind and affects all susceptible creatures in its path.

Some gasses are incendiary and can explode causing a 10+1d12 HD Fireball in the affected area for 1d8 damage per HD. Any explosion has a chance of collapsing walls or ceilings of 1%/10hp damage, and 3%/8hp damage respectively, and is audible for 100 yard per hp damage. An explosion consumes as much air as a Fireball (see next chapter).

Smoke; In addition, the smoke caused by fires can create a major problem underground. While fire consumes the oxygen that characters need to breathe, smoke acts as a poisonous gas that fills enclosed areas and is unavoidably inhaled along with any remaining oxygen. While it is possible to burn extremely dry and flammable materials with little or no smoke, most fires are not this efficient. If any of the fuel for the fire is wet, or if green or living branches, twigs, or leaves are used, smoke is produced. Any kind of burning fabric creates smoke, as does burning oil.

The average amount of smoke produced by a small fire (up to 1' diameter) in one Turn(10 minutes=60 rounds) is enough to create a one-foot-thick smoke layer in a 10 foot x 10 foot square area (=100 cubic feet). The smoke rises to the highest part of a room and collects in a layer against the ceiling. The next Turn's worth of smoke collects immediately below the first layer, and so on, until the breathable air is concentrated in the few feet nearest the floor. Finally the entire room fills with smoke and even characters lying on the floor are affected.

The average amount of smoke produced by a small oil fire (up to 1' diameter) in one round is enough to create a one-foot-thick smoke layer in a 10 foot x 10 foot square area (=100 cubic feet).

The smoke rate of a larger fire is calculated by its square feet coverage. A fire that is three times as big as a one-foot-diameter fire creates smoke three times as fast.

Some vegetation will like oil, create a faster smoke accumulation, has different color and scent, and may sometimes produce the following semi-magical effects; Hallucination, Sleep, Paralyzation, Poison (up to D),

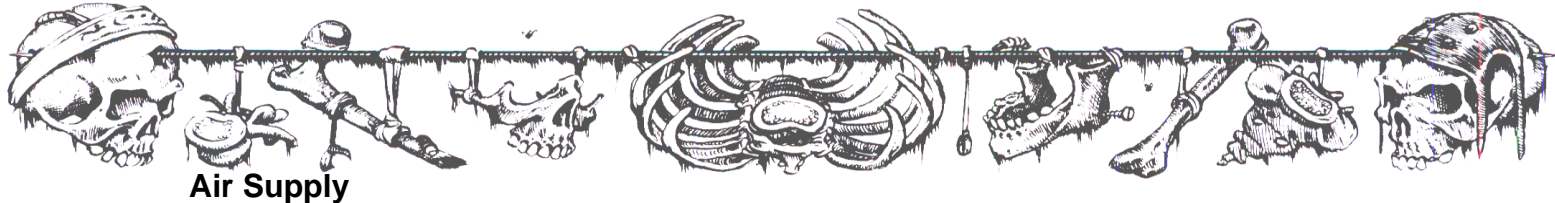
Smoke Effects; Smoke obscures vision, giving concealment (20% miss chance) between characters within and outside of it. A character has a chance to hold its breath for as long as his constitution in rounds and then must make constitution checks with a cumulative -1 penalty to succeed holding its breath. Eventually he will fail, a character thus forced to breathe smoke starts coughing (*even under the influence of a Survival spell—he no longer needs to breath by this spell his automotive muscles still do inhale and exhale, otherwise speech would not be possible*), and must make a Constitution Check each round that the smoke is inhaled. A failed check means that he suffers 1d6 hit points of smoke damage and suffers fatigue.

Smoke damage is always temporary, unless the character perished. If a character has a chance to breathe fresh air, the smoke damage goes away at the same rate that it was acquired; the character makes a Constitution Check every round of breathing fresh air, with success meaning that he has regained 1hp smoke damage. Although temporary, smoke damage is real in the sense that any other damage taken while a character suffers from smoke damage must be considered cumulative with it.

Characters who died from Smoke inhalation can be raised normally, yet then still need to recuperate from the smoke damage as normal. Such a character will start coughing instantly when raised.

Example: A character who has a total of 33 hit points loses 28 of them due to continuous smoke inhalation. If he gets struck by an Orc for 5 points of damage before he has had a chance to regain any of his smoke damage losses, he is killed.





Air Supply



A particular problem that surface dwellers virtually never face is inadequate air supply. In many underground situations, of course, this is not a problem either: an underground chamber may be so large that even the presence of many creatures does not consume oxygen faster than it can be replaced; or natural or artificially channelled ventilation may insure that old air is steadily replaced with new. The potential for air supply problems beneath the surface should not be overlooked. If a cave-in occurs, ventilation sources may be cut off; if a chamber is small, it may become so crowded that a meagre ventilation system is incapable of replacing oxygen as fast as it is depleted. In any event, air supply is occasionally a factor in underground adventuring. Assuming no ventilation whatsoever, a Human-sized creature at complete rest depletes the oxygen in 2.4 cubic feet of air each hour or 0.4/Turn. If the creature performs even moderate physical activity, the need of air is doubled to 0.8/T, and with Strenuous activity (*Combat or Labour*) to 1.2/T. Just add these up and subtract from the available air. Use the table to determine larger or smaller creatures.

A character does not instantly die when his air supply has been used up, but serious problems arise. The character notices this (and may make an intelligence check to know the reason) that he/she gets a faint dizziness. Each turn following the exhaustion of the oxygen, the character must make a Constitution Check. Every time the check fails, his constitution score is reduced by one, thus affecting hit points. Each additional Constitution Check is made against the reduced Constitution score. Thus, a character grows feebler as he gulps the last remnants of the oxygen supply. When it drops to 0, he is unconscious, and loses 1 hp each round thereafter. When a character's hit point total reaches -10, he is dead.

If fresh air is introduced to a character before death occurs, he begins to recover immediately. Hit points and ability scores all climb at the rate of three points per turn until the character reaches his original levels in all areas.

Fire is a more voracious consumer of oxygen than even the most heavily working character, and consequently presents a severe threat to characters in situations of limited air supply. Even a flickering torch can create problems in a small chamber that has little or no ventilation. A small fire (*one foot or less in diameter*) consumes all of the oxygen in a ten-foot cubic space in two hours (12 turns). Of course, when all of the oxygen is consumed, the fire goes out. The oxygen consumption of larger fires is based on the number of small fires they equal. A fire four times larger than a small fire consumes oxygen four times as fast. A flask of burning oil does not burn for very long, but uses up a lot of oxygen while it burns. In general, oil in a flask or similar small container burns for three rounds, but consumes oxygen each round of burning. Thus, an oil fire that lasts three rounds uses up as much oxygen as a small wood fire burning for three turns. Each Fire/Lightning spell uses up 10 cubic feet per HD.

Mystara Magma and Lava produce as much Oxygen as it consumes. A fire there will have no effects on available air.

There are many natural and some artificial vents in the Lower Broken Lands to enable an Air exchange to the surface. Sometimes, these may be blocked or do not even exist to begin with, and an area with stagnant air will come to be. These are often so-called "Dead Caves" where almost no live lives, not even vegetable. Humanoids, Dwarves, Gnomes, Shadow Elves and those who succeed a mining skill check, recognize such areas and are aware of the dangers of smoke and air depletion, as well as how to prevent or heal from it (even if they have no Healing Skill. A successful Healing skill can advise a character to act upon the corporeal effects as well, yet does not recognize such areas, or warn otherwise.

Oxygen Use in cubic feet/T	Rest	Moderate	Strenuous
Tiny (1'-2')	0.1	0.2	0.3
Small (3'-4')	0.2	0.4	0.6
Small (4'-5')	0.3	0.6	0.9
Human Sized (5'-7')	0.4	0.8	1.2
Large (7'-9')	0.5	1.0	1.5
Very Large (9'-12')	0.6	1.2	1.8
Huge (each 4'larger)	+0.1	+0.2	+0.3
Candle Flame		0.5	
Torch		1.5	
Small Fire(1 cubic foot)		3	
Medium Fire (3 Cubic feet)		9	
Large Fire (9 cubic feet)		18	
Conflagration (27 cubic feet)		54	
Magic Flame or Lightning		10/HD /Round!!	
Flask Burning Oil (3 r only)		3/Round	

Past History

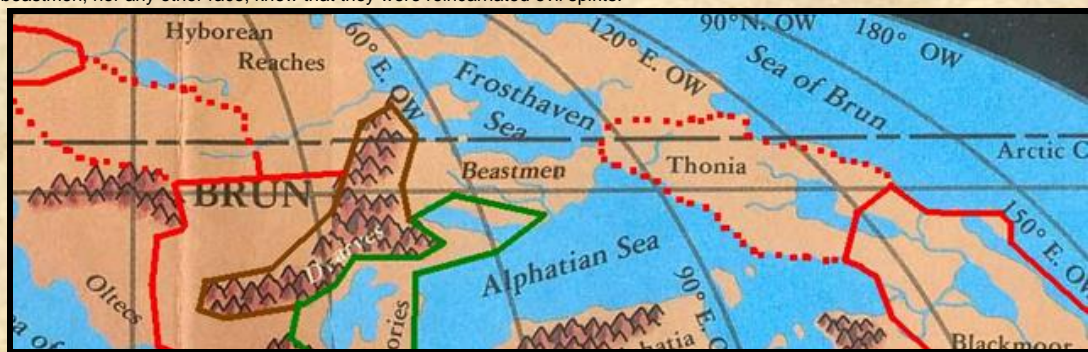
This timeline holds the works by Sturm, Chimpman and RobJN regarding the Troll Queen and related information, and all green tekst thus rerates to the Sidhe as well as to the Trolls. More on the this; <http://pandius.com/kskatp9.html> , <http://pandius.com/trlqueen.html>

251 millions years ago+ **The Great Mother Time;** When the Fairies were not divided in two Courts, Chaos ruled over Law and the Great Mother Vivienne reigned. The mythical time in which Fairies were above the modern Immortals. Morgause, Mabel, Morganna and Elienor were daughters of the Great Mother and Gorlois (*Actually the mortal Neanderthal-like identity of Tempus. Assumed to be the Immortal sponsor of Khoronus Immortal of Water & Time, or an old identity of Khoronus—he questions himself*).

65 millions years ago+ **The Dragon Wars;** After the Immortals betrayed and killed the Great Mother and Tempus, the Dragons waged war against the Immortals and were defeated, losing their Immortality. Fairies, allied with the Dragons, were also exiled from the Immortal realms. Elienor the Fairy Queen of Summer fell in love with the Immortal Ixion, and they had a daughter who was called Ashira. When Ashira later created the Dream of Fire, a powerful artifact that could change past history, her "father" Ixion imprisoned her in stasis for this (*as he was afraid, he would perish instead of Tempus*). Morgause apparently perished in this conflict, and Elienor became the Queen of Winter, leader of the Unseelie, led a war against her former lover, but the Fairies were defeated.

2.5 millions years ago+ **The Carnivex Wars;** When Carnifex and the Outer Beings almost destroyed the Immortals, some Fairies decided to help the Immortals to save the world. Thus the rift was created between the Unseelie Court of Elienor and the Seelie Court of Morganna. Ever since we have had two Fairy branches in opposition of each other. One, led by Morganna, aiding the 'treacherous' Immortals who murdered the Great Mother, and the Humans. the other opposing the Immortals and humans, led by Elienor. Morganna's Sidhe became known as the **Troll Sidhe** (Translated from Fey; **Enemy Sidhe**). Neither group is actually a friend of the Immortals, whom they consider usurpers. The difference is just the fact that the Unseelie are willing to use the darkest powers to fight the Immortals, while the Seelie refuse to use such means.

4500 BC The Immortal Hel of the Sphere of Entropy creates the Beastmen from the reincarnated souls of evil beings. Her idea is to introduce more confusion, dismay and death into the world. She uses normal creatures as the base for these beastmen, which we clearly recognize in her creations - Dog, Swine, Boar, Bear, Rat, Goat, Lizard, and mostly Human and perhaps even Elven. It is therefore assumed she took all creatures inhabiting a specific area and mixed them with magic in a large genetic pool together with the souls of evil beings she plundered from Limbo. There exist writings of unconfirmed stories where whole villages disappeared. The creatures were placed in a frozen land north of Blackmoor, just south of the Frosthaven Sea. (*This is the future northern part of the continent of Brun, currently covered under the northern polar icecap*). These Beastmen are wild, chaotic creatures, a savage, brutal, chaotic race interested only in fighting with and destroying more civilized races, such as the Human Blackmoor race. They do not breed true; whelps may have some or none of the traits of their parents, and may be of different size and appearance. None of the beastmen, nor any other race, knew that they were reincarnated evil spirits.



4000 BC The Blackmoor civilization on the northern half of the planet begins a meteoric rise due to its great success in developing powerful sciences and technologies. It conquers and assimilates all surrounding Human tribes and quickly grows powerful. (*Most of the today magic spells are invented now, or are easier alterations of earlier existing spells*). The Beastmen race was also very prolific, expanding rapidly in number. It is in this approximate time the Humans and Beastmen made first contact, immediately at war. There are but few contacts between the Beastmen and the Elves, as the Beastmen seem to migrate towards Thonia, where more food is to be found.

Morganna, Queen of Twilight in the Court of Skóthar, fell in love with Uther Pendragon, King of Blackmoor, and gave birth to two daughters; Oona and Titania. A well known good witch named Babushka (meaning Grandmother!!) blesses the two children while Morganna heals from the heavy ordeal of birthing twins. The Troll Sidhe were all female, creatures of an unearthly, ephemeral beauty. The beauty of the Nymph, the song of the Neriad, the grace of the Dryad-- all of these, the female Troll Sidhe possessed, and they used these gifts to lure the male Humans away into their wooded havens. Sometimes, the men returned, decades later, appearing not to have aged a day, and with little or no memory of their time away from the realms of mortals. This is a significant difference from the normal Sidhe, who have their own males. Some much later sages say; "*In this time period the Beastmen made first contact with the Trolls, the enemy Sidhe offshoot of Fairy kin, and mate together, creating the beginning of the today Troll versions*", yet this information is seen as corrupted and therefor incorrect.

3500 BC The Blackmoor civilization is flourishing. It conducts trade and intermittent war with the southern Elves, who live at the other end of the world. The Elven culture imports Blackmoor's technology. Four Elven Clans colonized the region near Blackmoor, living peacefully and developing their culture and magic (in the area today called Norwold—a temperate forested region along mountain edges north (now west)). Both the colonial and the southern Elves embraced Blackmoor's technology.

Blackmoor priests demanded the extermination of the unnatural Beastmen in the Borean Valley, and promoted Holy wars to hunt down and destroy these creatures. There are major wars between the Humans and Elves on one side and the Beastmen on the other. The saying; "a Flood of Beasts" comes from this era, when it would seem that for each fallen beastmen another would arise, so rapid was the Beastmen's reproduction rate.

Around 3200 BC The Blackmoor crusades drives the Beastmen farther north into the Land called Hyborea (*the North Pole to that date*). Here they hide, adapt and survive. Hel leaves these creatures alone now.

3000 BC Some Blackmoor devices explode, shifting the axis of the planet in an event called the Great Rain of Fire. Blackmoor becomes the North Pole and its civilization completely disappears. The Blackmoor explosion catches the Immortals off guard; they cannot summon enough power to prevent its most harmful effects. The Blackmoor civilization is destroyed before they can take preserve any part of it.

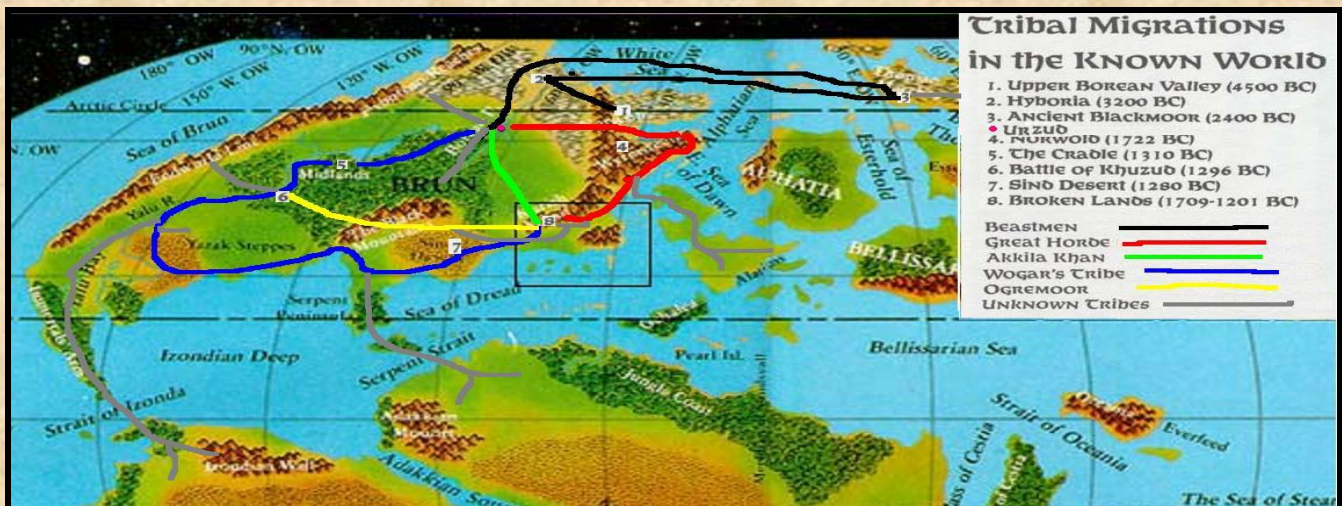
When the Great Rain of Fire destroyed the Blackmoor Empire and Era, and changed the world axis, the poles started to wander to their new, current locations. The Golden Age of the Beastmen according to their ancient legends began, the Humans had been destroyed by the will of the Immortals, leaving the entire world to the Beastmen (or so the Beastmen thought—they were right after all). The wild changes to the climate are fondly remembered as times of interesting weather. The land that was Hyborea is now warming up; the Beastmen decided they preferred the colder climate...especially as it became obvious that the Humans returned to the world and migrate to the new North Pole, and thrive there.

The Rain of Fire, and the Wasting Disease were a global threat. So the Sidhe aiding the Immortals retreated to the Fey lands. The Troll Sidhe were found responsible by the Dryads for the destruction of large amounts of Dryads' trees in the GRoF due their battling/harrassing the Immortals and aiding Humans with Technomancy. Due this they were affected by the Erysichthon's curse from Dryads (*to have an relentless thirst and hunger*) and stayed behind. Slowly they were being affected by the Wasting Disease as well as the genetic input of male Humans and Beastmen/early Humanoids. As such, they slowly lost more of their abilities and longevity with each generation. They adopted an aquatic lifestyle where the problem of thirst was resolved, enabling them to better survive.

- 3000-2500 BC Formerly arctic areas of the continent of Brun, slowly become habitable as the ice recedes from the former polar regions.
- 2900 BC Morgana, the former Fairy Queen of the Court of Twilight in Skothar, became the First Troll Queen. The Troll Queen was more a Title to the **Troll Sidhe**, as most of them lived an adapted life underwater, while the number of surface dwelling **Troll Sidhe** dwindled. This was one of the reasons Morganna relied upon Giants to sustain her rule. Greed and lust drive the Queen and her court, and their ultimate goals are to consume as much of the mortal world as they can, pulling it into the Fairie Realm to be trapped for all time. Less savory, and more aggressive, fey form the bulk of the Queen's retinue, along with her **Troll Sidhe** mages and warriors.
- 2500-2400 BC Demons or Demonic Immortals find a strain of viable Beastmen, which they merge with their own gene pool, thus creating the Goatmen (as by [Bruce Heard placed later in the Black Mountains of the Great Waste](#)).



- 2460 BC Desperate to stop the tidal wave of human expansion, the giant kings of the Makkrys Mountains call upon the fey court for assistance. Their pleas are heard, and the **Troll Queen** comes to their aid. Strong in the ways of magic, the Queen and her fey court promised to help the giants reclaim their lands in return for their fealty. Since consolidating her control, the Queen has begun looking outward, towards neighboring lands held by the other mortal races, ready to devour them at a moment's notice
- 2400 BC The land that was Hyborea is now warming up. Many of the Beastmen migrate to the area that was once Blackmoor (the continent of Skothar). Others remain where they are. The Immortals are intrigued by the Beastmen. Since they are now beginning to breed in recognizable strains, the original "chaotic" race is threatened with extinction. The Goblinoid species, Ogre species, Kobold species, and Orc species came to be. The Immortal Ka took a few Beastmen tribes, magically restored them to their Natural chaotic state, and led them to the Hollow World. The colonizing group headed farther and farther north...or so they thought. In actuality, they curved around the lip at the top of the world and 'descended' into the Hollow World, eventually emerging from the permanent fogbank which shrouded the North Pole. What they saw amazed them; the sun was now red and night never came; the horizon was gone, never to return. Here they spread out in this virgin, icy wilderness. Unlike many other races in the Hollow World, the Beastmen don't believe that the world was "changed". They know how they came from somewhere else, and have a rough idea of the true shape of the world. However, most other races look upon their bizarre ideas with derision.

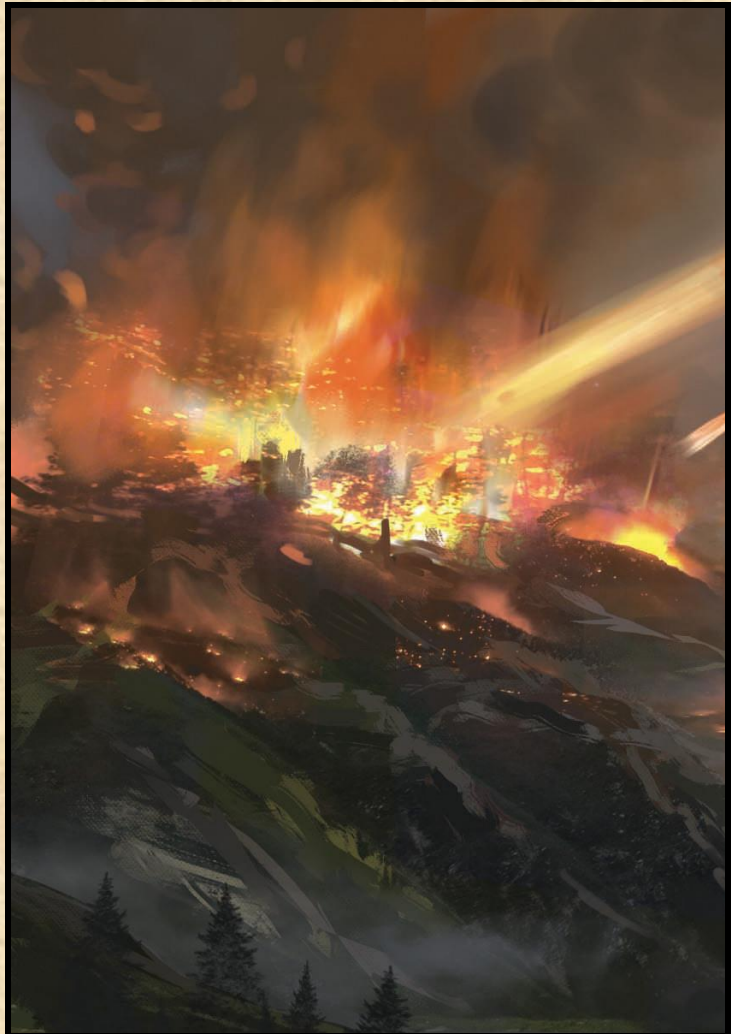


- The Humanoids on the Outer World had begun their own trek, heading south. Most of the genetically unstable **Troll Sidhe** had evolved over time into **Scrags** and settled under water. They birthed their own males, and bred slowly, but still became a stable race. They still walk the ground (even underwater) and live near coasts. Male Trolls are tall brutes, with greenish rubbery skin and oily black hair, and their vicious animalistic behavior makes them fit for little other than combat. Troll females however are still almost like an entirely different species. Masters of the arcane arts, it is rumored that they can take any form though their true form is just as ugly as the males. Tensions due dissentiment rise between Oona and Morganna, until Titania abandones the quarreling family and Grondheim, taking with her the beautiful vegetation of Castle Titania. This further infuriated Oona, who saw it as treason.
- 2370 BC The Troll Queen consolidates her position, becoming undisputed ruler of all Grondheim. Since the coming of the Troll Queen, fey creatures have become more common in Grondheim as well. Centaurs, satyrs, fauns, and all manner of Pixies and Sprites roam the forests, intent on keeping them free from unwanted incursions. Another rumor, though one that seems to bear fruit, is that changelings live among the **Troll Sidhe**. Snatched at birth from their rightful parents, these Humans, Elves, and Dwarves have been raised by the **Troll Sidhe** and taught all of the customs and arts of the Troll Queen's court.

- 2300 BC The Goatmen create a wealthy mountain city named Bielagul in the Black Mountains, where they were placed after creation. Their Demonic creators were too afraid that their new breed would mix with other Humanoids and genetically disappear, and so kept them as far as possible from other races until the new race was stable.
- 2279 BC Oona defeats her mother Morganna the Troll Queen of Grondheim, and conquers the Inti city of Koskatepetl in future Karamikos, led by the Church of Ixion, renaming it Krystallac. Just a few years later Sidhe priests discover the existence of the inner temple and begin a century long negotiation with the Sollux and the Brutemen below to gain access to the artifact. Oona the Troll Queen also creates the Crystal Lake, a permanent gate to the Border, the area between the Dreamlands and the Nightmare dimension.
- 2282 BC As Oona the new Troll Queen grows impatient about the unwillingness of Ixion to compromise, she sends her best troops to open the temple. Inti troops soon attack the place, and Taymora intervenes shortly thereafter. This is the beginning of the War of the Empires/Twilight Wars/War of Southern Grondheim, which will last decades and devastate the region. Mogreth intervenes as well a few years later.
- 2170 BC Some Fairies of Krystallac turn to the Unseelie, and decide to tell Elienor about Ashira's tomb. Oona the Troll Queen discovers and exiles them, and after a terrible magical battle near the Crystal Lake she manages to scatter the essence of Elienor the Queen of Annwn. But Oona is gravely wounded by Elienor's magic, and will never fully recover. Grondheim becomes more decadent. Elienor returns as Queen of Annwn.
- 2080 BC During a time of crisis in Grondheim due to Oona the Troll Queen's malady, Taymora and Intua, Lizardmen and Troglodytes, escaped from the Mogreth, occupy Krystallac and keep it for a hundred years. Grondheim itself goes through a gradual decline, losing territory to Taymora in the south and Antaliens in the northeast. Others pick away at their borders from BC 2000 up to BC 1700.
- 2000 BC The Beastmen have now fully evolved into the modern species of Orcs, Goblinoids, Humanoids, Humanoid monsters, some of the Caninoids, and so forth. The tribe of Humanoids marched over the great steppes, away from the polar region and the burned ice from the Immortal's Fire (as they saw it). The tribe marched until its sons grew old, died, and were replaced by their sons. This is proven by archaeological discoveries of traces of Humanoid burial sites along their former route.
- 1976 BC After a long siege Taymora conquers Krystallac and renames it Kosmoteiros. Nyx knows about Ixion's artifact but rather than try to steal or destroy it, she decides to exploit the magical aura of the place to build her own powerful artifact that can bring fulfillment of her Dream. The followers of Nyx leave Krystallac alone, and Fairy agents of Titania, Oona the Troll Queen and their mother Morganna begin a fight for control of the Crystal Lake.
- 1900 BC The Breed of Orcs that remained in the frozen landscapes of the North evolves into the Polar Orc, and thrives there.
- 1800 BC The main Bugbear race breeds with Black Bears and evolve into the Black Bugbear.
- 1800 BC Tribes of Goblinoids gather in the Yazak steppes. Far beyond the mountains, away from the ice, the tribe builds the largest of all camps. It grew prosperous until it had more sons than stars in the sky. It was Urzud, our Home. Then the chiefs became restless. One, Yogo-the-Fool, discovered a knife, shining blue and sharp as the Elven tongue. No one had seen such a metal before. He knew it came from the south and he knew how it was made. Ungar-Red-Fist, Yellow Eyes Chief, stole the blade and took Yogo away. Thus started the Steel wars. The Tribe broke up in three hordes and fought until none could hold a club or throw a stone. Many clans fled, others died. The war went on for several years.
- Several Orcs who are more humanlike settle together, and evolve into the Human Orc. Solitary tribes of Mountain Kobolds start living in hills, and in the caves found there. They evolve into the Hill Kobolds, a bit smaller and more flexible. Solitary tribes of Goblins start evolving into Grey Goblins, adapting more and more to their environment.
- 1750 BC Elienor, the current Queen of Summer, thought the Troll Queen was just trying to steal HER followers, making another compromise with the hated Immortals and, even worse, gain control of her daughter Ashira for herself. Hence the battle. Oona won and Elienor was banished for centuries, as explained in [Threshold 8](#), but Oona too was gravely wounded.
- The Elves of Glantri (*Alhambra, Treudyl, Mezcalli and Erewan Clans*), searching for an explanation for the Troll Queens battles and to decide who to follow, go underground in an attempt to deprive the Troll Queen of her crystals and enforce peace this way. Oona did not share the rule of Grondheim with others. Oberon became King also as he helped Titania oust her sister Oona and exile her to the east. They kept her alive out of pity, and to prevent her becoming a Banshee. Titania became Queen of Summer in the Court of Fairies on Brun.
- 1725 BC Then came King Loark with his Orcs, Goblins, and Bugbears—horde after horde of them. They wiped out the warring chiefs, but still there was no knife to be found, and Yogo-the-Fool was long dead.
- [All Scraggs begin](#) to return to land due elemental upheavals destroying their submerged coastal domains, and once there evolve within a few generations (15 years) into the very prolific Common Troll losing their magical aptitude, which becomes the most wide spread Troll on Mystara. Reports of the common, monstrous Troll began to appear in records, and legends.
- 1721 BC Akkila Khans forces sweep through the eastern parts of the Plateau on their way to Glantri. Orc and Ogre mix blood with the Carnuilh, fair skinned Neolithic Humans, forming the Oghriz (a Human-Ogre subrace).
- 1705 BC The Immortals learn of the demonic city of Bielagul, and are intent on destroying it. But Eirundyl took some interest in the creatures created, and thus they decided to remove all demonic knowledge, influences, magic and hardware from the Goatmen and expel them from their city. Soon, with exposure to outside influences, this rare and interesting race would start breeding into a few types.
- 1722 BC King Loark of the Humanoids raises the Great Horde of Humanoids at Urzud (which is located at a fork in the Borea River in central Brun) and migrates eastward (see map 2400BC), with his hordes and slaves to pull his wagons and war machines, continuing his quest for the Blue Knife. They marched toward the sun for many years. He conquered Norwold and ruled its mountains, there learning Norse Culture. Loark sent the Antalian culture there into a Dark Age as his humanoids again migrated towards the Continent of Brun. Thus he created the Great Horde, but still no one could find the Blue Knife.
- Meanwhile, another tribe left Urzud. Another Chief, one called Akkila-Khan, took his Hobgoblins, Orcs and Goblins and went to the warm winds. He conquered the steppes and built his empire. But still, no one could find the Blue Knife.
- 1710 BC Akkila-Khan went past the mountains and found King Loark. Together they ravaged the yellow men's steppes, and ruled as one fist of iron. Alas, no one there knew the secret of the Blue Knife.
- 1709 BC King Loark accused Khan, who rejected the fault back on him. Akkila-Khan betrays King Loark in exchange for lands west of the Dol-Anur, and the war went on again. With the yellow men's help, Khan defeated the King and his horde at the Battle of Chongor, in ancient Ethengar. His Goblins fled south, his Trolls to the East, and King Loark to the west with his Orcs.
- 1701 BC Resurgence of faith in Ethengar; Akkila-Khan betrayed by Ethengarian allies, retreats from Dol-Anur.



1700 BC **Lesser Rain of Fire**; see 1750BC. The Elves of Glantri (Alhambra, Treudyl, Mezcalli and Erewan Clans) discover underground, in the area later to be know as the Broken Lands, a strange artifact from the lost Blackmoor civilization (see [Geomorphological History of the Broken Lands](#)). They tinker with it, and the artifact cataclysmically explodes, sending billowing impenetrable clouds into the sky and the sun disappears for years. Ice storms and blizzards rule over the land. A strange rotting disease or plague that rots flesh and withers all that grows spreads throughout the valleys, and among the surviving Elves—those who were far enough away to survive.. The Elves shelter in the deepest caves of nowadays Glantri, where they find an incredible series of caverns there and begin a years-long migration. They left behind only a few runes engraved in the rocks. The Humanoid horde under King Loark dies or disperses in the disaster. Many, however, survive in the caves deep below the surface, where they start their hidden expansion and settlement. The last still living **Scrags**, abandon their Coastal waters or perish. The lands central to the Empire of Grondheim underwent a terrible change, poisoning the lands around it. Every culture has its tale about what happened, and who was responsible. But the monstrous Trolls began appearing in numbers, while the reports of the female beautiful Trolls dwindled rapidly. Sages assume the one killed the other. A complete tribe of Ogres travel north again and collect other Ogres to live together. They soon evolve into the Northern Ogre. Several Goblins taking another direction start evolving into Yellow Goblins. Due to the underground disaster, the Red Orcs are split and evolve in two different species.



1690 BC Akkila-Khan build a fortress in the Broken Lands, and starts raiding Glantri and Ethengarian border regions.
 1688 BC Akkila-Khan retires from the world, becomes an Immortal, and takes the name of Yagrai. Unaware of the truth, Ethengarians rejoice. Rise of their First Khan.



1550 BC Some Trolls have devastated the region they live in so fully that food became scarce and thus were forced to live in deserts, were they rapidly adapt. These Desert Trolls do so in such away, that their body becomes vulnerable to water. Some say the early Nithians and their experimental magic were at least partially responsible for this accelerated adaptation.

1500 BC Pflarr shaped a servitor-race after his own jackal-headed image and thus the Hutaaka were born. They were created to help him in his studies and activities. He gifted them with a broad magical knowledge, but he completely failed to pay attention to the Nithian politics and ethics. His only interests were that his followers kept worshipping him and that magical research was brought forward. The Hutaaka acted as his messengers, his librarians, and his personal servants.

He gave them their own homeland, in the mountains of the south of the Nithian lands, and the Hutaaka soon became the mentors and tutors of the Traldar Humans who lived in the forests south of them.

1400 BC A group of Goblins take a wrong turn and wander north into the mountains of Hyborea. Here they settle and are forced to adapt, slowly evolving into the White Goblin.

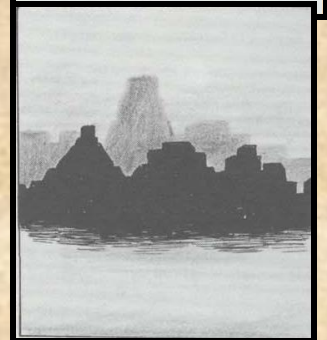
1310 BC Many winters later a new king rose from Urzud, one called Chief Wogar. Word of the blue knife came from the west and so he marched, with his Ogres, Goblins, and Kobolds; the largest tribe ever seen.

1305 BC They came upon a large sea in the plain where the great shaman made a prophecy. The blue knife would be at the end of a trail where four tribes meet. Then his gri-gri fell into the water and drifted slowly south. The tribe followed. Many fathers died, food was scarce, and no tribe was found.

1300 BC Several Hill Kobolds are driven from their land and start wandering elsewhere. They never seem to be able to truly settle, and under these circumstances they evolve into the Wandering Kobold.

It is discovered that several Yellow Orcs slowly had evolved into another breed; the Yellow Dog Orc. Their nomadic existence, and the chance to thrive in Hule, made them a viable race.

- 1299 BC Vestland Trolls miss a turn and pop-up in the Broken Lands. Trollhattan is founded. Bagni Gullymaw eats an elephant. Nithia enslaves the Black Moon Horde.
- 1296 BC The Ogres of Ogremoor accused the Great Shaman of making false prophecies, and killed him, at the Battle of Khuzud. Thus parted from Wogar, taking the Great Shaman's treasure along, they settled in the Sind Desert and learn Local culture.
- 1290 BC The Schatten Alf city of Aengmor is "destroyed" (actually, merely surrounded by lava and thus made uninhabitable to most creatures) during a sudden volcanic eruption, which spewed forth a vast lava stream which surrounded Aengmor and trapped the elves. Many died from the toxic fumes, but a fair number escaped, using magic, burrowing deeper into the crust of the earth, abandoning Aengmor forever. Actually, this is part of a grand scheme of Atzanteotl, their Patron, dissatisfied by the Elves low birthrate. A hundred years later (1190 BC) descendants of the Great Humanoid horde discover the floating city, naming it Oenkmar, and think they find a knife to be one of their legendary artifacts. This way, the entropic immortal gained more followers—and more viscious ones—than he would have had with the elves.
- 1270 BC Great drought dries up the Ogres' wells. Ogres migrate east, devastating and enslaving Sind villages.
- 1269 BC Ogres Settle in Broken Lands. They found Ogremoor.
- 1263 BC Wogar apparently dies of old age, but unknown to others he actually became an Immortal. Still, no one ever found the Blue Knife.
- 1257 BC The tribe reached a land of water, and headed east along its shore. The son of Wogar took over, and then his son, and then the son of the son. The tribe of Wogar reached the Land of Grass (future Atruaghin), where the buffalo roam and Humans ride horses. Victory was easy, their horses were no match for the wolf riders. Wogar's tribe ravages Atruaghin, ransacking the capital. There they learned the way of the feathers and the use of the bow, war paints, light cavalry tactics and local culture. But still, no one found the Blue Knife.
- 1254 BC The last of the Wogar died. Three hordes parted, one to the hills in the south of Atruaghin, the other east to the mountains of the half-men past the swamp (Five Shires), and the last goes to the north, torches a trading post called Akorros on its way returning to Urzud, moves to central Broken Lands. It is they who found the old secret. It is they who made the prophecy come true.
- 1200 BC The Goatmen Humanoids split into two species, as an adaptation to their environment. Eirundyl is pleased. No entropic trace remained.
Bagni has lived a lifetime of destruction and pain by killing and eating more (good) beings than any Humanoid before him, slaying massive amounts of adventurers, Humanoids, and monsters. Thanks to his tremendous voracity, which led him to maim, massacre and devour thousands of living beings (including a whole elephant), he was guided on the path of the Destroyer and welcomed among the Entropic Immortals after leaving behind a long trail of atrocities and destruction. Bagni, as an Immortal, maintains contact to the Fairies for reasons unknown. It might be deduced he learned his ancient heritage after becoming Immortal.
The Human Orcs start breeding with captured Humans, and thus the half-Orc is created.
The Common Bugbear finally succeeds to breed again with bears, polar bears this time. They thus evolve into the White Bugbear. They (and all Bugbear species) also lose the trait to breed with bears from this on (Immortal influences are suspected). Since this moment they are stable genetic races.
- 1190 BC There, in the Broken Lands, three other tribes had come. Three tribes from Urzud reached the end of the quest. The Great Horde found a way back to the surface, and the sons of Akkila-Khan were there with the Ogres of Ogremoor. They gathered around a great rock and found a grave. There they found the Sacred Knife, a blade longer than an arm, and shining blue. It was a sign. A skull from the standard of each tribe was opened, and Arkhi poured into them. The chiefs drank the magic potion to the last drop, and the Truce was declared. Thus ended the Quest for the Blue Knife.
The Broken Lands are known for their treacherous earthquakes, shifting grounds, volcanoes, geysers, abysmal climate, dust storms, and noisome gas clouds from sulfuric pits. It is not surprising that other races never settle there.
According to the Humanoids, the tribes built a great temple to the immortals, to thank them for the Blue knife. They built it on top of the large rock, above the old grave. Then the Broken Lands were declared sacred ground. (It is assumed the Humanoids found the ancient city of Aengmor and found a magical Elven short sword of steel which they took for the fabled dagger, and as thus created a history around it).
As the seasons passed, many clans remained near the temple, to serve the Great Shaman and worship the Immortals. It wasn't too long before they dug holes and tunnels in the rock, enough to hold a large horde. The Great Shaman blessed the rock and named it Oenkmar, first true city the tribes built (the city was indeed built by the Humanoids. The original temple and greater structures were either erected by Humans following Atzanteotl, or later Shadow Elves).
Life went on elsewhere. Akkila-Khan's sons parted and formed two tribes; Hobgobland and Yellow Orkia, on the east side of the Broken Lands. Of King Loark's trolls, a few remained after a long trek underground. They called themselves the grim Reapers and founded Trollhattan, in the center of the Broken Lands. Wogar's descendants separated into two tribes, the Kobolds of Kol on the southern Border, and Red Orkland, next to Kol. Ogremoor kept the lands on the western side and build great fortresses there to protect their treasures. Of the Great Horde, Bugbears founded Bugburbia on the northern border, Goblins chose their own king in High Gobliny, and the Orcs established Orcus Rex on the northwest.
- 1050 BC Odious experiments in Nithia turn Black Moon Trolls into Gnolls, in an attempt to mimic Pflarr's creation of the Hutaakans. Gnolls were created from the bodies of Swamp Trolls and Gnomes, during atrocious and evil experiments by Nithian wizards trying to mimic one of their immortals creating the Hutaakan race. It appeared Nithians could create dozens of Gnolls from one Troll Body and a pint of Gnomish Blood, through proper alchemic formulas. The entire Troll Black Moon Tribe was altered this way to become Gnolls, and then spread out to become common Humanoids. Literally thousands of Gnolls were created this way, intended to form an army to dispose of Nithian enemies and conquer new areas. They soon rebelled and flooded the Known World. Their descendants took the remaining space between Yellow Orkia and Kol, and populated their South Gnollistan and a fair portion of the mountains north of Karameikos.
In another location Thouls are created from Ghouls, Hobgoblins and Trolls. This experiment did not run as smoothly as that of the Gnolls, and many fewer Thouls were created, and they did not breed so rapidly.
- 1000 BC The Broken Lands are overpopulated. Broken Lands Orcs, Ogres, Trolls, Gnolls, and Goblins migrate outward, especially southward, displacing other Humanoid tribes before them. Some dark years followed, and the tribes warred again. Some clans claimed they discovered the secret of the Blue Knife, and again, chiefs set out to obtain it by force or fear. Massacres followed vengeance, disease, and famine. All Humanoid forces join and attack Rockhome; and were defeated by the Dwarven King Blystar III. Minor raids go on for 500 years.
The Hatwa Elves, sailing for centuries from the north of the northern continent of Brun, finally reached the Greenbay on the east side of the continent Davania. After several clashes with the local Nunjar Ogres, they are 'forced' to become one race, the N'djatwa - Half Ogre/half elf. Thousands of Gnolls invade the southern countries of the Traldar. They discover the Hutaakans and interbreed, thus creating several Lupin strains. These scatter around the world when the Gnolls are chased away, all being seen as one and the same beastmen race by the Traldar.
- 600 BC Another Goatmen Race spawns from the main breed. Now three races of Goatmen exist; Goatlings, Ovinours, and Caprines.
- 500 BC One day the moon 'disappeared', and the land shook. Nithia disappeared. Remaining Black Moon Gnolls scatter east (evolving into Desert Gnolls) and west (evolving in Gruugrath Gnolls), and North (evolving into Hyborean Gnolls). Somehow the Nithian destruction affects their fecundity, as from this date the Gnolls have a reproduction rate near that of humans.



Many caves collapsed, sealing the doom of entire hordes. But worse, the rock of Oenkmar sunk into the depths, surely by the wrath of the immortals. Never again did it return. Word came that dwarves had the secret of the Blue Knife. Immortals had given the Humanoids a sign.

Another Long war started, with the Humanoids assumed goal was to retrieve the secret from Rockhome.

Pflarr set up a colony of Hutaakans in a sheltered valley of the Hollow World—west of the Brute men, north of the Nithians. He abandoned most of the Outer World Hutaakans; and, though they still survive, they do so only as a much reduced race living in the ruins of former glory in their lost valley. Some wandered the world, but most didn't go far—as they were completely forgotten—everybody saw them as Gnolls and either fled, or attacked and killed them. So most Hutaakans can be found in their hidden valley in Karameikos, or here and there in isolated places near Karameikos - Eastern Darokin, Ylaruam (where Nithia was rumored to exist) and Thyatis (but there underground). The Hutaakans living there are almost abandoned by Pflarr but still try to follow him correctly and very strictly, and still hope their virtue and piety can restore contact with their favorite—and sole—Immortal, and so restore their former glory.

5th century BC In this era, Goblins, Orcs, Ogres and other non-Humans had long been settled in the rough terrain called the Broken Lands. Periodically, they became overpopulated and spread out from the Broken Lands in tribal waves; occasionally they'd form up huge hordes to overrun their enemies.

493 BC In the following years, chiefs and kings rose and fall, but the tribes never really moved from their territories. Among the greatest chiefs were Queen Udbala and Big Chief Sitting Drool. Udbala was a Goblin hero, a chosen one. At the worst of times, when dwarves threatened to invade, she united the tribes and forged a new Great Horde. She led the Great Horde south and rallied other tribes of Goblins and Gnolls in the Altan Tepes Mountains, and marched north.

492 BC From there, she spread the fear of the tribes among Humans, and finally attacked the dwarves at Sardal Pass in a genocidal war. Many tribesmen died, many dwarves followed. So great was the victory that the Humanoids took slaves, Keepers of the Blue knife's Secret, and left to conquer other lands. Old tribes returned to the Broken Lands, while other clans separated to go south. Queen Udbala left the tribe at the end of the battle of Sardal Pass (*as it seemed to the Humanoids—but instead she died*). The Humanoids assumed that she went on to the Land of the Immortals to lead their heroic hordes forever. This is a complete lie of history; as is the outcome of the battle - the horde of Udbala was routed. The Orcish tribes, the vanguard of the army, were completely wiped out. Udbala's hordes were broken and scattered in the wind, fleeing south and west where they crowded into the Cruth and Altan Tepes Mountains (Gnomes are kicked out of these mountains). The campaign was a disastrous failure for the Humanoids, providing another reason for them to hate their dwarven enemies. From that time on Orc attacks were weak and ineffective, and Rockhome Borders were secure. Years began to be measured in as so-and-so-many years since Sardal, and so the Battle of the Sardal Pass became Year 0 in the Dwarven Calendar.

An elite Orc force, the cavalry unit of Chief Krugel, survived the battle but was certain to be destroyed. They'd fought valiantly in the war, acquitting themselves with great energy and ferocity, but now they were trapped in a narrow defile by armies of Dwarves at either end. Surrounded, knowing themselves doomed, they prepared for a final charge against the enemy...when to their surprise the valley was obscured by a dark cloud, and the ground under their feet became rough, dry grassland. Karaash, an Immortal who had been an Orc in life, saved them, seeing in them something strong and wild and worth preserving. He plopped them down in lands which no other sentient race had bothered to occupy and left them to their own devices. Unsurprisingly, given their strength and Chief Krugel's organizational abilities, they thrived. Their superior mobility and raiding techniques made them a force to be reckoned with in the eastern reaches of the northern hemisphere of the hollow world. Krugel lived on for another forty years, and the horse bound horde he left behind chose to take his name as their own; becoming the Krugel Horde Orcs.

150 BC First contact with Shadow Elves. The contact is brief and short, and both races now know they're not alone in the underground world.

0 AC Emperor of Thyatis is Crowned. Humans celebrate for weeks.

130 AC After many wars, Humanoids have occupied the caverns below ground. These are nearly impregnable underground realms, but another race lives there, too. These are the Shadow Elves, descendants of the first colonizers of Glantri and the city of Oenkmar. They live much deeper, below the Orcish kingdoms, reclusive beings who shun contact with all other races. At best, they are likely to send agitators and spies, whose primary goal is to wreak havoc on the surface. Manipulating Orcs to this purpose is a common strategy. Mostly the tribal chiefs are manipulated to attack Alfheim, thus is spread the hatred of Elves. Shadow elves also found another use for the Humanoids. Many shadow elves suffer from a disease that causes atrocious deformities at birth. Very often, the elves will leave deformed progeny in the passages patrolled by the Orcs. The latter pick them up and take care of them, in the Humanoid tradition—Orcs are loath to abandon whelps.

The ugly appearance and high intelligence of these deformed elves (*looking like Humanoids, with greatly reduced lifespans*) make them valuable shamans and wiccans. These elves were abandoned soon after birth, so do not remember their true origins. The long living Shadow-Elves see this as a plan to slowly crossbreed Orcs to form a more acceptable race. (*Unbeknownst to them their deformed children mau look like Humanoids but can still only reproduce with each other, or normal Elves*).

150 AC Shadow Elf infiltrations in the Humanoid tribes of the Broken Lands, convincing them to attack Alfheim. Little is accomplished, due to the well-prepared Alfheimers.

170 AC Some members of the newly formed Wendarian League look north, to the Northern Wildlands, and begin to entertain dreams of recovering the lost territories of Nimbeth and Thalion. The interest is also spurred by calls for aid from the embattled frontier dominions, which are being forced to give ground to the frogmen of the northern moors, and their occasional Denagothian and Orcish allies.

192 AC The Great Northern Campaign begins. Various Elven rulers lead their best troops to Lerian's Tower, joining with some of the surviving frontier dominions and together entering the Northern Wildlands. They encounter scattered bands of Orcs, Denagothians, and frogmen, which they disperse easily at first. As they venture further north, they encounter more determined foes.

200 AC A Hobgoblin Wicca discovers the secret to underwater breathing, opening a whole new world of bounty for the take. Its whole tribe starts using the magic, until they slowly adapt into the Koalith.

A tribe of seagoing Orcs is stranded on the isles southeast of the Thyatian mainland. They establish a culture on islands like Tekinura-ria and others. These seareavers, or Green Orcs, become solitary and adapt to their environment, slowly evolving into the Kara-kara (*some sages say they were crossbred with a dying Human race*). **A family of swamp Trolls takes a wrong turn and ends up in Hyborea, forced to adapt they evolve into the Ice Troll.**

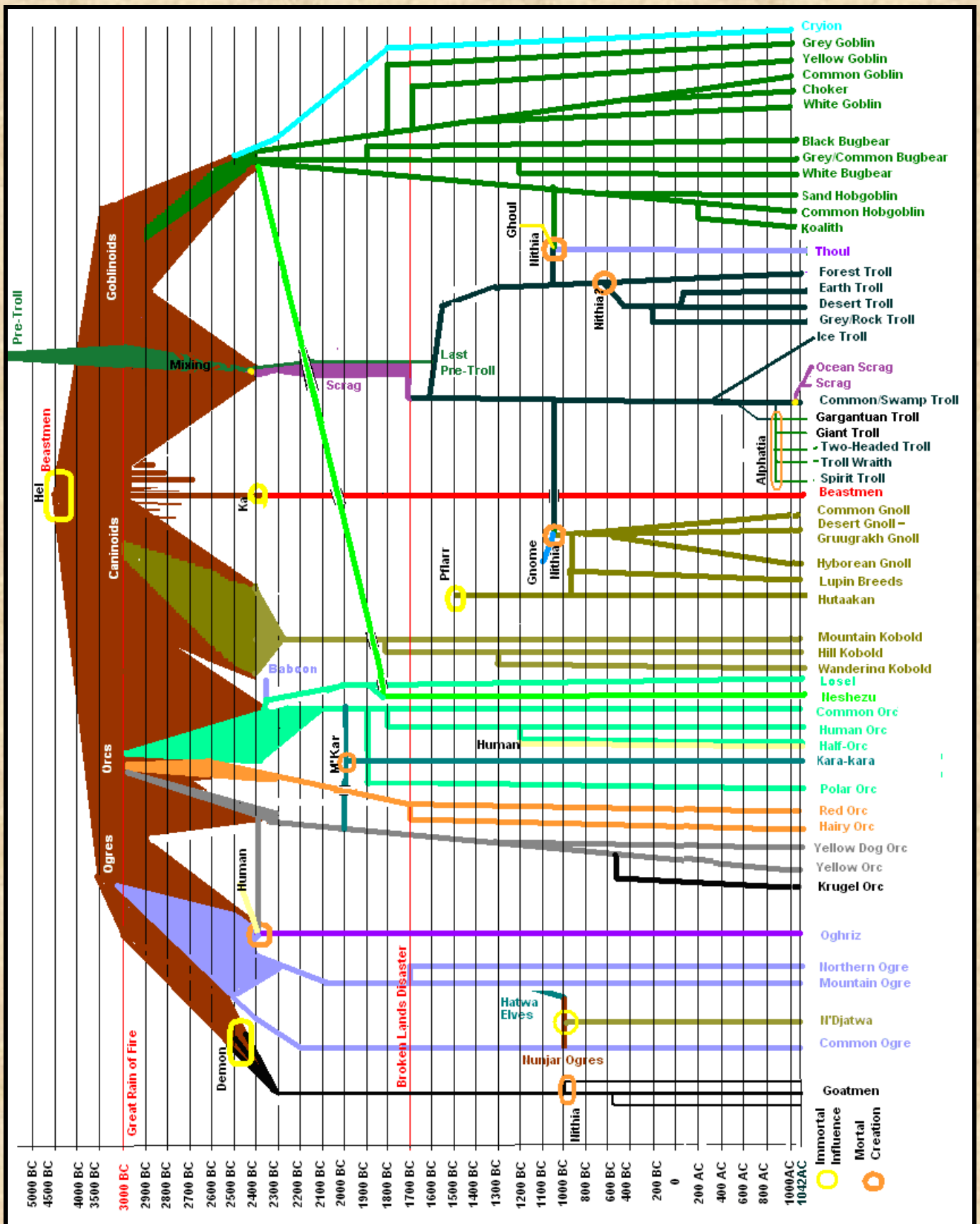
293 AC The city of Nimbeth is completely cut off from the rest of the kingdom. Orcs and Denagothians run rampant throughout the countryside, killing any Human or elf they can find. Thousands of people flee south and west.

300 AC A group of Hobgoblins try to survive in deserts and warm climates. They slowly adapt into the sand Hobgoblin.



- 302 AC The city of Amoeth endures the first of many sieges mounted by the allied Orcs and Denagothians, who have overrun the rest of the kingdom. Once again, Queen Ancalimé requests aid, warning that the fall of Amoeth will leave Genalleth open to invasion. Although a few volunteers from the south come to her aid, the queen is disheartened to learn from them that many of the eastern frontier dominions are in danger of falling to the frogmen, and scattered bands of Orcs and Denagothians have begun to wreak havoc in Genalleth. Many elvish realms have left the Wendarian League to look after their own interests by this time, complicating efforts to organize a unified response to the attacks.
- 310 AC Northern Genalleth is now in a state of chaos, as Denagothian and Orcish warriors stream past weakened (and in many places nonexistent) Elvish defenses to commit mayhem. Many of the remaining frontier dominions have fallen to the frogmen, but the remainder send what aid they can to the embattled towns and cities of Genalleth, even though they are embroiled in costly wars of attrition that they seem likely to lose. With the attention of Genalleth and the dominions directed elsewhere, little thought is given to Thalion and the lands further north.
- 390 AC Once again stirred up by the Shadow Elves, the Humanoids mount a major attack. The raid is disastrous. They lose a majority of their troops to the Alfheim Elves, and the Shadow Elves now understand that using mercenaries will not lead to success.
- 400 AC Chokers evolved from a single Goblin band which, beset by hardship and magical poisoning (from living near some magical ore), turned to incestuous affairs and cannibalism. Youngsters in this tribe devoured their elders. Over time, the band degenerated. With the twisting of their minds came a reshaping of their bodies; their arms grew long and fingers steely, enabling them to better grab and strangle prey. They no longer fed upon each other, but continued to crave the flesh of normal Goblins and Dwarves.
- 500 AC Later, Big Chief Sitting Drool united the tribes again. A new menace was rising to the south. Humans build a city (Corunglain) at the gates of the Humanoids sacred lands, surely a menace to the tribes. Sitting Drool besieged the city, ransacked it, took many slaves, and massacred Human armies that followed him into the hills. These were great years.
- 502 AC Corunglain freed. Darokin punitive Expedition massacred and devoured in Trollhattan. Scandal in Darokin. The Human capital of Darokin was threatened.
- 520 AC Second Punitive Expedition from Darokin is massacred in Kol. First caravans attempt to cross the broken Lands.
- 522 AC Second Siege on Corunglain. Villages torched.
- 523 AC Big Chief Sitting Drool ransacks Corunglain. Enslaved population brought back to Broken Lands.
- 525 AC Third Punitive Expedition from Glantri and Darokin. Sitting Drool brought back in chains. He was captured, but Humans could not keep him long.
- 526 AC Sitting Drool traded for slaves and gold taken from Corunglain, causing great political uproar in Darokin. Truce with Darokin and Glantri.
- 527 AC The Humans had a treacherous plan - Sitting Drool was assassinated by Human adventurers. The Humanoid Tribes break up again. Various Humanoid hordes invade Red Orcland.
- 610 AC A band of a hundred elves fleeing their recently conquered sylvan lands far to the northwest encountered a group of Graakhalians on the Plain of Fire. They decided to stay with their Elven cousins, and settled in Graakhalia. Their arrival was not without incident, as some of the recent arrivals found it difficult to accept Gruugrakh Gnolls as their brothers. But eventually they, too, adapted to Graakhalian society. The few who seemed unable to fit in were asked to leave at sword point.
- 722 AC The delicate balance of Graakhalian society faced a grave danger as an Elven leader, Jennial, led an uprising of dissatisfied elves against the Elf-Gnoll alliance. Jennial believed the Sheyallia elves and the Gnolls were conspiring to evict the newcomers from Graakhalia. He cited incidents of discrimination against natives of the Sylvan lands in recent council decisions. In heated attempts to draw other elves to his cause, Jennial preached that the Gnolls were simply biding their time, waiting for the elves to become too trusting before they'd turn on their "brothers" and kill them all. Most of the rebels who joined his cause were also originally from the Sylvan lands. A few Sheyallia elves also jumped into the fray—mostly corrupt elves who saw a chance to increase Elven power in Graakhalia, or an excuse to plunder a few gnollish treasure hoards. The rebellion was quickly put down. The Graakhalian council tried and executed the rebel leaders—including Jennial—and exiled many of the participants. During the following decade, tension between elves and Gnolls remained high. The intervening centuries have mellowed many Graakhalian memories of the uprising. However, some of the Elven rebels still live and are still quick to see dangerous insult in gnollish behavior. And some gnollish parents tell their children of the awful time when, two and a half centuries ago, the elves still living today in Graakhalia killed their many times removed great-grandparents.
- 800 AC Orcwars. Desperate hordes ravaging neighboring nations for food, treasure or shelter. Caravans systematically plundered. Cities torched. Agitation in Darokin.
- 802 AC Glantrian Gold Rush and Plague (actually sent by the Orcish Immortal Yagrai) results in irreconcilable hatred of the Dwarves in Glantri. A Shadow Elf returns from Glantri, inadvertently bringing with him the Plague, and resulting in 10,000 deaths in Alfmyr. Rapid quarantine precautions left most other cities unscathed, but Dwarves took the blame due rumors in Glantri. (due their immunities<high saves>),
- 910 AC Spectral Trolls or Troll Wraiths, are created by Night Dragons (probably "Synn"—the Great One) on Oceania using Alpathian magics.
- 942-1016 AC The Wizard Gargantua creates the Gargantuan Troll. About 100 exist in total, in remote isolated areas.
- 950 AC The Two-headed Troll is created from ferocious Troll and Ettin, created by Blackheart/Alpathian mages.
- 961 AC Some Blackheart mages of Alpathia made an odious mutation of the Spectral Troll, by interbreeding this creature with Invisible Stalkers.
- 975 AC A long war of succession breaks out between the tribes, with many massacres. Then came Thar of Orcus Rex, with the knowledge of the Immortals. His hordes crushed all the others and he became King Thar. Today, the tribes wait for his word to invade the south or the north. The hordes are ready and powerful. In his great wisdom, Thar has passed his knowledge on, and now all the tribes follow his law. When becoming of Age, they will be taught the Code of Thar by their chieftain - Always follow the law. If you are a chosen one, you shall prevail. The weak shall obey or die. With this King Thar unites the Broken Lands, threatening Darokin commerce. He enforces the Tharian Code of Conduct, and the legion is created. Thyatis frowns at the military threat.
- 1000 AC Of the 5,000 Sheyallia Elves living between the 20,000 Gruugrakh Gnolls, 10% are children of less than 20 years old. With a higher mortality rate than most Elves experience, the Sheyallia produce more children than their forest dwelling brethren in other nations.





Humanoid evolution Chart

Future of the Broken Lands

As the Gazetteers are written for 1000 AC, and Wrath of the Immortals depict the next 10 years, here some major changes in this region happening in the further future.

Before the Great War the Broken Lands, probably the most desolate and inhospitable land in all Brun, were home to thousands of Goblinoids, Orcs and other Humanoids. Forgotten by Immortals, Humans and Dwarves (*not to mention Elves*) these rugged lands were probably the most dangerous area in all the Old World. But things changed dramatically in 1006 AC, when a meteor crashed in the Kurrish Massif creating the Great Crater. Life was never the same in the Broken Lands. The feared Orcish leader Thar and King Kol IV of the Kobolds moved their hordes to the Great Crater (*Western Broken Lands*) to better raid on Glantri as well as Darokin. Only a few tribes remained in the Eastern Broken Lands.

1004 AC Wrath of the Immortals begins, Rafiel and Rad are deeply drawn into this.

1005 AC **Summer**, Alphatian wizards conjure hordes of monsters—many of them from Outer Planes—and release them in Glantri. The monsters wreak havoc amongst the civilian population of Glantri, and the Glantrian wizards have a hard time keeping the monsters in line. Unfortunately, many of the monsters spill over the borders into Sind, Wendar, Darokin, The Broken Lands, Ethengar and even into Alfheim.

1005 AC **Winter**, The Master of the Desert Nomads launches a lightning-swift attack into Darokin, overwhelming the western defenders and driving the armies of Darokin back before it. Within weeks, the great cities of Akesoli and Akorros have fallen. The tattered remains of the Legions of the Republic fall back through the hills east of Akorros to defend Darokin City. In these hills, units of the defending army try to dig in their heels and make a last stand so that other forces can get to the capital safely. The Master saw Darokin as a rich prize for the taking; Atzanteotl has simply sped up the process. The Desert Nomads are now in a good position for later use against any force Atzanteotl and thus the Master chooses to oppose. In the meantime, they will be able to exercise their savagery against the citizens of Darokin and will hone their fighting skills against Darokin's military. Best of all, in keeping with the Brotherhood's (*Entropic Immortal group*) goal of spreading the war to as many nations as possible, he has brought chaos and misery to a prosperous and neutral nation.

Characters in Darokin might be able to slow the desert Nomads' advance by reinforcing the Darokin units making their stand in the hills, leading reinforcements from the Five Shires or Alfheim, or conducting raids against the Desert Nomad positions.

1006 AC **Spring** The forces of Karamaikos, allied with military units from the Five Shires and Alfheim, march to Darokin city, which is now besieged by the Desert Nomads. They lift the siege on the city, reinforce the legions there, and then begin taking the war back to the Master. Over the next few weeks, the overextended Desert Nomads are slowly driven back.

1006 AC **Summer** The Master of the Desert Nomads has been defeated. His forces retreat into Sind and tighten their grip on that unfortunate country. Atzanteotl, disgusted by the Desert Nomads' inability to get the job done, washes his hands of the whole affair. As a final defiant gesture, the Master formally curses those who have defeated him.

To everyone's surprise, the curse has an immediate and deadly effect. Only a few days later, an enormous meteor (*a remnant from the former 5th planet*) smashes through the skyshield and slams into the Silver Sierras in Northern Darokin/Southern Glantri. The impact destroys an entire range of mountains, creating a crater dozens of miles in diameter. The resulting earthquake knocks down buildings as far south as Akesoli, and can be felt in Glantri and Darokin City. In Glantri, the Principalities of Blackstone and Caurenze are devastated, as is most of Darokin north of Lake Amsorak. The cloud rising from the impact is larger than some countries. Stretched by the last western winds in the season, the cloud covers all of southern Glantri and Northern Darokin out as far-east as the middle of Alfheim. The immediate loss of life is tragic, but Glantri Survives. However, the impenetrable cloud stays in the air for days, blocking out the sun. When it finally starts to settle, ash covers everything, killing plants and fouling drinking water. Together the cloud and the ash have a catastrophic result on both countries, ruining the harvest and threatening famine for the upcoming winter. Popular opinion in Glantri credits the attack to Alphatia; the Glantrians vow to make the Alphatians pay.

This event surprises the Master as much as it does everyone else. The Immortal to blame is not **Loki (Bozdogan)** nor **Atzanteotl**, who both know better than to risk the punishments sure to follow such a blatant act of direct Immortal interference once the immortal Council of Intrusion tracks down the perpetrators. Instead, it is **Alphaks**, whose love of big explosions and mass destruction had finally got the better of him. He diverted the meteor from its regular path and aimed it at Darokin; the only reason it did not do even more damage was his desire to make the Glantrians (*descendants, like the Alphatians, of some of his ex-followers*) suffers as much as possible, as well as his lack of knowledge of Mystara itself being a Megalith. Debris from the crater was scattered over an area of 500,000 million square kilometers and rock fragments ejected over 497 miles away. The ash colored the sky orange for weeks up to 4000 miles away, and had great impact on weather patterns for the coming year.

The Meteor approached from the North West to Western (NW to W) side in a roughly 48° angle, creating a directional force on impact all around, but primarily pushing the area up and eastward. Thus enlarging the Broken Lands, and destroying the area in between.

For those gamers who see a serious problem in a meteor impact creating such a large crater, which would in our Real World have been a global killer, here is the explanation why and how this is NOT the case on Mystara: http://pandius.com/The_Great_Crater_Co_nundrum.pdf



When the ash finally started to settle, it covers everything, killing plants and fouling water. Together the cloud and ash have a catastrophic result of crops of both Glantri and Darokin, ruining harvest and threatening famine for the upcoming seasons. Even the Elven hometrees seem to be —though slightly—affected, and are stalled in fruit and leave growth.

1006-1010AC Since the meteor fell, water of the Red River flows within the crater, and precipitation adds to this volume. The whole floor of the crater is a solid molten mass, with no tunnels, rips, or cracks. Thus the water accumulates, and slowly rises. A large morass of muck, and fungal forests will rapidly cover it all.

Bugburbia Bugburbsians remain on relatively good terms with High Gobliny, at least by Humanoid standards (*they raid each other just a little bit to keep in shape*). They are more or less tolerant of other races. They sincerely dislike South Gnollistan for claiming that their Immortal, Ranivorus, has already Imprisoned Bartziluth several times. Gnolls and Bugbears are rivals as far as bravery is concerned. Each tries to outperform the other at every opportunity.

High Gobliny High Goblins are in relative peace with the Bugbears. Relations with Hobgobland are somewhat strained by the Hobgoblins' natural aggressiveness. They have agreed so far to a fragile truce which caused the construction of Northgate in Lower Gobliny. Goblins are rather neutral to the other tribes, except for Kobolds whom they find uneducated, if not outright gross, basically pretentious pests. They also hate King Thar, but bow to his authority for lack of a better alternative. It is uncertain what they did during and after the Great War of 1004/1009. With the lack of a strong goblin leader after the sudden death of Queen Yazar (*Felmont 1011AC*), some would have chosen to follow Thar, Kol or one of the other tribal leaders. Most remained in High Gobliny under the nominal rulership of King Doth..

Hobgobland Hobgoblanders are usually devoted to their Kahn. They view themselves as fierce Warriors who despise the weak. A fragile truce exists between them and their western neighbours, High Gobliny. Every other month they declare war on Yellow Orkia and raid them, then Yellow Orkia does the same, until everybody is tired. Then they both raid caravans during the following month, and so on. They are neutral to all other tribes who are not their neighbours, except King Thar's Orcs. "*Ah hate 'em cuz dey be onta oder side oda Broken Landz an' Ah can't raid 'em, but dey still gotta be da boss'!*", so spoke Hutai-Kahn. When Thar departed for the Crater, most of the Hobgoblanders stayed where they were. After severe attacks by Ethengar Warriors and Heldannic knights, they retreated underground and took what was nearby lands no longer controlled by other Humanoids. Their numbers grew and dwindled and remains thus at about 2400 Humanoids.

Orcus Rex Thar is the King of all tribes in the Broken Lands. Rexians have no direct borders with any of the lower areas, except with the Trolls. Occasionally, some younger Trolls wander out Trollhattan, creeping along cavern ledges above the lake, looking for fun and different food. Some bloody battles occur but no formal war actually takes place. Prisoners are then incorporated into the Legion. Rexians despise Hobgoblins for being direct descendants of Akkila-Kahn the Traitor.

Red Orkland The Red Orcs continued living their lives within their domain, when the meteor hit in the West. Minor quakes resulted in mass destruction and the loss of many lives in all the Broken Lands. The Red Orcs together with Yellow Orkia and the Mucks, however were the least affected. These were the races which eventually benefitted from it.

Kolland After the creation of the Great Crater in the Wrath of the Immortals, King Kol took abandoned the Republic of Kol (*the surface now overrun by other nearby Humanoids*), and attempted to prove his magical might to the Wizard-Princes of Glantri.

1010 AC Almost 4 years after the meteor's impact, King Thar and his minions occupy the Great Crater. The highest ranking Humanoid in the nearly depopulated eastern region is Alebane, the Ogre King.

1010 AC Vatermont 3 Lady Dolores Hillsbury comes to Glantri-city on Griffon-back, claiming she has seen a large Humanoid force heading for Glantri city across the hills to the south west. Prince Jaggar's armies in Glantri ready themselves, and easily repel what is no longer a surprise attack from King Thar. Dolores gained popularity and thus weakened the faith of the Humanoids in the infallibility of King Thar.

1010 AC Vatermont 20 Stung by his failure in Glantri on Vatermont 3, King Thar now sends Humanoids south into Darokin. They attack the village of Crawlerd, east of Lake Amsorak. Thar needs a quick, cheap victory to bolster his troops' opinion of him. Realizing that the Glantrians are getting better at defending themselves—but not why—he has turned his eye upon Darokin.

1010 AC Yarthmont 17 Forces of King Thar, after a long and hard passage through the mountains, make a night attack against the City of Akesoli, hoping to drive their way in before the city knows it is under attack. Thar is still concentrating on Darokin, as his most recent efforts against Glantri have all been failures.

1010 AC Ambrymont 7 A group of emissaries representing Kol XIV come before the Council of Princes in Glantri City. They present a request by Kol XIV that the council recognizes the region now called the Great Crater as a true Principality of Glantri, subject to Glantrian Laws, and ruled by Kol XIV. Several of the Princes are outraged or amused by this ridiculous request, but Jaggar von Drachenfels and Henri d'Ambreuil unexpectedly recommend they take it seriously. Meanwhile, King Thar, feeling betrayed by his right-hand Kobold, orders his forces to attack Kol. War breaks out between Humanoid forces in South Monsterland.

Kol is positioning himself for a power grab; he thinks he's ready to snatch power away from King Thar. However, without some help from the Princes of Glantri, he probably won't be able to do it, and it appears that not enough of the princess take him seriously.

1010 AC Fyrmont 10 A large group of Thar's Humanoids travel down the banks of the Ithel River, near Lake Amsorak, in another raid into Darokin. This time the legions of Darokin are ready for them. Warned by signal fires and outriders, the legions make an organized military attack against Thar's forces, do serious damage to them, and drive them north, across the border. Thar was pushing his luck this time; the people of Darokin are now alert and organized enough to counter simple military offensives.



- 1010 AC Swiftmont 25 Abruptly, warring factions of King Thar and King Kol make peace. With obvious pain, Thar declares himself Kol's minion, and Kol appoints himself General of all the armies of South Monsterland. What actually happened; Synn, a near-Immortal Undead Night Dragon was annoyed by the infighting between the two Humanoids. She wanted to Kol to be a new Prince of Glantri so that the country will become still more monstrous and chaotic. She appeared before King Thar, cowed him, and told him she would destroy him if he did not accept a position subordinate to Kol XIV. Thar reluctantly agreed. Now the Glantrian Princes have to consider the Kobold-King's motion more seriously. The Legion of Thar remained personal loyal to Thar. Thar is now a cowed, frightened ex-General who no longer dreams of conquering the world—only of finding a way to defy the Dragon Synn who forced him to accept the mere Kobold Kol as his superior. Thar is now a 30th level Orc/Nosferat.
- 1010 AC Eirmont 25 King Kol XIV and Thar, having been informed of the Dwarf situation in the Eastern Broken Lands, sends a sorrow-filled letter to King Alebane, informing him that they cannot currently sent help to him. If he wishes to be rid of the Dwarves, he will have to eliminate them himself. Meanwhile, the Dwarves in the Broken Lands are making a sturdy fortress of the cavern mouth leading to Oenkmarr, and are developing a new closed, metal-encased raft that will dissipate heat long enough to allow Dwarves to sail across the lake of subterranean lava. This day a test run succeeds; the Dwarf pedals the prototype around for fifteen minutes and returns unroasted.
- 1010 AC Kaldmont 5 The Council of princes in Glantri Votes on the measure to make the Great Crater a new principality, named New Kol (Land) under the rule of Kol XIV. The measure is narrowly defeated. Surprisingly, Glantri is not violently opposes to the idea. However, many of the nay-sayers voted against the measure because there still exists a state of war, or at least aggression, between the Humanoids as in the crater and the nation of Glantri. Their recommendation is that Kol XIV be instructed to adhere ridgely to a truce, keeping his hordes from invading Glantrian territory, and to demonstrate how the population he rules can be a benefit to the nation as a whole. If the Kobold-king can do this, say, a period of three months, the Council of princes will consider the issue again. Synn's influence is now very great in Glantri, else the Council would not even have considered Kol's Measure.
- 1010 AC Overall The Humanoids are forced by Shadow Elves to leave the lower caves. Loses are great on both sides, too great for the Shadow Elves to do the same on all the surface lands, especially since their weakness for the sun. In an effort to increase their popularity in the Known World Heldannic Knights and Vestlanders rode into the Eastern Broken Lands and attempted to clear the surface areas of Humanoids. Many of the remaining Humanoids retreat into the western region. Though successful in Yellow Orkia and Kol, resistance was too great for the Knights in Gnollistan, High Gobliny and Red Orc lands. The other Humanoid nations they were not even able to visit. All in all the costs and losses were too high. They soon returned to Heldann.
- Red Orcland** After the fall of King Thar, some Red Orclanders moved towards the Great Crater, settling west and south along the border to the mountains. However, most remained within Upper Red Orcland and controlled the region. The Shadow Elves of Atzanteotl's Aengmor could not adapt to the blinding heat and sunlight in this region and their losses were too great. They soon refrained from any attempts at controlling the surface. Lower sections of Red Orcland are now empty of Humanoids. But the area is so vast and diverse, and these Dark Elves are so few in number after splitting from the other Shadow Elves. Being both prolific and oppurtunistic, it will not take long before Humanoids will return. The individualistic Dark Elves will have to accept this. Some individuals may take on roles asf advisor, or even leader of, groups of Humanoids.
- Some Red Orc groups desire to try to return to Atruaghin, but are afraid of what they might find there. Not only the welcome they might receive, but does the land still exist as they were told for centuries. They don't know that a gigantic plateau (*the Plateau of Atruaghin*) will make return virtual Impossible. They also don't know that many, more Atruaghin's Children are located here in several Tribes. Yet when they follow Atruaghin again, maybe he will allow them a place to live in relative peace (*perhaps as a buffer between the evil Tiger Clan to the south, and the remaining Clan's west and north*). Some Say Hool will lead them.
- Yellow Orkia** After the fall of King Thar and the later invasion of Shadow Elves, the Orkians abandoned Orkia completely. Some joined King Kol in the Great Crater, some went to Ethengar and joined their tribes there, and the rest travelled through Ethengar. They crossed the steppes trying to remain unseen, stole some Draggar Longships of Ostland or Vestland merchants and sailed south, until they reached Ochalea and nearby islands. Seeing the lack of Humanoids they decided to settle there. The volcanic origin of the islands made it very easy to find, and dig new caves in the Hills and mountains. If it weren't for the geological instability they could even thrive there, but landslides, cave-inns, earthquakes, eruptions will (*almost*) even out their birth-rate.
- Hobgobland;** With the Fall of Thar, and the move of Kol to the Crater about 25% of the Hobgoblanders moved to Kol. The rest stayed behind, remaining true to their heritage, ancestry and land. With the displacement of the Yellow Orkians by the Shadow Elves their enemies changed, and thus their offenses and defenses. These Elven followers of Atzanteotl closed several tunnels. The luck the Goblinoids have is that the rock which shapes their caves contain lead-ore, and this prevents all magic from working, including rock altering magic (*a feature Shadow Elves know and hate*.) The Goblinoids quickly learned this feature in the many battles with the Shadow Elves trying to enter their caves. As a result the Shadow Elves began closing off all openings to the Great Magma Chamber (*and thus Aengmor*), and thereafter made only skirmish attacks to defend their works. Major offensive operations were no longer feasible for the Shadow Elves, because the few stoneshapers decreased in number rapidly as Humanoids targeted them for attack as often as possible..
- Ogre Moor** is hardly affected by the invasion and as thus only those Ogres in Thar's former legion and those from Lower OGREMOOR have resettled in the Great Crater. The OGREMOORIANS still live here, and are rebuilding their forces in order to re-establish full control over Lower OGREMOOR. Any Aengmorian Shadow Elves have decided the region is too vast for their lower number to control, especially as they lost their Shamans and Tunnel shapers, as most either stayed with the Deep Shadow Elves, or perished in the wars. Less than 12 Tunnel shapers survive and are needed badly near Aengmor city.
- Tunnel shapers are Shadow Elves specialized in these spells; 4th Stone Door, Dig, 5th Dissolve/Harden, Passwall, Turn Rock to Mud/Mud to Rock, Wall of Stone, Rock Door, 6th Rock to Lava/Lava to Rock, Move Earth 7th Lower Lava, Turn Rock, and others similar to these (Due their specialization they have +50% range, duration, and size affected area)

Upper Trollhattan is unchanged. The region was actually never discovered by others. Lower Trollhattan was cleared by the Shadow (Dark) Elves, but recently Trolls started to appear in the region again. They have not officially retaken the region, but many Shadow Elf patrols never returned.

Orcus Rex is fully abandoned, upper and lower, and this relieves much tension in the region of Erewan, and the region east of the Great Crater. This has enabled the Humans to install new settlements and restore older ones.

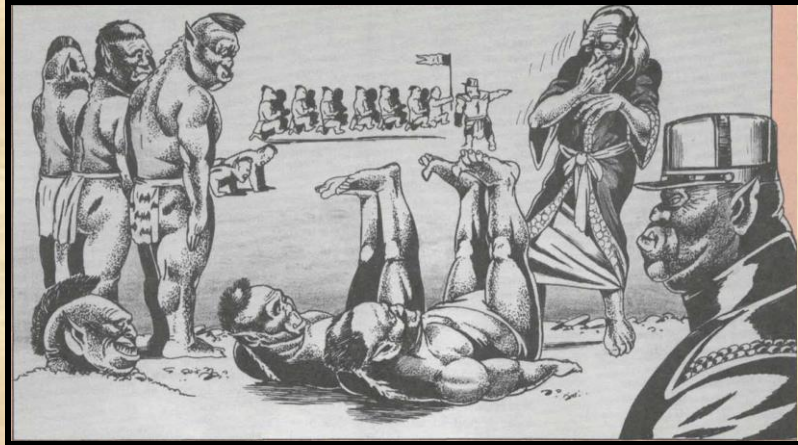
Throughout 1010 AC and 1011 AC, tribes and Clans of Humanoids from surrounding areas poured into the Eastern Broken Lands, taking advantage of the departure of Thar's Legions, and even re-inhabited the now mostly empty caves. It is typical that High Goblins stayed High Goblins; Red Orcland stayed Red Orcland and so on, with mostly new or returned inhabitants of the same races that originally lived there, together with the much smaller populations that never left for the Great Crater.

The Demi-Humanoids of the Valley of Khyr (*Orcus Rex/Ogre Moor*) and Mount Barbia (*Bugburbia*) are unaffected by the invasions as they were not discovered yet. The Faenare, giants and drakes do notice what is happening below, but do not interfere and therefore appear not to be there.



- 1011 AC A small lake formed by the Red River is now flowing into the crater. The still warm ground evaporates much of this water, causing a moist "blanket" to cover the crater enabling fungi to grow rapidly. Unknown to almost anybody, the meteor has released thin amounts of powder dust, which stayed behind in the atmosphere. This will cause a significant increase in precipitation for the upcoming two centuries, for the whole area of the Known World (*including Wendar, Eastern Sind, Adri Varma, Heldann and Northern Wildlands. DM's using the TM1 weather system as also presented here, add 5% on the Precipitation chance and +1 on the intensity rolls to all affected regions for the period 1006-1216 AC. For precise effects decrease Precipitation by 1% each decade from 1170 AC and lose intensity to normal in 1050 AC. From 1216 AC on all values are normal*). Due to the Meteor impact the magic gate to the Elemental Plane of Water, being the major feed of the Red River, tore further open and releases much more elemental water onto the Prime Plane than before.
- 1011 AC Nuwmont 7-17 Ex-king Thar, once the mighty ruler of all Humanoids of the Broken Lands suggests that he and King Alebane, the Ogre-lord, join forces to take advantage of the situation in Rockhome. Thar suggests that the combined forces of OGREMOOR and Thar's loyal followers could waltz into the Dwarven homeland to loot, pillage, and perhaps even conquer the hated Dwarves. Thar knows that a civil war has broken out between King Everast XV and the returned Golem-King Denwarf, and the mighty Dwarven armies are busy battling one another in the lowlands. Thar is desperate to regain his standing among the Humanoid tribes, and if he cannot rule in the Broken Lands (*the Night Dragon Synn placed King Kol XIV of the Kobolds in power last year*), perhaps he can rule in a conquered Rockhome.
- 1011 AC Nuwmont 17 With most of the Ethengarian warriors off at the winter encampment at Bargha, Thar and Alebane decide to take their legions through the subterranean paths beneath the Broken Lands, then along the edge of the Ethengar Plains to Rockhome. Though they meet Ethengarian warriors as they skirted the plains, Thar employed the brilliant strategy of inviting the warriors along for an equal share of glory and loot.
- 1011 AC Nuwmont 27 The combined forces of Thar's Orc legions, Alebane's Ogres, and many other Humanoids intending to plunder and loot, pour into Rockhome from the Ethengar Plains and assault Fort Denwarf. The small force of Dwarves at Fort Denwarf's Dwarven garrison, are totally unprepared for this attack. Depleted by the clan war raging in the east, they are hard pressed.
- 1011 AC Vatermont 3 Thar's legion breaks through Fort Denwarf's defenses, slaughtering the defenders to the last Dwarf. General Balis, daughter of Bali of the Torkrest Clan, is the last to fall. The armies ransack the Fort, spend the day celebrating, and begin their march on Stahl that night (*leaving a number of Humanoids behind, too drunk from the Fort's supply of ale, to march*). The accompanying Ethengar Warriors ride ahead to scout for Dwarven armies. They find the way to Stahl clear, as the armies of Denwarf and Everast are still three days' march away, and virtual unaware of the attack.
- 1011 AC Vatermont 5 Thar, Alebane, and their armies reach the plain surrounding the city of Stahl. After some heated discussion over strategy (*Stahl's hills and walls appear formidable*) they agree to simply storm the city and see what happens. They begin their attack at dusk. By dawn they've penetrated Stahl's defenses and are looting and burning the above-ground portions of the city.
- 1011 AC Vatermont 6 Denwarf's and Everast's Dwarven forces descend upon Thar's and Alebane's Humanoids. The bloody battle lasts all day. Denwarf's legendary fighting ability proves true; his battle axe lays waste to the enemy on all sides. During the battle, however, the Dwarf-golem seems to go mad, killing everyone within reach—Dwarf and Humanoid alike. But Denwarf recovers, and by nightfall the Dwarves are victorious. No Humanoids remain in the city; the Dwarves run to the ground all those they can.
- This defeat means the end of Thar's influence in the Broken Lands. Last year, his campaigns against Glantri and Darokin failed, and the Dragon Synn forced him to swallow his pride and grovel before King Kol. Today, he flees with his most loyal followers into the Denwarf Spur Mountains. He plans to make his way into Vestland, where he hopes to find more Humanoids willing to follow him.
- King Alebane and most of the surviving Humanoids return to the eastern Broken Lands; they are welcomed back with taunts and jeers. The Ethengar warriors who had joined the force invading Rockhome, slink back to the Ethengar Plains. They decide not to tell their Khan of their involvements in the affair.
- 1011 AC Vatermont 10 After driving the last of the Humanoids from Rockhome, the dwarves return their attention to their civil war.

1011 AC' Thaumont 8 After travelling through mountains treacherous with snow, Thar and his band, exhausted and half-starved, stumbled into an Orc lair in the Makkres mountains. The resident Orc Chieftain claims there aren't enough water stores to feed the new comers, and orders his Orcs to drive Thar's band from the caves. Thar flies into a rage and single-handedly slays three Orcs. His followers, inspired by Thar's Heroism, attack the defenders. When it is all over, half the resident Orcs are dead. Thar gives the survivors a simple choice; obey him or die.



1011 AC Flaurmont 16 The large village of Hammersted, nestled in a valley on the outskirts of the Makkres mountains, awakens this morning to find a small army of Humanoids camped outside their stockade. The two sides exchange a shower of arrows before the Humanoids withdraw to a safe distance beyond missile range. To their dismay, the villagers see Humanoids rounding up their herds of goats and sheep and driving them into the mountains. The shepherds were evidently killed during the night. The bulk of the Humanoids remain camped outside Hammersted's walls, apparently settling in for a long siege. Thar has united four Orcish tribes and a band of Goblins under his rule. He promised them good food and some nice trinkets if they'd follow his lead, and this is Thar's way of getting them.

1011 AC Flaurmont 17 King Kol and a troop of elite Kobold bodyguards appear before the Council of Princes again today, to propose the enfeoffment of South Monsterland as the new Principality of New Kol. The council's vote narrowly defeats the measure—just as it did last year. The princes remind King Kol of his promise to control the Humanoids of the Great Crater, and they cite some minor raids on Glantrian communities bordering the western Broken Lands. After the disappointed Kol leaves the council chamber, Prince Malachie suggests the council commission some scouts to investigate the situation in the Broken Lands. He points out that Kol seems to have firm control over his own Kobolds, and could prove to be a great asset to Glantri if he could also control the other Humanoids.

Few of Glantri's princes actively oppose the idea of a Humanoid principality. Most are willing to entertain the idea if it proves beneficial to Glantri—or to themselves. Synn (*in the guise of Dolores Hillsbury, Princess of Fenswick*) especially likes the idea; she hopes it will plunge Glantri into chaos.

1011 AC Yarthmont 1 A merchant caravan from Sind arrives in the Western Broken Lands today. Among other goods, the merchants carry a large supply of weapons destined for King Kol's army as well as a troop of highly trained warriors. This shipment is the first of many Ludwig von Hendricks has arranged on behalf of his new Humanoid partners. (See Nuwmont 18). Through his contacts in Sind and Jaibul, he purchased the arms and troops to train Kol's Kobolds in their use.

1011 AC Yarthmont 10 Thar's Humanoids swarm over Hammersted's stockade fence before dawn today. Many villagers are too weak to resist them, as the three-week siege has depleted their meager stores. The Humanoids slaughter everyone who opposes them. They strip the village of every scrap of metal they can find, and then disappear into the mountains.

1011 AC Kaldmont 1 The Orc-King Thar has by now united nearly 1000 Humanoids under his leadership. He has kept his raids on Vestland's Humans to a minimum to avoid reprisals, chosen widely spaced targets, and forbidden repeats on the same settlements. Even so, the Humanoids have rustled enough to see them through the winter in more comfort than they've known in generations. Thar's alignment has shifted in the last months towards Neutral Evil. He still has the magical sword but stopped using it. He thinks that Uruk Vaath and the Sword led to his downfall, with the Dragon Synn as the final strike. Thar still can't stop the control the sword exerts over him, nor can he break the bond the sword has forged with him. But he already plans its destruction, silently, in his mind. Thar is now a 31st level Orc Nosferatu, has 99 hp and can attack twice each round.

1012 AC Nuwmont 14 The Council of Princes meets today to legally and formally define the borders of the newest principality, New Kolland. The Princes are pleased that Glantri now encompasses most of the Great Crater.

1012 AC Nuwmont 27 A small army of Humanoids—primarily Orcs, but include some Goblins and Trolls—raid the village of Kirkuk in the foothills of the Makkres mountains tonight. They kill some of the villagers and escape into the mountains with some chickens, a few goats, preserved food from the village stores, and some personal treasure. The Humanoids Thar has united under his leadership over the past few months have been getting reckless. Thar ordered this attack to let the most troublesome Humanoids blow off some steam and to replenish their food stores which lessened due the winter. His recent activity in this area has Vestland's Jarls concerned; they'll send scouts in to see what's got the Humanoids stirred up. The tribes in the Broken Lands have become disorganized and uncooperative without the rule of Thar, and it's now the Shadow Elves learn of Oenkmor.

1012 AC Vatermont 15 A scout brings thrilling news to Tanadaleyo, Radiant Princess of the Shadow Elves and Governor of Aengmor. He speaks of the discovery (by use of magically created tunnels around the attacking dwarves) of the fabled underground city of Aengmor, thought destroyed when lava surrounded it more than 23 centuries ago. But there are two problems—Aengmor, now called Oenkmor, is currently inhabited by horrible Humanoids, and even more horrible Dwarves are laying siege to the city. Tanadaleyo consults with Garafaele Galeifel, the Radiant general, who agrees they must recover Aengmor for their people. Before the day is out, messages have been sent to King Telemon in the City of the Stars informing him of the discovery. The Shadow Elves of Aengmor (*who named their newly colonized lands for the fabled city they have new hope to possess*) prepare for a holy war.

Oenkmar, the jewel of the depths, is indeed the ancient Elven city of Aengmor, now inhabited by Humanoid followers of Atzanteotl. Immortal magics protect the city from the lava lake upon which it drifts, and the Dwarfs have discovered gold in the surrounding bedrock. The discovery sparked a double invasion of Dwarf soldiers and miners intent on destroying the Humanoid city (*and the threat it poses to the civilized world*) and stripping the gold deposits from the Broken Lands. While the mining has been successful, the military campaign of the Dwarves against Oenkmar is frustrated by the enormous difficulties posed by a city protected by Humanoid shamans and a lake of lava. The Shadow Elves add a whole new dimension to the problem. Newcomers to the surface world, the Shadow Elves hold no fondness for either the Humanoids or the Dwarves.

1012 AC Vatermont 18 the biggest attraction at this year's monster fair in Glantri is the corpse of a large worm-like creature. Although it looks superficially like a Purple Worm, it is neither purple nor equipped with a stinger. It is also only 25 feet long—a fact that many wonder if it could be an immature form. Whatever it is, the mages of Glantri have not seen its like. The tale told by the adventurers displaying the monster adds to its mystique, according to them the worm was able to spit acidic fluid that killed two party members. They discovered it in an underground cavern beneath the Great Crater in New Kolland; there may be others like it. (*DM info; see also Thaumont 24 1012 AC*)

1012 AC Vatermont 26 Bands of armed and armored Shadow Elves march from Aengmor, through northern Darokin, and into the Broken Lands. There, fierce skirmishes with Humanoid inhabitants slow their progress. But the Elven press on, seeking routes to the lower Broken Lands and Oenkmar. These advance troops have been charged with scouting out and securing a route to Oenkmar for the Shadow Elf army to follow

1012 AC Thaumont 14 Adventurers, soldiers, monster hunters, and the like gather in the town of Rhoona in response to a proclamation by King Harald Gudmundson that great honors and 5000 pieces of gold will be bestowed on the brave warrior who brings Thar—or his head—to Norrvikk. Local jarls further encourage expeditions into the Makkres Mountains by setting a bounty on the head of every Orc or troll of fighting age. Rumors finally reached King Harald that Thar, onetime King of the Broken Lands and notorious Orc leader, was now stirring up trouble in the Makkres Mountains. Orc hunts will be a favorite pastime in Vestland throughout the year. However, Thar and his army of highly trained Humanoids are too tough for all but the most experienced adventurer to handle.

1012 AC Thaumont 23 The Humanoids of Oenkmar are astonished and terrified by a sudden rain of stones falling on their city. Some stones are large enough to kill or to do significant damage to any building they hit. Xilochtli, the high priest of Atzanteotl and the ruler of Oenkmar, orders the city's Flying Terror Squads of soldiers into the air. 50 Orcs and 25 Goblins mounted on skinwings launch themselves into the steam-filled cavern to investigate the falling rocks. The barrage of stones stops as suddenly as it started. In its place, hundreds of strong cords drop down to dangle above the city streets and buildings. As the Humanoids gaze in wonder at this new sight, Dwarf warriors rappel down the ropes and drop into Oenkmar. The city erupts into chaos. The flying Terror Squad wreaks havoc on successive waves of Dwarf warriors rappelling down the ropes while the defenders of Oenkmar's ground forces attack those that reach the city. Within an hour of the first assault, the lava currents carry Oenkmar beyond the reach of the ropes dangling from the cavern's ceiling. Nearly a thousand Dwarves are now in Oenkmar, but they face 2,000 trained Humanoid warriors determined to defend their city. The fighting will be long, hard and bloody.



1012 AC Thaumont 24 The lava current's carry Oenkmar on a slow, clockwise, circular path about six miles in diameter. A full circle takes 18 hours, so the Dwarves can attack once per 18 hours. As the city of Oenkmar passes under the Dwarven carved holes once more, the assault on the Humanoids begins anew. A thousand more Dwarves rappel into Oenkmar (*new ropes replacing those cut or burned by the cities flying forces*) as squads of skinwing riders and Humanoid archers wreak as much havoc as they can during the Dwarf warriors' descent. In addition to roughly 2,000 Dwarf miners and adventurers, there are 5000 trained Dwarf soldiers from Rockhome's standing army gathered in the Broken Lands. But as most of this force waits in caverns above for an opportunity to assault Oenkmar, the Dwarf's losses in Oenkmar will be horrific.

Glantrian researchers decided that the unusual properties of the meteor has encouraged the creation (*or release from deep below*) of the Spitting Worm (*DM info; http://pandius.com/Monster_Manual_3.pdf page 1063*) It tunnels through earth like a Purple Worm, but cannot tunnel through rock. They also suggest that bigger, tougher Spitting Worms might exist in the subterranean realms beneath the Great Crater.

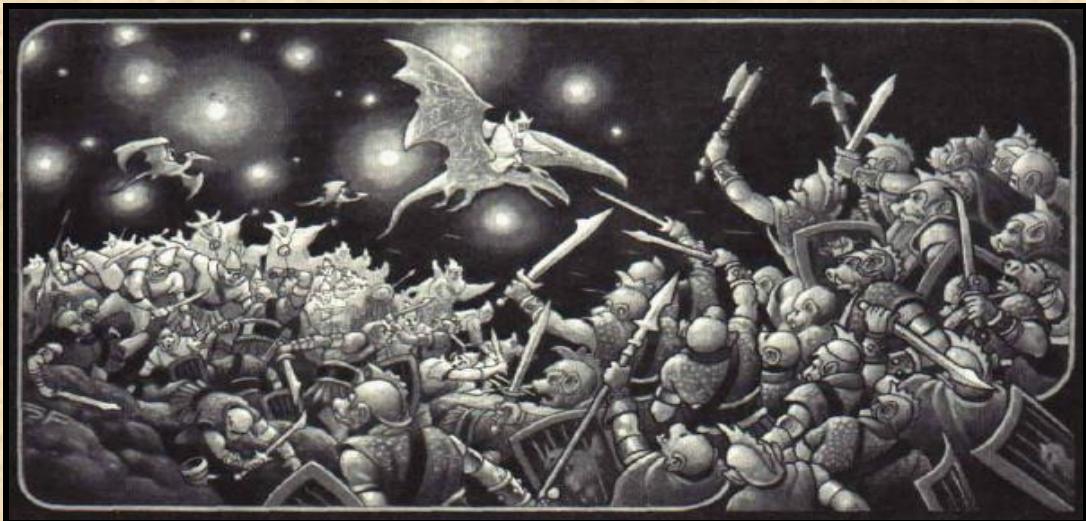
Many Glantrian mages want specimens of their own for magical or chemical research. Parties of adventurers will flock to the Great Crater to search for more Spitting Worms and other dangerous, hitherto unknown creatures.

1012 AC Flaurmont 4 Prince Kol, speaking before Glantri's council of Princes, protests the invasion of New Kolland by "Hooligans" bent on hunting down new species of monsters. The trouble is that many don't seem entirely clear on the definition of new, and have been harassing honest citizens of the Principality. Kol demands restitution and the enactment of a law protecting New Kolland's inhabitants from this invasion. Kol's proposed solution includes a registration and permit process intended to regulate monster hunts.

The council agrees to outlaw unauthorized forays into the Great Crater. The issue of restitution is another matter; they argue all day over the validity of Kol's claims. The Princes finally agree to turn the matter to the parliament where the various nobles of Glantri can dicker over which claims will be honored and which claims will be disallowed. Ever since the introduction of the Spitting Worm to Glantrian scholars at the Monster Fair, mages and scholars and adventurers have overrun the Great Crater in search of other new monsters.

Some of Kol's claims for damages are exaggerated, however. From this date on characters adventuring in the Great Crater must apply for permits (*and pay High Fees!!*) if they wish to hunt monsters legally.

- 1012 AC Flaurmont 5 Battle weary dwarves in the city of Oenkmar are surprised today when a company of Humanoids approach their command post wearing a white flag. The group's leader, a hideous ugly man, introduces himself as Angus Mc Clintock, a Human mage. He explains the citizens of Oenkmar will surrender if they are assured they may keep their lives. He then launches into a speech about the high degree of civilization reached by the Oenkmarians, indicating the magnificent architecture all around them to prove his point. He begs the Dwarves not to destroy the Oenkmarians and all that they stand for. The Dwarf commander accepts the surrender and promises no harm will come to the city nor its citizens. This sudden turn of events is in response to the loss of two key Oenkmarian leaders; lord Zotl, commander of the defenders of Oenkmar, who fell in battle yesterday, and Xilotchli, high priest and ruler of Oenkmar. In a dream last night, the Immortal Atzanteotl told Xilotchli to flee Oenkmar. The old Orc did so, taking with him the Great Temple's sacred Blue Knife (*a dagger+1*). Atzanteotl hopes that if the Shadow Elves regain Aengmor, some will worship him once more. With the sudden disappearance of their high priest and the collapse of the military, Oenkmar's citizens decided to surrender.
- Angus Clintock was once Professor Emeritus at the Great School of Magic in Glantri. He failed to mention that, since the Dwarves of Rockhome hate Glantrian mages even more than they hate Humanoids. He has lived in Oenkmar, studying the city and its inhabitants, for decades. He's unaware of the city's true history and believes the history taught by Oenkmar's priests—that the ancestors of Oenkmar build the city.
- 1012 AC Flaurmont 8 Shadow Elf warriors today drive back the dwarves defending the entrances to Oenkmar's cavern. Meanwhile, other Shadow Elves assault Oenkmar itself, using magic and skinwings brought up from their lands deeper underground.
- The Dwarves in Oenkmar, not yet recovered from their weeklong fight with the Humanoids, must now face an all out assault by fairly fresh troops. The Shadow Elves are better trained than the Humanoids the dwarves defeated, and include many mages in their ranks. The Dwarves are now fighting for their lives as well as for possession of Oenkmar.
- 1012 AC Flaurmont 9 Faced with a powerful army of Shadow Elves, the Dwarf commander in Oenkmar comes to a daring decision. In hurried talks with Angus McClintock and high ranking Oenkmarians, he proposes an alliance between the Dwarf troops and the citizens of Oenkmar. Only together can they repel the Shadow Elf invasion.



- Dwarves and Humanoids are soon fighting side by side against the Shadow Elves. The combination of the Dwarves' military tactics and the Humanoids' knowledge of their city proves enough to drive off the attackers. This alliance is born of a combination of brilliance and desperation. Angus McClintock helps convince Oenkmar's leaders that cooperating with the Dwarves is the only way to survive. In return, the Dwarf's commander agrees to extend even more favorable terms to the Oenkmarians. He even promises to discuss the possibility of the Oenkmarians keeping their city (*although Rockhome will insist on undisputed mineral rights to the surrounding area*).
- 1012 AC Yarhmont 1 Reinforced by troops from the City of Stars underground, the Shadow Elves renew their attack on Oenkmar. Elven magic helps them bypass the dwarven troops protecting the entrances to Oenkmar's cavern. The dwarves and Humanoids in Oenkmar repel the Elven assault once more, but only after hours of fierce fighting. Meanwhile, troops from Ylaruam and the Five Shires converge on Fort Nell, joining Darokinian troops in their endeavor to keep Shadow Elves from marching across northern Darokin
- The member nations of the Western Defense League agree that Shadow Elf armies marching through Darokin pose a real threat. Only Karameikos has not yet sent troops - although Karameikan troops stand ready to march up the King's Road into Darokin, King Stefan still urges a diplomatic solution..
- 1012 AC Yarhmont 15 In response to the truce called a week ago, fighting between Shadow Elves and Dwarves in the Broken Lands grinds to a halt. King Everast XVI of Rockhome and Princess Tanadaleyo of Aengmor meet in Selenica to discuss a peaceful solution.
- 1012 AC Yarhmont 28 Intense fighting resumes in the underground territories surrounding Oenkmar and in Northern Darokin. Ground forces attempt to block Shadow Elf reinforcements from leaving Aengmor, while combined forces of Dwarves and Oenkmarians fight off renewed assaults by the elves deep underground.
- Meanwhile, more troops arrive in Fort Nell from the Five Shires, Rockhome, and Ylaruam. Karameikan forces finally cross the border into Darokin to lend their assistance to the situation. The DDC keeps a careful watch on developments, looking for another opportunity for diplomacy. They are under pressure to find a solution to the conflict by the end of Klarmont. Corwyn Mauntea, Chancellor of Darokin doesn't want anything to interfere with the World Games slated for Fyrmont.

- 1012 AC Klarmont 5 King Alebane of Ogremoor delivers an impassioned plea for unity in the Lower Broken Lands. He recalls the glorious days when King Thar ruled and few outsiders dared to invade. Now, the tribes living in the Lower Broken Lands are disorganized and uncooperative. This is why armies of Dwarves and Shadow Elves have run roughshod through Humanoid territory all year. It's time to reunite the tribes of the Broken Lands, Alebane shouts; it's time to take back our homes and our pride. Its time to drive the invaders out!
Few of the Humanoids who knew life under King Thar remain in the Lower Broken Lands. (*Many migrated to the Great Crater with Kol and Thar in 1007 AC*). Of the original tribal leaders in the Lower Broken Lands, only Alebane of Ogremoor and Mistress Haa'k Hordar of Trollhattan remain. Humanoids driven from surrounding nations flocked into the depopulated Broken Lands, binging old prejudices and rivalries with them.
Uniting the tribes is a difficult task, even in the face of a common enemy. The fact that Alebane and his tribe met with ignominious defeat in a raid against Rockhome last year does little to inspire confidence or respect for the Ogre.
- 1012 AC Klarmont 16 Fighting over the possession of Oenkmarr continues between Dwarves and Oenkmarians on the one hand and Shadow Elves on the other. Shadow Elf reinforcements arrive daily, via ancient but dangerous underground routes from the City of the Stars and newly dug tunnels beneath the Canolbarth Forest. Dissension in their ranks hamper Oenkmarr's defenders—the Oenkmarians and their Dwarf conquerors-turned-allies find it difficult to get along. Meanwhile, attacks by Humanoids from the nearby caverns are on the increase. Although none of the Humanoids attack Oenkmarr itself, Dwarves and Shadow Elves found in the caves surrounding the lava cavern are fair game.
- 1012 AC Klarmont 18 Shadow Elves break through the Dwarf line guarding the entrances to Oenkmarr's cavern and assault the floating city itself. Once more, the city's Dwarf and Humanoid defenders drive the Elves back. This time repelling the Shadow Elf forces takes longer and costs many lives.
- 1012 AC Klarmont 28 Humanoids from the Lower Broken Lands gather today into a huge army commanded by King Alebane of Ogremoor. The Ogre king looks in disgust at the rag-tag assembly and loudly laments the good old days when Humanoid legions knew the meaning of discipline. Shoving his doubts aside, Alebane assembles the leaders of the tribes and begins going over his battle plans.
- 1012 AC Felmont 2 In separate attacks against Dwarf and Shadow Elf troops, two thousand Humanoids join the war in the lower Broken Lands. Wave after wave of Humanoids drive the main body of the Dwarves from their current positions. A large number of Elves, too, are driven from the positions they held and straight into the Dwarf army. Much of the fighting involves smaller groups, however, as the underground terrain makes serious troop maneuvers next to impossible.
- 1012 AC Felmont 3 the Shadow Elven troops in the lower broken lands disengage from the Humanoids and the dwarves they've been fighting. By the end of the day, the last surviving Shadow Elf has retreated to the Canolbarth Forest via secret underground routes.
Garafael Galeifel, the Radiant General, realized that his troops couldn't both fight the Humanoid troops and the dwarves of Rockhome. The general hopes that the Humanoids will weaken themselves while eliminating the dwarves in the broken lands, so that the Shadow Elves can move back in on Oenkmarr when the time is right.
- 1012 AC Felmont 4 Oenkmarians turn on the Dwarves in their city, breaking the uneasy alliance formed to defend Oenkmarr against the Shadow Elves. The attack decimates the dwarves, who retreat to the citadel, a fortress they have held since Oenkmarr surrendered to them. They dig in while they consider their options and try to arrange an orderly retreat from the city.
- 1012 AC Felmont 7 Although hampered by adverse fighting conditions—darkness and rough terrain among them—bands of mercenaries and adventurers valiantly support Dwarf troops in their push through the lower broken lands to Oenkmarr. In countless skirmishes, Human and Dwarf warriors drive Humanoids aside as they push toward the few areas still held by the Dwarves.
- 1012 AC Felmont 8 Under a flag of truce, a group of Dwarves from the citadel Approach general Tlatepetl, the Oenkmarrian leading the Humanoid warriors. With Angus McClintock as interpreter, they ask Tlatepetl to halt his attack on the citadel. If he does, the dwarves will leave Oenkmarr at the earliest opportunity. If he refuses, they will fight to the death. The general refuses. The dwarves are trapped in the floating city, and cannot hold the citadel forever. Their earlier conquest of Oenkmarr was due in part of the panic and concussion caused by the death of lord Zotl, and the desertion of Xilotchtli the ruler and main priest. The Oenkmarians are now united under a strong leader—Tlatepetl.
- 1012 AC Felmont 10 Having pushed their way through to the troops pinned down near Oenkmarr, the Dwarf rescue troops—the last troops Rockhome can possibly commit to the fighting in the Broken Lands—dig in to hold their current position. Crack troops make foray's into nearby tunnels and caverns to drive away any Humanoids massing for attack. The Dwarves' commander meets with the leaders of the supporting mercenaries and adventurers to discuss ways of getting the surviving Dwarves out of Oenkmarr.
- 1012 AC Felmont 12 The Dwarves begin a fighting withdrawal through the Lower Broken Lands. It will take a week for the main body of troops to withdraw and make their way safely in Northern Darokin. Small bands of Dwarves, Mercenaries, or adventurers are sure to be cut off from the main body. These troops will face nearly impossible odds in their attempts to escape.
- 1012 AC Felmont 16 For four months now, Thar has eluded all hunters' attempts to bring his head before the King of Vestland in Norrvikk. While hundreds of soldiers, adventurers, and bounty hunters comb the mountains in search of Humanoid lairs, Thar and his top aides plan traps and ambushes. Hunters returning from the Makkres Mountains rarely claim more than half a dozen bounties; the paltry sums they receive don't even cover their expenses. Many hunters don't return at all.
- 1012 AC Felmont 18 Using lava rafts and other equipment abandoned by the Rockhome's forces, a dozen Humanoids under King Alebane's command sneak into Oenkmarr to investigate the city and its defenses. Humanoids inhabiting the lower Broken Lands thought Oenkmarr only as a legend (*perpetual steam filling the city's cavern hid it well*). Now Alebane wants to conquer Oenkmarr for himself. The Ogre king saw the trouble the Dwarves and Elves had, so wishes to gather intelligence data before commanding his troops to an assault on the city. Alebane's forces have a distinct advantage—they can pass as natives of Oenkmarr.
- 1012 AC Fyrmont 17 Using the same techniques (and abandoned equipment) the dwarves used to storm Oenkmarr, king Alebane's forces swarm into the floating city. Oenkmarr once again experiences the chaos of street fighting—this time with Humanoids fighting Humanoids.

1012 AC Fyrmont 20 King Ragnar, war leader of Soderfjord, leads a veritable army of Soderfjord warriors into Hardanger Mountains to make war against the Kobolds, who have united under a Kobold Leader named Psa'gh. This military campaign is in response to Kobold raids into southern territories of Soderfjord—raids that, for the last decade, have steadily increased in frequency and ferocity. Ragnar, newly crowned king of Soderfjord, hopes to put a decisive end to the raids—thereby gaining badly needed support from among the Soderfjord's populace. Ragnar has found the duties and privileges of kingship to be quite different from what he imagined. The Jarls of Soderfjord forced him to sign a number of documents detailing just what those duties were, and the restrictions placed on his privilege as a lawmaker have Ragnar chafing under the heavy weight of his crown. So Ragnar turned to the one thing he knows best—war—to prove to himself and Soderfjord that he is king in more than name. The Kobolds are far better prepared for war than anyone suspects. For fifty years, a Kobold named Psa'gh had been working to unite the Kobolds of the Hardanger Mountains against the Humans. Psa'gh possesses a legendary suit of magical armor, which greatly increases its wearer's lifespan and can blind its opponents with its shining brightness (*some Kobolds say Psa'gh is a reincarnation of Kurtulmak, the Shining one, or has discovered/given the artifact armor Kurtulmak, the Shining One did possess*).

1012 AC Fyrmont 21 The fighting in Oenkmar has been bloody, brutal and prolonged—and it still continues. All of Alebane's troops are now in the city. They hold most of West Bend and the Enclave (Oenkmar slums). The remnants of Oenkmar's military forces hold the Citadel, Temple Hill and the Religious Quarter. Fighting is fierce in the downtown areas. It will be a while before either side gains a clear advantage in the latest fight for possession of Oenkmar. Much of the combat involves deadly games of hide-and-seek through the maze of Oenkmar's narrow, winding streets.

1012 AC Ambyrmt 3 King Ragnar of Soderfjord and the 1st regiment of the King's Brigade (120 elite Human fighters) encounter the first serious opposition from their Kobold quarry forty miles southeast of Castellan Town, in the Hardanger Mountains. Hundreds of Kobolds ambush the king and his men, hurling spears, arrows, and rocks down at his regiment as the soldiers travel through a narrow valley. The 1st regiment is forced to retreat to the last night's encampment, where the 2nd through 6th Regiments await Ragnar's orders. Ragnar the Stout had assumed the Kobolds would be easy to find, and even easier to eradicate. But the king's Brigade saw no sign of the Kobold raiders—except for a small-scale ambushes encountered by scouting parties. So Ragnar ordered most of the Brigade to wait while he took a smaller force deeper into the mountains in search of the Kobold lair. Unfortunately for Ragnar, there is more than one Kobold Lair in the Hardanger Mountains, and most are cooperating with Psa'gh. The ambush—which resulted in the loss of a dozen fighters, with many more wounded—indicates there's more involved than a few Kobold raids.



Ragnar will proceed more cautiously now, sending out scouts and spies to determine the location and strength of Kobold forces in the area, and to determine who or what may be directing their actions.

1012 AC Ambyrmt 12 King Alebane's Humanoid hordes break the Oenkmarian defenses and run amuck through the city, looting and pillaging and murdering many of the city's inhabitants. Alebane now controls most of the city—only the Great Temple and the Citadel are still under Oenkmarian control.

1012 AC Ambyrmt 14 Into the midst of the turmoil in Oenkmar come the Shadow Elves, determined to claim Oenkmar for their own. No longer concerned about opposition from Rockhome or the Western Defense League, the Elves hurl nearly every soldier they have at the floating city. Their magic makes it relatively easy for the Shadow Elves to strike into Oenkmar—and retreat when necessary. The Humanoids within the city have no such option. They fight off wave after wave of Shadow Elves, with no means of retreat. Once again, the Oenkmarians reluctantly join forces with a recent enemy against the Shadow Elves. But the Humanoids are weakened by prolonged fighting. Shadow Elves advance through the city, driving the Humanoids step by step to the edges of the city—and then over the edge in the lava below. By the end of the day, surviving Humanoids are barricaded within the Great Temple or the Citadel, where they make their stand.

1012 AC Ambyrmt 16 The Shadow Elves break the defenses of both the Great Temple and the Citadel, driving the Humanoids out. Shadow Elf soldiers advance through the city streets, driving Humanoids soldiers to the edges of the city—and then over the edge, into the lava below. The Shadow Elves break the last organized resistance by the end of the day. Thousands of Humanoids have perished by sword or by spell, or have fallen from Oenkmar's cliffs to their deaths. Only a few Humanoids escape, either by magic or on Skinwings. Others hide in Oenkmar's sewers and tenements, only to be hunted down by squads of Shadow Elf soldiers bent on driving every Humanoid from their holy city.



Hardanger Mountain Range (including Falun Caverns (f) and Mountain Ridges (lines)).

The Shadow Elves have no pity for the enemies—especially enemies who would deny them their holy city. Just as they felt no compunction against driving the Elves of Alfheim from Canolbarth, they feel no remorse at driving the Humanoids from Oenkmarr. The fact that the Humanoids have no way to escape is no concern of theirs.

One inhabitant of Oenkmarr does have a means of escape, however—Angus McClintock. Realizing there is nothing he can do to stop the destruction of his beloved city, the mage flees Oenkmarr and returns to Glantri.

1012 AC Ambyrmont 25 Despite taking precautions against large-scale ambushes by Kobold forces, the King's Brigade today falls into a trap set by the combined armies of Kobolds, led by Psa'gh, and Hill Gnolls of the Eastern Hardangers. The Human fighters find themselves being slowly driven back the way they came. When his scouts report more Kobolds and Gnolls on the way—hundreds of Humanoids converge on the battle from three directions—Ragnar reluctantly gives the command to retreat.

Ragnar never expected resistance like this from the Kobolds. The King's Brigade will pull back out of the mountains entirely over the next few days. They'll make camp in the foothills, awaiting reinforcements from Soderfjord.

1012 AC Sviftmont 9 King Ragnar of Soderfjord leads his forces back into Hardanger Mountains to begin an all-out war against the Kobolds and Gnolls there. In addition to reinforcements from the capital city of Soderfjord, several Jarls have answered the war-leader's call to arms. The men of Jarl Vandrad of Ozurfold boast that they kill more Kobolds than Jarl Solvi of Castellarr's men ever could. Similar cheerful rivalry spring up throughout the Soderfjord forces.

1012 AC Sviftmont 15 There is a sudden increase in Humanoid raids in lands bordering the lower Broken Lands. Homesteads all along the borders—in Glantri and Darokin especially, but in Rockhome and Ethengar as well—come under attack by Humanoids intent on stealing as much food, weaponry, and armor as possible. This is a reaction to the chaos experienced in the lower Broken Lands. Many Humanoids living in the caverns beneath the surface are abandoning their homes—they fear that the Shadow Elves controlling Oenkmarr may decide to strike against all Humanoids in the Broken Lands. As these Humanoids move their families to the surface of the Broken Lands, they displace Humanoids already living there as herders and hunters. While some flood the Great Crater's nation New Kolland, others head for the Makkres Mountains (*where, it's rumored King Thar may be found*). Regardless of where they go, they need food and weapons to get there, and raiding homesteads is an easy way to get them.

1012 AC Sviftmont 23 King Ragnar's forces continue to meet stiff opposition from well-organized—and well-armed—bands of Kobolds and Gnolls. The war leader of Soderfjord has had to split his forces, as the full army proved too unwieldy in the treacherous mountain terrain. Although the Soderfjord warriors have met large contingents of Kobolds on many occasions, the Humanoid armies scatter into the mountains before Ragnar's men can do much damage. The Humanoids continue to ambush patrols and small companies of warriors. Many Humanoid lairs discovered by Ragnar's scouts are abandoned. So far, scouts have been unable to find the Humanoid headquarters—if there is such a thing—or a major lair that would explain where all these Kobolds and Gnolls come from.



Ragnar the Stout

1012 AC Sviftmont 28 Princess Tanadaleyo informs the ambassadors within Rafielton that the Shadow Elves have reclaimed Aengmor, the ancestral city of her people. The lower Broken lands now belong to the Shadow Elves. The princess assures the ambassador that merchant caravans shall be allowed to traverse the trade routes through the Broken Lands, as they always have—but that any incursions into the lower Broken Lands, by anyone, will be dealt most harshly. Dwarves, especially, will be attacked on sight if discovered in the caves and passageways surrounding the sacred city of Aengmor.

1012 AC Eirmont 26 Some of King Ragnar's scouts discover what they believe to be the Kobold's main lair. They make a quick foray into the caverns, trying to estimate how many Kobolds may live here—well into the hundreds, from the look of things. The scouts make their way back through the mountains (now treacherous with ice and snow, as well as Kobold and Gnomish patrols) to Ragnar's field headquarters. The Falun Caverns are extensive, stretching more than a mile underground from the main entrance in a cliff wall. Originally inhabited by Gnomes massacred by Kobold invaders in 490 AC, the caverns are a marvel of Gnomish engineering. In addition to the Kobold inhabitants, giant ants, bats, beetles, rats and weasels live here—all descendants of creatures domesticated by the gnomes. Purple Worms reside deep within the caverns. Some of the caverns are lit with weak continual lights spells (the Kobolds are not as good at magic as the gnomes were); the light sustains molds and mushrooms occasionally harvested by the Kobolds. Here and there are gnomish structures created via an alchemical process that led them mold stone over various frameworks. These resemble natural flowstone (a mineral deposit that looks like it solidified while flowing down walls or across floors). In some areas, natural flowstone deposits encase ancient gnomish artifacts (mechanical fire starters, repeating crossbows, etc.) that may be mined. The Kobolds living here (including their leader Psa'gh) have developed a higher standard of living and culture than most Kobolds—thanks in part to gnomish relics they've 'inherited'.

1012 AC Kaldmont 1 Prince Kol petitions the Council of Princes for financial and agricultural aid for New Kolland. The new principality is suffering from an unprecedented influx of refugees from the Lower Broken Lands, and Kol states that he fears the Humanoid refugees will spill over into the rest of Glantri if New Kolland can't house and feed them. Prince Malachie wryly remarks that, despite the request being couched in domestic and altruistic terms, Prince Kol seems to be asking for the council to fund an expansion of his military forces (Kol is drafting newcomers into his militia). This is not necessarily a bad thing, Malachie adds. The stronger New Kolland is, the better it will be able to withstand any full-scale invasion by displaced Humanoids—or by Shadow Elves setting their eyes on the western Broken Lands. Despite bitter protest from Princess Carlolina of Erewan, who berates the Council for not granting aid two years ago when she begged for help in staving off Humanoid intrusions into Erewan, the Council agrees to send gold and foodstuffs to New Kolland.

The 2nd and 5th regiments of Soderfjord's 1st division are caught in a terrible avalanche as they march toward the Falun Caverns. The troops scatter as a wall of snow thunders down the slope toward them, but few manage to outrun or outmaneuver the cascading mass of snow, ice and uprooted trees. More than two hundred Soderfjord warriors lose their lives to the avalanche's merciless power. The avalanche was triggered by Psa'gh, who cast a *Shout* spell from a scroll. Although Ragnar still has more than a thousand warriors in the Hardanger Mountains, the loss of two regiments is a serious blow to his war efforts.



1012 AC

Kaldmont 8 Warned by priests travelling with the Soderfjord troops that a fierce storm brewing to the west threatens to trap Ragnar's army in the mountains, the new King of Soderfjord reluctantly decides that the Kobold problem will have to wait until spring. He orders his troops to withdraw.

Although Ragnar postpones any full-scale invasion of the Falun Caverns and terminates the fighting between armies of Humans, Kobolds and Gnolls; this is by no means the end of the war with Psa'gh and his minions. Ragnar will set up forts and military encampments in a line between the Hardanger Mountains and the Southern Jarldoms of Soderfjord, and will leave a good portion of his army to defend this line throughout the winter. In the meantime, Ragnar goes back to Soderfjord, planning to raise a bigger army. Ragnar needs as much information as his scouts and spies can get, so he's leaving many soldiers and mercenaries in the area.

Particularly brave adventurers may spend the winter in the mountains, scouting the Falun Caverns and other Kobold and Groll lairs—perhaps challenging Psa'gh himself.

1012 AC

Overall At this stage, many Shadow Elves in former Alfheim return to their underground world. They are ashamed of failures on the surface, thwarted by their very own magic. Others travel to the legendary city of Aengmor, beneath the Broken Lands where plentiful water supplies exist, soon realizing they have more freedom to do as they wish there. Worship of Rafiel is rapidly dwindling in this region, replaced by the idolization of Atzanteotl. Rafiel is aware of this development, but is unable to act directly against Atzanteotl, and for all his efforts nothing seems to change. Trying to subversively return his followers to the fold, many instead rejected Rafiel's teachings holding him responsible, and continue to worship Atzanteotl. The familiar purple marks of the Shadow Elf shaman slowly fade on those turning away from Rafiel, as well as their shaman abilities. From these shamans, new clerics of Atzanteotl arise (*starting from the first level*).

The Aengmor Elves start their plans to bring Aengmor closer to the surface. The Elves closed off West Lava Lake, North Orcus Rex, NE Trollhattan, Bugburbian passage to lava flow, Southern(mid) lava flow, Bugburbia Kundar passage to Lava Flow, Red Orcland North to Lava Flow, the whole North of Lower Kol, east of Akross, South of Lake Morkia, and any minor passages in between leading to the lava, thus closing off the lava chamber, then temporarily closed off the main western flow partially, causing the magma to rise (increasing the temperatures in the nearby caves. *Shown by all pink marks on the Lower Broken Lands map. Pink is my chosen color of magic*).

While closing off all access to the Great Magma Chamber and channels, most Aengmor Elves Tunnel Shapers were killed by the local Humanoids. Thus slowly losing most of their terrain altering skills and magic, the Aengmor Elves live as Humanoids once did in the area. They still harbor great animosity toward all surface dwellers, yet consciously begin to accept the companionship of evil races. Even monsters, such as Xrathpack the beholder, come to dwell in their midst and accept Aengmor elven rule.

Hobgobland; After severe attacks by Ethengar Warriors and Heldannic knights, they retreated underground and took nearby lands no longer controlled by other humanoids. Their numbers have dwindled and remain at around 2,400 Humanoids.

Bugburbia and High Gobliny, those Humanoids remaining behind when the brunt of the population moved to the crater earlier now feel the increase of temperature and moisture, and fear moving to the surface. Many tunnels are opened, creating a vented warm, moist cavern system below.

Many Red Orcs were killed or chased away (to the Great Crater) by the Shadow Elf invasion of 1010 AC. Some tribes want to try to return to Atruaghin lands, but are afraid of what they will find upon their arrival. Not only the welcome they may receive from local inhabitants, but even if the place still exists as they have been told in tales for centuries. They don't know that a gigantic plateau (*the Plateau of Atruaghin*) will make it virtually impossible.

They also don't know that many of Atruaghin's human children are located here in several Tribes. Yet if and when they follow Atruaghin again, maybe the Immortal will allow them a place to live in relative peace (*perhaps as a buffer between the evil Tiger Clan to the south, and the remaining clans west and north*).

Those that stay in Red Orcland become more proud and use the sun and heat against their invaders. The surface is theirs and will remain thus. The attacks of the Humanoids did not stop the progress of the Shadow/Dark Elves' work, and by late 1013 AC the caves were closed off. The Humanoids were unaware of the Aengmor elves' plans to raise Aengmor.

Lower Gnollistan; The Elves first battled the Gnolls underground. The current might of the Elves was too much for the Gnolls and 25% died in the conflict, another 35% fled to Kol, and the remaining 40% went to the surface.

Upper Gnollistan is still owned and controlled by the gnolls, but they lost the lower Gnollistan caves. The Shadow Elves closed off most entrances to the lower realm, but the Gnolls soon established some mutual agreements with Aengmor, and this is the main conduit of contact. The gnolls also expanded into the abandoned Yellow Orkia. Some have reached Lake Morkia and act as a buffer between the Goblinoids and the Aengmor Elves, often working together with these darker elves. The situation is strenuous with the Hobgoblins on the other side of the lake, due to their old hatred for each other.

Throughout the last years, tribes and clans of Humanoids from surrounding areas poured into the **Eastern Broken Lands**, taking advantage of the departure of Thar's Legions, trying to also re-inhabit the now mostly empty caves. The Aengmor elves of Atzanteotl must continue their battle for defending their hard-won land, with their number of soldiers too low to continue expanding their territory.

Kolland is retaken by a variety of Humanoids - some Yellow Orcs, but also foreign Orcs from the Dwarfgate Mountains, Glantri, Darokin, Ethengar, and Alfheim (where they have an excess of Orcs, and Troll problems). Local hill giants and foreign Kobolds have also found this an excellent place to settle. They have not retaken the lower caves, where they are repelled by the Aengmor elves, and these are slowly taken over by giant spiders..

The Mucks are of no interest to Shadow Elves, Humans or most Humanoids, so several Trollhattan refugee Trolls decided to settle there. Most of these fall under the control of Astimahl or Gjullgaraah.

The **Shadow (Dark) Elves** of Atzanteotl's Aengmor could not adapt to the blinding heat and sunlight in this region and their losses were too great. They soon abandoned any attempts to control the surface, while keeping lower sections of Red Orcland empty of Humanoids. But the area is so vast and diverse, and these new Dark Elves so few in comparison to before they decided to split from the other Shadow Elven folk, that it will not take long before Humanoids return (prolific and opportunistic as they are). And the individualistic (now Dark) Elves can do nothing but accept the situation. They will, however take on roles as advisors to, or sometimes even leaders of, separate Humanoid clans.

1013 AC Overall Thar is again on the rise. He has gathered thousands of allied Humanoids under his rule in the Makkres Mountains, and he formed a pact with the mysterious Kobold leader Psa'gh of the fabled Falun Caverns. They allied together against the nations of Soderfjord and Vestland. Despite occasional bickering and skirmishes that have broken out between the two Humanoid armies, they have for the most part proven themselves to be a well organized and very dangerous force, making use of the environment with traps, tricks and even magic. Ragnar the Stout lost two whole armies against them in a prepared avalanche trap in Kaldmont 1012 AC.

1014 AC Kaldmont 17: Synn Plots again in Fenswick, Glantri and the Broken Lands. Having started to feel the loss of power she once had in Glantri, Synn decides to try and cause trouble elsewhere in the Known World, while diverting all attention away from her and her dragon alias. She sends a powerful Lich called Deimos (**Source**; *Tower of Doom game 1014 AC*) to work on harassing Darokin to the south. Using her connections, Synn sends several Humanoid forces with Deimos to the Broken Lands. She also sends one of her Shadow Elf agents Tel'arin to act as Deimos' general of the Goblinoids.

1015 AC Overall Once in the Broken Lands, Deimos the Lich uses his magic to create a [Dark Crystal tower](#) to act as his headquarters while his Humanoids roam the area, gathering all the Humanoids still alive and hiding from the Shadow Elves. These Goblinoids, still afraid of the Shadow Elves, are eager to join what appears to be a powerful horde in the making. Deimos calls his base Sable Tower. Dolores Hillsbury, aka Synn herself occasionally visits the Dead Place in Ylaruam to see if her agents there have discovered anything new. Also, to make sure no one can link her to Dolores Hillsbury, she uses one of her powerful magical items and "charms" a powerful Red Dragon Synn from beyond the Adri Varma to serve as a decoy. This imposter appears as a blond female Human, and uses the name "Synn", when she visits her followers in other nations. Behind the scenes Dolores (*aka the real Synn, Night Dragon*) keeps pulling the string by using the *Charm magic* on this Dragon using 'her' name

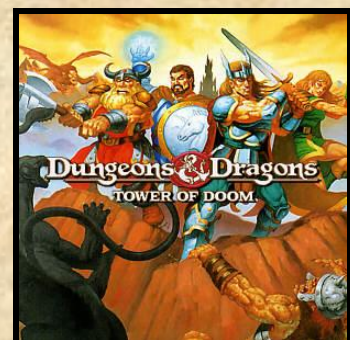


As mentioned, with the loss of Jaggar, Synn is losing her political pull as Dolores Hillsbury in Glantri. Since she just has to cause chaos, she has decided to send some of her forces elsewhere to inflict chaos in other lands. Darokin has now become one of her targets.

The Shadow Elves sent with Deimos will help keep the Shadow Elves of the city of Aengmor away from the tower, hiding the Humanoid forces there from the elves. The civil war brewing in Aengmor also helps. These Shadow Elf agents were originally spies in Glantri, but came to love the power, magic, and cutthroat politics of the Human nation and decided to stay in Glantri rather than return to the City of Stars. Dolores Hillsbury learned of them and hired most of them to work for her. The spies, having been trained by Xatapechtl, were already evil since they are assassins without any compassion for their enemies. They got along rather well with Synn the Red Dragon. Dolores controls everything from behind the screens. (*This slightly different backstory was chosen as the Dragon which appears in the videogame is a Red Dragon, and her Human identity is blonde, quite different from the dark appearance of Synn and her Human identity Dolores in Mystara's paper canon products.*)

The arcade game "[D&D: Tower of Doom](#)." The adventure of the arcade games are rather good and can easily be made into a standard RPG-module type game and even a complete campaign plot. The events of the arcade game take place from the beginning of 1015 AC until winter, while those of the follow up game "[D&D: Shadow over Mystara](#)" take place in the year 1017 AC. Having now amassed a large enough horde of Humanoids under his command, Deimos has given the order for them to invade Darokin. With Darokin's forces occupied both in Atruaghin and in Selenica (*both because of the raids at Fort Hobart and the fear of invasion from the now hostile Ylaruam*), the timing could not be better. (*These next events follow the order of the Arcade game and PC's can help preventing or stopping them separately.*)

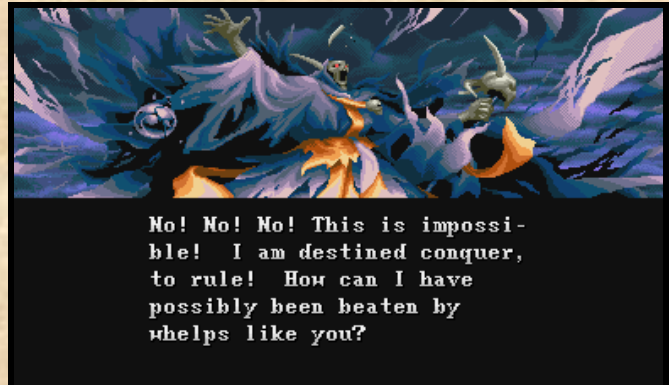
1 Selenica is attacked by Kobolds under command of a Gnoll, while a nearby cave is infested with Kobolds and Skeletons under command of an Ogre. A siege on Nemiston follows by Gnolls and Kobolds under command of an Ogre Leader. The forest between Nemiston and Darokin is invaded by Gnolls and Kobolds under command of a talking Manticore.



- 2 A siege of Fort Cruth by Gnolls and Kobolds, and a controlled Displacer Beast will attack those who pass through the corrupted Canolbarth Forest. A vessel carrying adventurers coming to aid Darokin is ambushed on the Streel River near Athenos by Troglodytes under the command of a Troll. The Malpeggi Swamp is infested by Ghouls with a small Black Dragon controlling them.
- 3 Synn the Red Dragon stirred up her controlled Gnolls and Kobolds, under the command of several Ogres, to attack the city of Corunglain through its caverns while the abandoned mine is attacked by Ghouls. Several bands of a dozen Humanoids each pop up throughout the city of Corunglain, raiding and pillaging everything they can get their hands on. In an attempt to further undermine the defenses of Corunglain, its sewers are infested by Troglodytes and a main attack is prepared underground by Gnolls and Kobolds under the command of a Troll, with help from animated Skeletons under the command of an Shadow Elf. By the time the city defenders get organized and begin closing in on the intruders, the Humanoids quickly duck back into the sewer system from which they came.
- 4 After forcing back an attack on Darokin City, the adventurers manage to destroy important targets on the rarely used Manticore riddled trail from Corunglain to Fort Runnels.
- 5 The Adventurers locate the cave of the large red Dragon Flamewing, assuming it was responsible for the attack on Darokin City. After defeating Flamewing (*who was in fact a vassal of Synn the Red Dragon*) and passing through this cavern to the northern side of Ogreomoor the adventurers must fight Gnolls, with tamed Hellhounds under command of a Beholder.

- 6 The Sable Tower itself is populated by animated Skeletons, more Gnolls with tamed Hellhounds, Kobolds and Ogres under command of an unknown Shadow Elf General who reports to Deimos the Lich. Deimos is successfully defeated by Adventurers within the Sable Tower, which seems to collapse within itself afterwards.

- 7 **Aengmor Elves** meddled in these affairs, and now some of them have gained a darker appearance than before, with lighter hair. These are the first signs that the Aengmor Elves are really physically changing. Dolores Hillsbury, secretly a Night Dragon, musters all she can to survive this political ordeal, and her secret is almost uncovered, but in the end she succeeds to be her "charming" self. However, she lost her control over the Great Crater and the neighbouring Glantrian regions. Blackhill, Erewan, Soth-Kabree, Caurenze are retaken by the former owners of the region. Dolores also lost control over Jagggar von Drachenfels.



1014-1015AC **Broken Lands;** Hool receives visions from Wogar to hunt Xilochtli, the Orcish shaman of Oenkmar, as he stole the sacred blue knife. He starts a new Great Migration. Only Nizam Pasha (after receiving a similar vision from Ranivorus) and his gnolls join. The total army is 3,000 strong, with many orcs and gnolls remaining behind. While the Great Migration traverses the Sind/Darokin border, the Shadow Elf military immediately starts purging those who stayed behind from the area. Many flee to the Great Crater and join Kol's forces, while others head to the Makkres Mountains where Thar is rumoured to be forming a new kingdom (or so say his messengers). Still, despite their best efforts, the Shadow Elves cannot possibly hope to clear the entire Broken Lands. They settle for keeping a good 50 miles radius around their city as clear as possible. The new Great Migration moves with 3,000 Humanoids around Darokin to attack the Tiger Clan (Atzanteotl followers) in Atruaghin. Many Red Orcs and Gnolls remain behind.

The Hill Giants of the **Careanna** region moved north and took over the Southern section of Yellow Orkia, naming it **Yorkia** (*one of their shamans named York suggested this, as a pun to the Yellow Orcs*). The Orkian settlements near the Mucks were abandoned, or inhabited only by the few Humanoids staying behind. These combined into a single meagre horde of the old, the sick, females and weaklings; they renamed this clan; **Ol'd'ax**. (*Encompassing the villages **Khampaa, Norbor, Kai Kailaar***). This new horde no longer preys upon the passing caravans but instead trades with the caravans as they pass by, slowly becoming more powerful as their young become adolescent. The waste lands between the Mucks and Yorkia became abandoned, although not safe. As the giant insects formerly hunted by the Yellow Orkians no longer had predators, they almost exploded in number and activity. Several giant ant and Giant wasp lairs are found on the Ethengar border, and Giant Sand Lions, originally a nuisance, now have become a real threat (*game statistics for these insects can be found in the Mystara Monster Manual Compilation book chapter lowlife; http://pandius.com/Monster_Manual_3.pdf*). Other giant insects spend their egg and larval phases in the Mucks, but as adults hunt in Yorkia. It is rumoured that the village of **Ohrimm** is taken over by sentient insects called Hivebrood (*using any race they capture; Dark Elves, Ethengerians, remaining Orkians, merchants, and adventurers*). The Hivebrood recently discovered entrances to the underground, and the fungal bounties found there. The Atzanteotl Shadow (Dark) Elves of Aengmor will not like this, but they can't do much about it. (*All these area details can be found on my 1 mile hex map seen here; http://pandius.com/Broken_Lands_East.png*)

Aengmor; Atzanteotl's power grows. Tensions between other Shadow Elves, Alfheim elves and Aengmor citizens grows. The cult of Atzanteotl was introduced by the various artifacts and religious icons left behind by the Humanoids. Also, the old items seem to indicate that the Shadow Elves once worshipped Atzanteotl. Members of his cult spread propaganda claiming that Atzanteotl was responsible for the golden age of the Shadow Elves, at the time of ancient Aengmor.

Many of the shadow elves believe the story since they are losing faith in Rafiel, and are slowly converting to the new way of life. Half the wanderers do so too, the other half remain bound by Rafiel's Law. Kanafasti and the Wanderers believe to have found a way to stay in Aengmor while maintaining the Way of Rafiel - they intend to raise the city of Aengmor to the surface world, where they will claim a New Way of Rafiel shall be born. The idea was secretly brought to them by the cult of Atzanteotl.

The cult of Atzanteotl has grown as powerful as it dares with the shamans of Rafiel in Aengmor. They intend to destroy the shamans' power by raising the city to the surface, where their soul crystals will be destroyed by the sunlight, and hence they will lose all spellcasting abilities. If that were to happen, the cult of Atzanteotl is sure they can take over Aengmor. Soon the tension spreads to the Shadowlands and the Nation of Aengmor.

1015AC Overall Wicked, renegade Shadow Elves, who live side by side with Orcs, and serve the evil cult of Atzanteotl, try to spread chaos in the western Old World and beyond. After the recent Shadow War about a thousand of Schattentalen found shelter in the City of Aengmor. Rumours say that even some Human brigands moved to the evil city. After the Shadow Elves' civil war two years ago, rebel followers of Atzanteotl selected Aengmor as their stronghold. They rounded up the few scattered Humanoids in the area and are using them as slaves. The survivors from the disastrous Schattentalen assault on the City of the Stars took refuge in the city of Aengmor in 1015 AC. The Great Darokin Wall set at the Darokin/Ogre Moor border is finally completed after many setbacks.

1015 AC Fyrmont 2 **Aengmor** Earthquakes shake northern Darokin and southern Glantri, as well as western Ethengar and the city of Aengmor sees (through the volcanic shaft) sunlight. Princess Tanadaleyo of Rafielton announces that the ruler of the city will be General Garafaele Galeifel, ruling in the name of King Telemon of the City of Stars. No longer will Wanderers and deformed Elves be abandoned. The whole idea itself sprang up from none other than Xatapechtli. Using his friendship with Kanafasti, he managed to convince the mage that it would be a good thing to do for the Shadow Elves and especially the Wanderers. Kanafasti has no idea that he is also helping spread the plans of Atzanteotl. Soon the Shadow Wars start; Shadow Elves against each other. The Hollow World Schattentalen hear of the lost city of Aengmor and enter the fray. The few Humanoid shamans of Atzanteotl still alive in the Eastern Broken Lands rally the scattered Humanoids in the area encouraging them to wilfully join the Shadow Elves of Aengmor with the promise of a higher ranking within the new Humanoid hierarchy under Shadow Elf control. Old Hutai Khan and his horde are among the recruited ones. The Elves of Aengmor, led by Xatapechtli, welcome the Humanoids and use them as cheap slave work or fodder for the army. The Shadow War is finally won by the Deep Shadow Elves, caused a break with the Aengmorian (Dark) Elves and defeat of the Schattentalen. Many Elves on either sides lost their lives, and this loss will have great impact upon their controlled domain. Others relocate, and Aengmor thus loses most if not all its Rafiel followers.

Darokin; After many setbacks (*including weather, shortage of supplies, plus an increase in Goblinoid raids to prevent the wall from being built*), the 20' high, 125 miles long Great Wall of Darokin (*from Fort Fletcher to Corunglain City, following the southern edge of the Broken Lands*) is finally completed.

1016 AC Overall Goblins in the **Great Crater** are severely irritated by the Kobolds behaviour and feel as though they are ranked second. When they discover that many Goblins remained successfully in Eastern Broken Lands, they leave the crater within a single week. The Hobgoblanders happily accept the new influx of Humanoids to stave off the Aengmor Elves. The closing of any access to the magma chambers and channels now starts to become a benefit to the Humanoids - not only does this increase the fog and water in the caves, causing fungi to rapidly take root anywhere, but the Aengmor elves can only attack from Lake Morkia, and lack any water skills. Battle after battle commence with great losses on both sides. With the influx of new Humanoids, the Aengmor Elves bow to the inevitable and accept their loss of the area. The Goblinoids have retaken the Lower Caves of these regions, although tensions will remain high. The whole Lake Morkia area becomes a buffer zone between both races, as the Shadow (Dark) Elf territory now borders the east coast of Lake Morkia. All of the lower Broken Lands have become more alive (*fertile for vegetation/insects*) as the surrounding rock has become warmer. The average temperature originally 4-10 degrees Celsius is now a staggering 20 to 25. Water damp is prevalent, and thus the abundant growth of fungi.

Red Orcland is re-established as Red Orcland and now again populated by Red Orcs staying behind, or returning, and some other Orcs from Yellow Orkia and Orcus Rex.

Shadowlands; The Schattentalen who were captured in the Shadow War by the Deep Shadow Elves were offered the chance to integrate into Shadow Elf society; most of them refuse and are executed. The other Schattentalen, including those who helped the Deep Shadow Elves against their own kind, are viewed with suspicion but allowed to settle in the Enclave according to the Verse of the Other People. Some of these Schattentalen escape to the city of Aengmor.

The completion of the Chamber of Spheres enables Deep Shadow Elves to cast a variant source of magic on the Day of Dread and to use crystals in the sun. This is the beginning the Deep Shadow Elves returning to a natural source of magic, instead of directly or indirectly using the Radiance as is done globally. This is one of the new (actually original and very old; predating Blackmoor) sources of magic.

<http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=16581&sid=8c8f42c29c5ba88d3c91b7dcaa073472#p185186>

1017AC Overall

1 Synn the Red Dragon Synn gave orders to Deathwing, a large Red Dragon Vassal from her Pyramid of Power to attack **'Strong Oak'**, a huge 1,000 years old tree placed at the very centre of the corrupted forest of Despair in Alfheim / Aengmor (*Former Canolbarth Forest*)

2 Synn stirred up its controlled Goblins using Riyakaa warmachines to take hostages in the Northern Broken Lands, as well as ordering sieges on Trintan and Selenica by Kobolds and Gnolls with Owlbears under command of a Goblin warmachine crew.

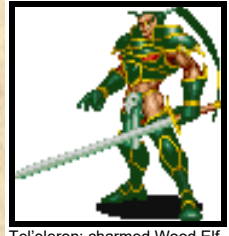


Synn the Red Dragon and its blonde Human alter ego Synn

- 3 Dolores Hillsbury gives Synn the Red Dragon a Juggernaut to attack Glantri City with its controlled Kobolds and Gnolls with Owlbears, and succeeds in summoning a Dark Warrior from the Lower Planar Realms who is able to summon Skeletons. At the same time the Vesubian River and trail are infested with Kobolds with controlled Rats, Gnolls with trained Owlbears, Ghouls and Troglodytes under the command of Manscorpions from the [Unus malusmater locus \(Wahtani Makha\)](#) location, who saw opportunity in the greatly reduced humanoid population and took control of this important section of the Broken Lands.
- 4 A Glantrian skyship investigating the Shadow Elves, as well as the rumor of the huge Red Dragon being seen in the former Canolbarth Forest, is attacked above Aengmor by Harpies and Shadow Elves on Wyverns under the command of Tel'arin, a Shadow Elf aided by animated Skeletons.
- 5 Ainsun in the Forest of Despair (*former Canolbarth*) is invaded by Kobolds and Gnolls with hellhounds under the command of the Ogre Master brothers, while the forest itself is infested with vermin like Beetles and Scorpions and invaded by Humanoids with tamed Owlbears, Ghouls and other undead under the command of a Beholder. This coordinated attack also occurs along the Canolbarth Forest treeroad with Beetles and Dark Shadow Elves under the command of a small Green Dragon, while Strong Oak itself is taken over by Kobolds with Hellhounds, Dark Shadow Elves, Undead and Gargoyles under the command of an unknown Lich. Goblins and a Displacer Beast guard the treasure taken from the region. The Gnome village is taken over by Kobolds with Hellhounds, Goblins, Gnolls with Owlbears. Skeletons, Ghouls and Troglodytes under the command of a small Black Dragon. A Chimera controls the important gold mine.
- 6 Underground there is a Hellhound cave, and far below, the cave of Rafiel the immortal where Deathwing's (the large Red Dragon under the dominion of Synn the huge Red Dragon) treasure trove and lair is guarded by Scorpions and Hellhounds. Much Deeper at the bottom is the Cave of Rafiel, a former Shadow Elf cave, now infested with Hellhounds and Goblins under the command of a Fire Salamander. The frozen cave of the Shadow Elves is inhabited by Dark Shadow Elves, Troglodytes, Scorpions and a Frost Salamander, as well as Tel'arin (*a Dark Shadow Elf*) and the charmed Tel'eleron (*a Wood Elf*). Tel'arin uses a *Contingency Teleport* spell to get away when almost defeated.
- 7 The flying castle used as a lair by the Red Dragon Synn is moved above the chasm in the Broken Lands. This could be Dolores' old castle from Fenswick, or it may be taken from the ruins of Oceania, where she established her original base of power. It is populated with lots of Kobolds, Gargoyles and Tel'arin the Dark/Shadow Elf under the command of the spectre, Ezerhorden, and lots of Animated Skeletons. Also found in the castle are Ghouls, Zombies and Wights under the command of another summoned Dark Warrior. In the Inner heart of the castle; Abatu of Varellya, a Nagpa, summons a charmed/subdued small Black Dragon and a Manticore to protect Synn's lair.
- 8 Synn, the blonde sorceress, transforms into the huge [Red Dragon](#) Synn and attacks. Eventually it is defeated by the adventurers. With her dying breath, Synn attempts to release the Demon, only to be banished forever with the help of Glantri's fleet of airships. Prince Malachie du Marais and his airfleet also succeed in preventing the Demon from arising.
- 9 Dolores Hillsbury, aka the real Synn (*a Night Dragon*), remains in the background. She suddenly becomes very decent in words and actions so as not to draw attention. The wise will remain vigilant, as Dolores will resurface with new plans in the future.



Tel'arin; Dark Shadow Elf



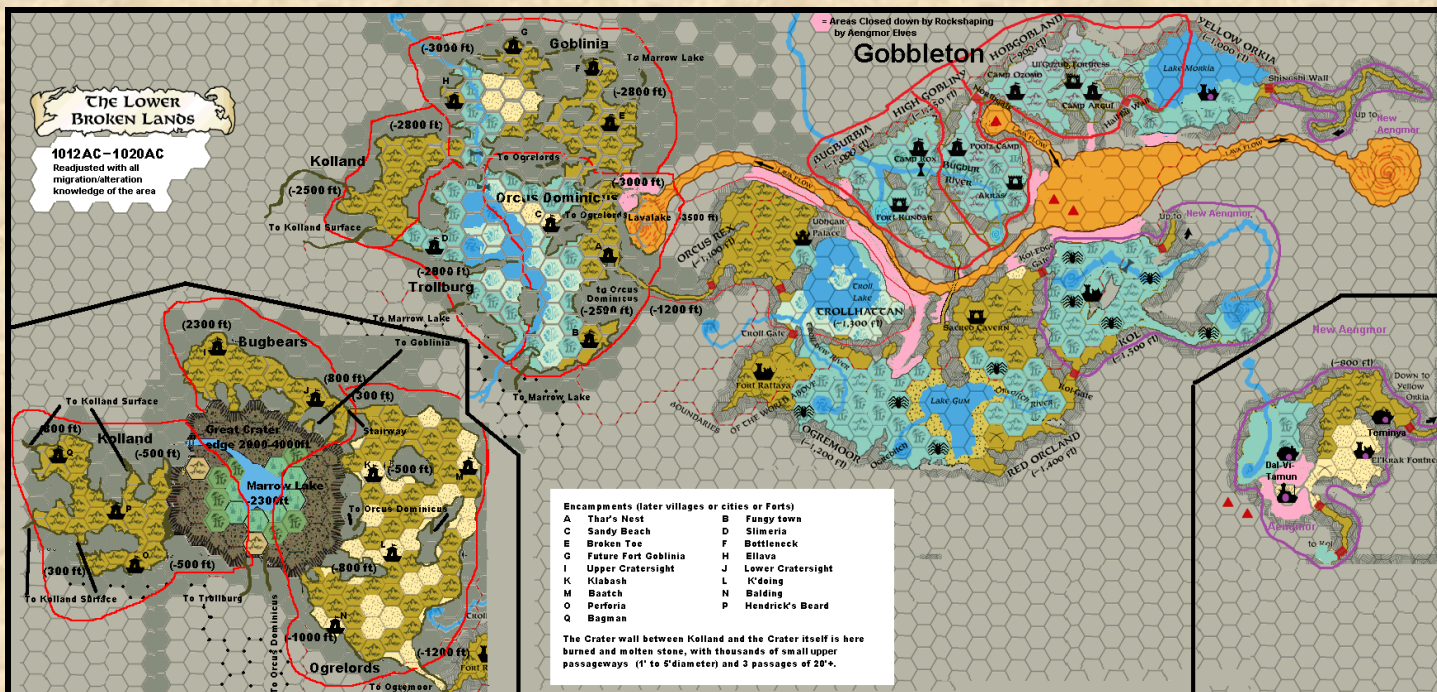
Tel'eleron; charmed Wood Elf



The death of Synn the Red Dragon, the Demon appearing and the fleet of 6 Skyships of Prince Malachie du Marais preventing it.

- 1018 AC Overall The Bugbears of Bugburbia, the local Goblins and Hobgoblins convene and form a new Humanoid nation - a nation of Goblinoids which existed in earlier times, **Gobbleton**, is reborn. And nobody can do anything about it, with the Aengmorian Elves weakend and the real Synn (*the Night Dragon who masquerades as Dolores Hillsbury*) laying low after the recent failure of her plans. Soon the Goblinoids discover an old, forgotten and thin tunnel south of Fort Kundar running underneath the magma channel and leading to the other side, where the former Red Orcland and OGREMOOR lands lie empty. The former nations of these humanoids (*High Gobliny for the Goblins, Bugburbia for the Bugbears and Hobgobland for the Hobgoblins*) now become separate provinces of the new nation of **Gobbleton**.
- 1021 AC Overall **Lower OGREMOOR** is slowly retaken by the Ogres of Upper OGREMOOR. Lower Kol has turned into a vast, spider-filled fungal jungle. The Aengmor elves take advantage of Kol's fungal jungle and seize full control of the Kobolds former underground lands. Former Orcus Rex is now a loose bundle of renegade Humanoids from anywhere. Astimahl (*a black looking, but Blue Dragon*) of Hobgobland succeeds in becoming a large Dragon, and with that magic is released affecting the region. He is Neutral-Good in alignment, which determines the effects of the transformation magic. (*As per Bruce Heard Dragon circle transformations Dragon 170*); <http://pandius.com/immguard.html>)

Neutral Dragons: Phenomena caused by the transformation of neutral Dragons are totally unlike those stemming from a lawful or chaotic dragon's metamorphosis. These occurrences, although limited to the domain of alterations, may be more subtle yet more drastic than with other Dragons. Druidical gatherings in the affected area (if appropriate) will be much more common than usual prior to an occurrence, where druids might share their concern about ongoing changes and their mystical meanings. A small neutral Dragon becoming large effects minor natural changes. For example, some wildlife or vegetation may become progressively extinct in the region, while other new life becomes more predominant. A water spring might dry up while another starts elsewhere. A small forest might progressively die out while a poorer region becomes more fertile. A strange lack of wildlife and winds might affect one region, while another becomes a new cauldron of activity (some minor wealth is discovered there). A change might affect the local climate, and so on. This increases the radical changes the whole region undergoes, which will become clearly visible in the upcoming decades.



1022 AC Overall From this year on the week of no magic has returned, centred again on the original Day of Dread, as in 1010 AC. Glantri's population increases, and thus the number of magic users capable of learning the awesome magic available there increases as well. It became more and more difficult to keep the Radiance secret, with no Immortal (*Rad*) controlling it and more students using it, thus causing a rapid increase in the Brethren of Rad. The increased yield of fungal and insect foods in the Lower Broken Lands decreases the need for attacks on Glantri and Ethengar by both **Gobbleton** residents and **Dark Aengmor Elves**. It also causes the **Red Orc** tribes to slowly retake their lower caves, but not in such a way to settle them ...yet.

1024 AC Overall The **Great Crater lake's** surface has quadrupled and now covers almost the whole bottom of the crater. There is no life within the expanded lake other than insect larva. The water's depth is roughly 150 feet.

1026 AC Overall Ethengar adventurers discover the [secret of the Steel River](#) and remove the thread of wool, much to discontent of the Darokinians. With this simple act, the whole region succumbs to a dramatic ecological change. Water no longer flows up between the Twin Volcanoes, but starts to accumulate again in the basin of the Mucks and former Yellow Orkia. The Steel River in Darokin sees its water volume decrease by 80%, now being fed only by local streams in the Broken Lands. Darokin is bereft of much of its water, but the Darokinians are unable to restore the earlier conditions as they are utterly unaware of the reason for the change. Though worried and bitter, they decide not to war against the Ethengarians and to see what the future will bring in this changing social climate. The Humanoids of the Northwestern Dwarfgate Mountains combine and form an independent Humanoid nation called **Org-grukk**. Racial animosities among the humanoids keep the region fragmented and still passable for caravans (*though plunder is rampant*.) Due to the volcanic changes caused by the Aengmorian Elves earlier, more volcanic activity now occurs in this area. Increased temperature, geysers, hot springs, and more tremors (*not quakes*) become a normal part of life within this region. The reason is the large eastern lava lake pouring down into the deep, which due to pressure increases the minor tremors, heats up water in the region coming from the surface, and increases local ambient temperature. **+1d3x5 degrees as per Trail map weather chart for all seasons in this region only, permanent unless magma in the great chamber is ever lowered again.**

1038 AC Overall The Trolls, normally being oblivious to any changes, suddenly notice that the island in their **Trollhattan Lake** is always flooded and that trees die while rooted below the water. To their faint memories, this was not always the case and why it happens now they do not know. Glantrian geomages traversing the Trintan-Corunglain Trail later suggest that the centuries long coagulation of biological debris (*sediments from the Vesubian and other minor rivers entering the Trollhattan region*) has finally clogged the small channels leading down in such a way that water levels rise, thus increasing pressure and further hardening the thick layers of clay-like material. This is the beginning of the end for Trollhattan. The Dragon **Astimahl** partners up with his half-sister **Belladraag** and at the end of the year three eggs are laid, of which only two hatch; **Kurkumon** (*male*) and **Bardishar** (*female*).

1040 AC Great Crater The Crater Lake grows and many Humanoids abandon their settlements and relocate higher up in the Crater's side caves or the Lower Caves. Some Wokani start to question if this rising will ever stop? Humanoids retake control of New Aengmor, but the Dark Shadow Elves still maintain control of the city Aengmor.

1050 AC Overall The water levels in the **Mucks** have risen sufficiently to begin increasing the Mucks surface area, and the fertility of the former Yellow Orkia wastelands. The region of **Clan Ol'd'Ax** becomes wet and muddy; plants and fungi start to grow rapidly and abundantly. The Humanoids of **Clan Ol'd'Ax** relocate to the Hills between Ethengar and the wet wastelands.

Fairies start pouring in the region north of the Mucks, bringing with them millions of seeds of trees and other plants. Ethengar fully agrees to this as water is growth and growth is might. Several Erewan elves under duress of the Belcadiz elves in Glantri decide to leave Erewan and settle here. This is the beginning of a new region of prosperity, prophesied by the soothsayers of the Khan. The Dragon **Belladraag** is killed by Aengmorian Shadow (Dark) Elves. As this infuriates her mate **Astimahl**, Shadow (Dark) Elves are no longer safe on the surface. **Kurkumon** and **Bardishar**, their children, leave the nest and settle elsewhere (*probably in Ethengar*). They have formed alternate identities; **Kurkumon** as an Ethengar warrior (*though horses do not like his smell*), and **Bardishar** as a female Human merchant. Both seem to keep in touch with each other, but are abandoned by their father, like Blue Dragons normally do.

- 1068 AC Overall Water starts to accumulate on the **salty plain of Yorkia**. Plants from the Mucks spread out and infest the region, altering it permanently. The hill giants keep the southern hills, but lose any interest in the wet wastelands. Humanoids thrive in the hills, fed by the many insects. They have no need for combat, as food is abundant. Many insects perish while others prosper, but many have to relocate. The Hivebrood resettles against the Sun's Anvil Plateau. Water also starts to increase along the Ethengar border, and the Hakomon of the nearby sites notice changes in their magic.
- Org-grukk** becomes more stable as rumors tell of Thar's return (*this might also be a son of Thar*). Caravans to and from Ethengar now have to circumvent the whole Broken Lands, using the Old Trail to Lake Unur and then North through the Fairy woods.
- In the **Great Crater Lake** large creatures are found. The chemical remnants of meteorite ores and the magic of the Great Crater's South Stair Crystals caused insects to evolve, greatly increasing their size. A new ecosystem is born, where they start to feed on the mushrooms and other vegetation, and each other. (*This increases the amounts of large to huge insects and insect hunters within the region, and makes them regular wandering monsters in and nearby the Great Crater. To find examples use http://www.pandius.com/Monster_Manual_3.pdf*).
- 1075 AC Overall The hills of **Trollhattan** slowly become wet due to the continuously rising water. In itself no problem for the Trolls, but they need ground to live on. Due to some unforeseen cause, some Trolls seem to succumb to a rapid evolution (*or actually a devolution*), and are suddenly able to breath underwater (*again*). If this is due to the Trolls naturally unstable, but very adaptable, genetic structure or that very structure being affected by continuous radiation from below and a changing environment is unknown (this is most likely the Immortal Influence of Bagni Gullymaw, in an attempt to save his race. In effect Scrag's, aquatic Trolls, are recreated). Life for the other Trolls becomes harsh, their caves dug in clay or sandstone either fill completely, or collapse, and many Trolls leave the region and either migrate north to Glantri or south to Darokin. Both nations try to prevent this, but they can't really stop the moves as the Trolls are doing this individually and not in groups. The Scrag's main underwater settlement are the almost intact ruins of Orken Keep (*detailed here [Orken Keep](#)*), but many live either in shore caves or the surviving underwater caves. Scrag Lake is beginning to form within Trollhattan.
- 1080 AC Overall The water of **Crater Lake** starts to reach the entry caves to **Trollburg**. The lake is now 1,300 feet deep and Kolland has a great view over the lake. The Humanoids have learned (*from the Glantrians*) to make and use simple straw or wood vessels. An old Jaggar von Drachenfels starts creature investigations, and sends adventurers underwater using a magical submersible.
- The Dragon **Astimahl** is increasing his [Pyramid of Power](#) and subdues the Dragons **Erronya** (*Green*), **Gurmarmirmiriar** (*Red*) and **Gjullgaraah** (*Black*).
- 1090 AC Overall The continuous drain of the Radiance now begins showing its effects. Twice a year there is a week of no magic. A 16+ Intelligence is needed to study Radiance based magic, or to advance further in levels. The number of Wizards in the world decreases drastically.
- More and more Witches, Elementalists, Necromancers and Druids start to study the few sources of magic NOT affected by the Radiance, and thus whole new and very variable streams of magic very slowly become known. Magical beings decrease in number also (this includes dragons, elves, fairies, etc.) Their bodies were unknowingly dependent on magic, and they are now affected by Radiance deprivation. Many do recover and adapt to the natural source of magic, but many also perish or move away. The number of Brethren of Rad would rise to about 220 and then slowly but steadily sink as the number of Radiance using wizards goes down too.
- As the water in the **Crater Lake** starts pouring into the lower caves, more and more Humanoids leave the area as less and less living space is available. The lowest levels of abandoned **Lower Goblinia** and **Orcus Dominicus** rapidly fill with water. The water gullet in the north can't take the rapid increase of water (*which by the way flows further down to the Shadow lands, increasing the water there*). Soon Humanoid inhabitants of Lower Kolland and Trollburg have to move. The Trolls and Orcs move up into Ogremoor, but many become very discontented in the crowded space, and leave. The Orcs resettle in former Orcus Rex. Ogres turn to Ogremoor, where more of their kind still live. The final battle between the returning Ogres and the Orcs in the tunnel between **Orcus Rex** and **Orcus Dominicus** causes the tunnel to collapse. Hundreds of Orcs and Ogres die when the ceiling of the tunnel caves in upon them.
- The connection between the east and west **Lower Broken Lands** is now truly severed. This forces the Ogres to go up against the inflow of water, out to the surface and into the Great Crater and over the devastated lands to finally reach Ogremoor. Many Ogres perish or are wounded in this ordeal. Relations between Ogres and Orcs will be strained from this moment on, each blaming the other for the disaster and their own losses. The new insect ecosystem starts to feed on all the Humanoids left behind (*including the many drowned Humanoids*). Many insect species perish, many other relocate to the lake's border region, and a few just adapt to the water, but the true water insects now prosper. Mostly they are beetles, but there are also sightings of giant (real giant!!) centipede-like creatures hunting bugs, birds and Humanoids. Algae forests take over the bottom rapidly, and some new water plants are introduced due to seeds and specimens dropped by birds from nearby Lake Amsorak. Most fungi perish, but some are able to survive below water, including a few molds (*Brown and Yellow*). To find examples and statistics use my Mystara Monster Manual Compilation book chapter Lowlife http://www.pandius.com/Monster_Manual_3.pdf
- Glantri's Red River** increases its yield, as many creeks and brooks fed by underground channels of the **Great Crater** add to their amount of flowing water. The Red River in turn brings more water to the Vesubian River, which pleases **Darokin** as that water will eventually flow into their own **Streel River**. The Darokin water amounts normalize as before 1026AC, but the sources have changed.
- 1100 AC Overall **Crater Lake**; The lower caves under the crater are now fully filled with water. The increased pressure caused some cave-ins, and all areas below become forever inundated. The upper **Cave of the Ogreslords** also starts to fill, causing them to relocate further into the **Silver Sierra Mountains** or regroup within Ogremoor. The same happens with the lower sections of **Upper Kolland**, forcing the Kobolds to take to the surface and live more like the Humans.
- The Upper caves are still in use, remaining above the level of the water, but they are a crowded space. Hundreds of Humanoids start to settle on the surface around the lake, living off the many large insects found here.
- The lands of former **Yellow Orkia** are no more. Together with the **Mucks** they became the new **Anur Lake**. What remains of the Mucks moved up north and now lies on the western coast bordering **Gobbleton's province of Hobgobland**, and along the northern coast. Only the eastern coast bordering **Ethengar** (**Taijits Woods**) is used for fishing, with the Ethengarians using simple reed vessels. The influx of fish into the Ethengarian diet increases their physical health and social standing, but has also brought some obesity to the lazy rulers.



The Fairies have control over the new forests of the region, where many Erewan Elves also live. Two magic locations became inaccessible to the Hakomon, and are now used by the Fairies, Elves or Humanoids. The Southern Hills along the coast (**Yorkia**) and the **Hills of Careanna** are populated by several types of Humanoids, while the **Collapsed Mountains** are under the firm control of Stone Giants and other silicon-based life forms. Lake Anur finally has retaken its original size. The Ethengar section of the former Streel River is renamed the **Anur River**. When it became almost on level with the Anur Lake its flow from Bargdha decreased greatly, enabling simple reed vessels to traverse easily along the slow flowing river. The water flows into the depression of the Sea of Flowers, making it into another lake. Water continues to flow down through tunnels and cave systems below the **Sea of Flowers** towards the **Shadow Lands**, increasing the yield of water there.

The small river from the Twin volcanoes is named "**the Streel**", abandoning the "River" adjective. The Streel now comes forth in the Red Orclands by a combination of local creeks and streams there and from the Crooked Hills of Kol, follows its original (*but greatly reduced*) tract into **Darokin**. The **Hivebrood of Ohrimm** have relocated to the north and settled in the Lawensa Depression of the Wendarian Ranges. Their voyage took many lives, but also added some new Glantrian/Ethengarian broodlings. To find detailed statistics on Hivebrood use my Mystara Monster Manual Compilation book chapter Lowlife http://www.pandius.com/Monster_Manual_3.pdf

The **Darokin/Ethengar Trail** had to be changed. Up to Lake Anur, the trail is similar to before though with a much decreased Streel River. At the lake the trail routes through Hobgobland, along Anur Lake, until it joins with the Alexander Glantri Trail going up to **Bramyra**. This village becomes a melting-pot town, with greater merchant capabilities like warehouses and a market. It is visited by the new Erewan Elves, Ethengarians and sometimes even a "friendly" Goblinoid from Gobbleton. New town laws prevent conflict (*or try to*). Some smaller settlements increase, and the **Erewan Elves** have created a few villages within the new woods. The Elves are allowed by the current Ethengar Khan to settle in the Tajits woods and to largely follow their own laws (except when dealing with Ethengarians, then Ethengarian law prevails). Even **Ethengar** is changed - with access now to more wood, more permanent structures in settlements are created. This is especially noticeable in Bargha, which becomes a mix of a camp and a town. Though the locals fear the large black dragon **Astimahl**, they are never attacked unless he is provoked. Astimahl is regularly seen flying above Anur Lake before disappearing from sight, and his lair is suspected to be in the new Mucks or within the lake itself.

Many **Shadow Elf** had earlier travelled beneath the Broken Lands where plentiful water supplies exist. There they have been converted to a more chaotic lifestyle under the doctrines of their new Immortal Atzanteotl Formerly followers of Rafiel, they became greatly disillusioned with the failures in the Canolbarth, and Rafiel's seemingly strict doctrines. The Shadow Elves factions are diverging onto three separate paths. Some bonds are broken; others strained or altered, while others remain firmly in place.

Whether by divisions of clan, family or holding; Shadow Elves revering Rafiel come to associate with one another, while those worshiping Atzanteotl drift further away and become more individualistic. The Shadow Elf followers of Rafiel develop stronger than anticipated ties with both Darokinians and returning Alfheim Elves. Despite some Immortal affiliation three distinct groups of Shadow Elves arise.

The **first group** consists of the few **Shadow Elves** who remain on the surface. Living in the darker regions of the Old Canolbarth; they continue having problems adapting. (110,000, this is about 20% of the total Shadow Elf population). They call themselves **Fair Elves**.

The **larger second group** is comprised of the majority of **Shadow Elves**, who returned to the subterranean realms. They begin calling themselves **Deep Elves**, to further distinguish them from the **Dark Shadow Elves** and **Fair Elves**. This faction preserves the traditions practiced over the last centuries. Their numbers; however, are greatly diminished. About 55,000 Deep Shadow Elves having died in the Alfheim War, 1000 in the Oenkmor/Aengmor war, and 19,000 in the Shadow wars. Over time nearly 110,000 relocated to the surface in former Alfheim; and finally, roughly 165,500 travelled to the Aengmor region, taking up the beliefs of the temple of Atzanteotl. The remaining 220,000 original **Shadow Elf** Clans remain in the Shadow Lands' locations. This group holds most surviving Tunnel Shapers, and keeps their ground altering magic.

The **third group of Shadow Elves** have rapidly developed a somewhat different appearance from known **Shadow Elves**; their skin turning darker instead of pale, and their hair almost white. They are hence called **Dark Elves**. These changes are ascribed to the influences of diet, behaviour, environment and (Atzanteotl) magic.

This is a reasonably young group, who follow Atzanteotl and live in the former eastern subterranean Broken Lands, primarily centred on the temple of Aengmor. They have only a very few tunnel shapers, and because of their relative lack of age and experience they are mostly below 5th level in spellcasting ability. Most of these **Dark Elves** were Second Shadow members or their relatives, or disgruntled youngsters. All shamans lost their spells and only gained clerical spells from the beginning (1st level) under Atzanteotl, having to earn new spell levels by gaining experience. With the return of Humanoids to the surface lands of the Broken Lands, and even to some of the underground realms, the **Dark Elves** suffered more losses. The individualistic, egotistical trait these **Dark Elves** taught themselves becomes more and more a core aspect of their culture. Atzanteotl comes to regret choosing to embrace these elves within his power again, and ultimately withdrew while letting a local elf who gained Immortality under his guidance take over (*Loth, see Rise and Fall of the Canolbarth in Threshold 10* http://www.pandius.com/Threshold_10.pdf).

The reason Atzanteotl abandoned the **Shadow Elves** in the past;--their lack of rapid procreation—is their handicap still (*1 or 2 children per generation per family*). As most of these elves (65%) are male, progressively fewer offspring can be produced. Their birthrate is too low to replenish the numbers lost from war, age and disease, and while the Humanoids have become a balanced nation due to their high reproduction, the **Dark Elves** decreased greatly in number. Their genetic structure is also affected by magic (*not only their appearance*), and these elves can only procreate with their own kind, and no longer with other elves. This was an attempt by Atzanteotl to create a higher rate of offspring, but he forgot the Elves nature of having only one or two relationships that produce offspring in a lifetime. The **Dark Elves** being originally 165,500 of the original **Shadow Elves**, they lost 126,250 in the many battles with the other **Shadow Elves**, Humanoids, Dwarves and other intruders. The survivors have settled in New Aengmor and the lower Gnollistan Caves. Their military power is greatly diminished, as their number of soldiers decreased to about 5,000. About 2,250 survivors have settled elsewhere individually, with some even regretfully returning to the fold of the **Deep Elves**. About 80% of the lower Broken Lands has now been retaken by Humanoids, but these are now fully separate nations and no longer under the rule of one king (like King Thar)..

Gobbleton, OGREMOR, Red Orcland, and Orcus Rex (including lower Trollhattan) are now the ruling nations in the underworld. On the surface you find the same, but also **Gnollistan and Careanna** (the *hills between the Dwarfgate Mountains and the Broken Lands*). The hills of Kol have no ruling power - the Hill Giants, Kobolds, Gnolls, and Orcs living there are all independent family tribes, battling each other and looting Darokin and Alfheim. They are often in conflict with **Red Orcland**, which now controls the whole region along the Streele River up to the Tar Pits. They regularly enter Lower Kol (*now New Aengmor*) and are mostly repelled by the **Dark Elves**.

1200-1250 AC **Overall The Dark Elves** hate the **Deep Elves** more than they hate **Alfheim Elves**, but their culture of hatred and distrust has caused them to become a loosely-tied clutch of small groups within the caves of the old Broken Lands. They seem to cooperate with both spiders and monsters like beholders, and many Humanoids who returned to the eastern Broken Lands are still ruled by the **Dark Elves**. The number of **Dark Elves** decreased further, due to battles, disease, desertion (mostly wanderers) and some rare deaths from old age, stabilizing at 9,360 **Dark Elves** including a 2,400 soldier military.

Gobbleton is strong and although not really dependent on raids, they still do so now and then. The Bugbur River flows from NW to South Akross, sinks down into tunnels underneath magma tunnels, reappearing there east of Kol-Edge gate, flowing east underneath Gnollistan/Aengmor to the Great Water Whirl, here it flows down to Shadow Deep. Some water from The Streele and Anur Lake flows down into lower Gnollistan/Aengmor, diving down ancient lava tunnels to the magma chamber of the Twin Volcanoes, set under pressure and released through micro-vents into geysers along the Streele, and in the Lower Broken Lands.

All this water, together with the heat, makes **Lower Gobbleton** a perfect environment for fungi, insects and other underground vermin. The whole lower Broken Lands, mostly free of intense foraging by Humanoids for several decades, now becomes a fungal insect haven. Many spiders find new niches, and even spill out onto the surface of former Kol. The **Dark Elves** see these creatures as holy since they began following Atzanteotl and Loth openly.

Red Orcland was conquered by Gobbleton a few times. However, once more Red Orcs openly honoring Atruaghin, their shamans received different powers and the Red Orcs have been able to take more and more of their former lands back. They recently even succeeded in taking control of some of the former lands of Kol on the other side of the Streele River.

Yorkia in the Hills of Careanna, ruled by the hill giants, is stable. Though they do not use the nearby Anur Lake, they prosper from it nonetheless (*as the local vegetation increased, bringing more animals to feed upon*). Though they still lack any real society, their family structure keeps them together.

Org-grukk is now a balanced state and a pain in the neck to Ethengar. The nearby silicon Humanoids (*Stone Giants, rockmen, geonids and other*) however seem to balance everything out in that region, but have no desires to rule others.

The **Deep Elves** finally begin to recover from all the ordeals they went through in the last 200 years. With new magic, new water, and a new and more free social structure they begin a new era of their own. The water coming from above finally entered the circle of water - flow down, warming up, geologically or by tunnels go to the surface, combine with the weather patterns, become precipitation, melt or flow down and the cycle continues.

1251 AC Overall. **Astimahl** succeeds in becoming a huge dragon, and changes near the northeastern side of Akkila's Throne increase the yield of magic available to the Goblinsoids. The nearby magic location becomes stronger, and even affects the area of the Comeback Inn. **Astimahl** visited Barga and Bramyra, clearly revealing that his intent is to leave these settlers alone...unless provoked, of course. He enforced a tax of 1 gp per wheel and foot passing along the new Darokin-Ethengar Trail, collected by some Humanoids. The settlers accept, as this seems a fair price and agreement. **Astimahl** refrains from becoming the ruler of Gobbleton, yet he accepts Gobbleton residents who are willing to aid him in any way required, and several live in caves close to his lair. Most of the Humans still think Astimahl is a Black instead of Blue Dragon..

(A Large neutral Dragon becoming Huge causes more radical changes, affecting especially the realms of magic and time. This includes the creation of an anti-magic area of variable intensity, or an aura that slows or accelerates the passage of time, or a region in which spell-casting is altered (certain spells are blocked, enhanced, or totally changed), or a place where the laws of physics and magic are constantly shifting. These places are a heaven for wizards and creatures that are magical in nature, and such regions often include magical gates, ores with strange properties, and unexplainable phenomena. This region is likely to be guarded by the new, Huge Dragon.)

1300 AC The Broken Lands have been evolving, and with the decrease of Radiance bound magic, many more Days/Weeks of Dread, weird weather, growth of crystals, the expansion of Humans and Humanoids, the threat of extinction of Magical races (*Elves, magical creatures and even Dragons*), and the re-discoveries of ancient magical sources, the world is changing as well. What will these uncertainties, effects, and changes bring...or take...??
Only [Baba Yaga](#) might know.



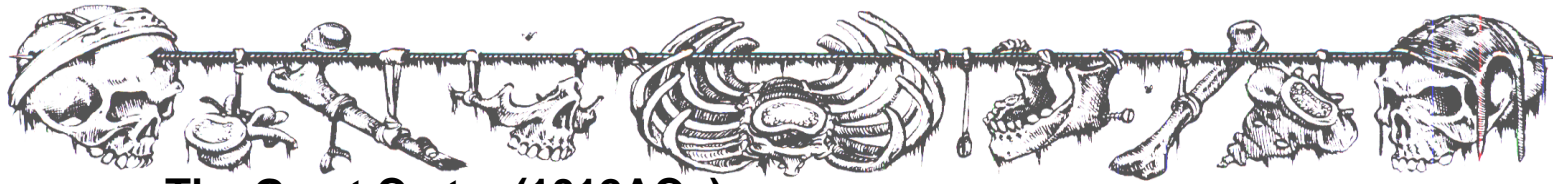
1300AC Baba Yaga flies in her cauldron over the young forests of the western Broken Lands, and smiles contentedly.

Explanation of colors used in the Table; Pink= Shadow Elven Rule over Aengmor, Orange-brown=Humanoids rule over Oenkmarr/Aengmor. Where both colors are in a row there will be many disputes, Red Text/data= major disputes. (Alfheim War, Oenkmarr/Aengmor War, Shadow Wars).

Estimated Population **excludes** other creatures, like Beholders, Giants, Cyclops, Humans and similar who cooperate with the aforementioned races. These vary greatly in numbers between 0.05% and 1% in addition to the region's Total.

Year	Estimated Population New Aengmor (Including City Aengmor)							Important Happening	Aengmor Control Broken Lands	Total Number		
	Total	Shadow (Dark) Elves	Humanoids		Schattenalfen	Broken Lands				Shadowlands Shadow Elves		
			East	West (Crater)								
Before 1000 AC	18.000	0,40%	80 (wanderers)	99,60%	17928	0,0%	0		39.941	5.000	500.000	
1000-1010 AC	18.000	0,40%		99,60%	17928	0,0%	0	War with Alfheim/ Shadow Elf Relocation to Alfheim	36.391	0	405.000	
1010 AC	18.000	0,40%		99,60%	17928	0,0%	0	War with Alfheim, Plague runs rampant	8.000	28.000	315.000	
1011 AC	18.000	0,40%		99,60%	17928	0,0%	0	Canolbarth Dying	0%	14.000	35.000	298.000
1012 AC	28.000	20,00%	5600	99,70%	27916	0,0%	0	Shadow Elves Conquering Aengmor	5%	15.000	38.000	282.500
1013 AC	25.000	85,00%	21250	15,00%	3750	0,0%	0	Shadow Elves Conquering Lower Broken Lands	25%	14.000	42.000	227.850
1014 AC	20.000	80,00%	16000	20,00%	4000	0,0%	0	Rising Aengmor City Tower of Doom	45%	14.000	45.000	225.350
1015 AC	15.000	75,00%	11250	15,00%	2250	0,0%	0	Shadowwars, Gobbleton reborn, Foreign Humanoids take Kol & Yellow Orkia (Yorkia born)	35%	21.000	52.000	220.000
1016 AC	17.000	76,00%	12920	20,00%	3400	4,0%	680	Defectors of Schattenalfheim, and Shadowlands join Aengmor City	30%	24.000	55.000	200.000
1017 AC	17.000	76,00%	12920	20,00%	3400	4,0%	680	Shadow over Mystara	28%	35.000	58.000	199.000
1018 AC	17.000	75,00%	12750	20,00%	3400	5,0%	850		25%	30.000	62.000	198.000
1019 AC	17.300	75,00%	12975	20,00%	3460	5,0%	865		22%	32.000	65.000	197.000
1020 AC	17.800	70,00%	12460	25,0%	4450	5,0%	890	Red Orcland, OGREMOOR, retaken by humanoids	19%	44.000	67.500	197.300
1030 AC	19.200	59,00%	11328	38,0%	7296	3,0%	576	Streel River Stops 1026AC	19%	46.000	71.000	197.450
1040 AC	22.500	52,00%	11700	46,00%	10350	2,00%	450	Crater lake grows	18%	51.000	73.500	197.650
1050 AC	32.500	31,00%	10075	68,00%	22100	1,00%	325	Mucks increase	18%	54.000	75.000	197.900
1060 AC	52.500	19,10%	10028	80,40%	42210	0,50%	263	Mucks increase	18%	53.000	77.000	198.100
1070 AC	68.000	14,74%	10023	84,90%	57732	0,36%	245	Mucks increase	18%	58.000	0	198.450
1080 AC	75.000	13,35%	10013	86,36%	64770	0,29%	218	Yorkia flooded, Crater flooded	18%	87.000	0	198.800
1090 AC	84.000	11,90%	9996	87,85%	73794	0,25%	210	Anur Lake reborn	18%	111.200	0	200.000
1100 AC	96.000	10,40%	9984	96,00%	92160	0,21%	202	Lower Caves Crater Flooded	18%	203.400	0	200.150
1200 AC	104.000	9,00%	9360	90,81%	94442	0,19%	198	Canolbarth officially reborn	18%	311.600	0	200.500

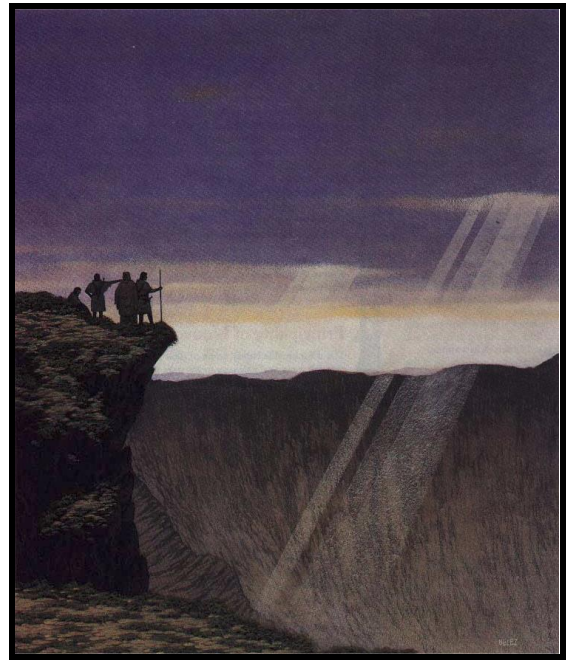
Author note; This table did appear in Threshold Magazine 14, yet was discovered to hold faulty numbers. This is restored here.



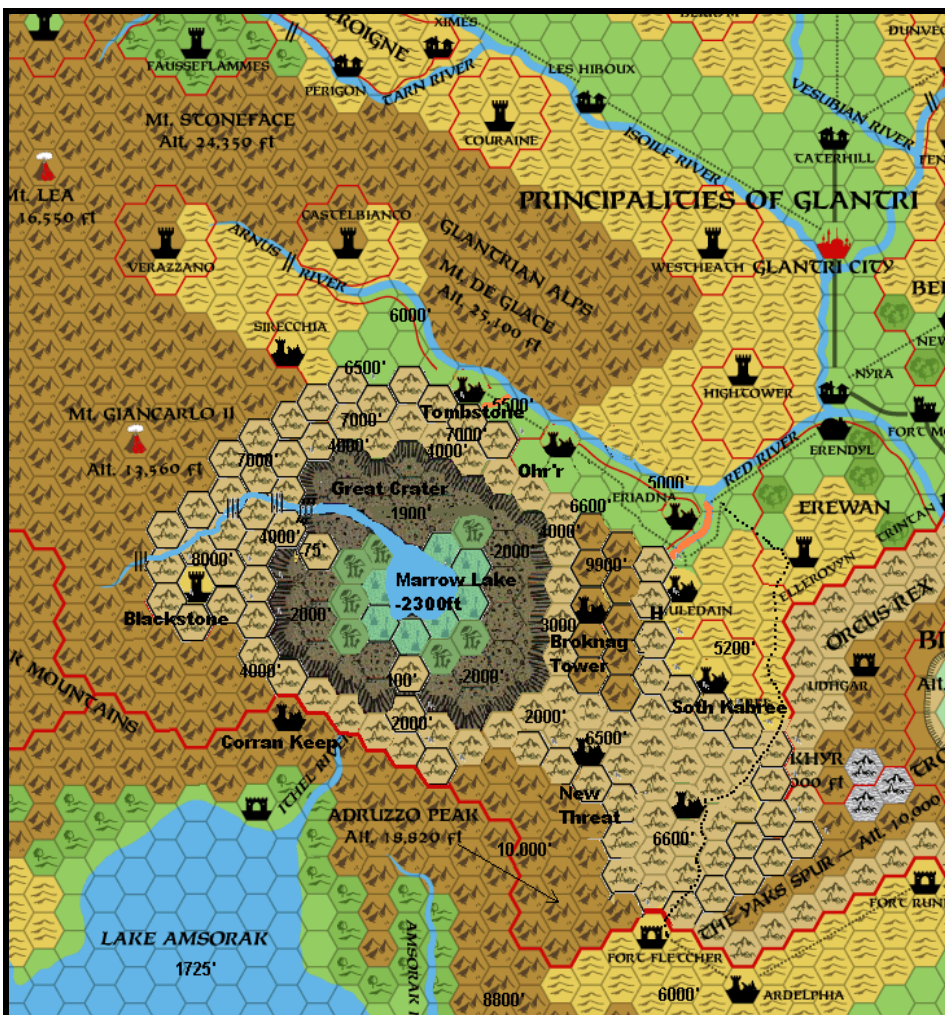
The Great Crater (1012AC+)

Before the Great War the Broken Lands, probably the most desolate and inhospitable land in all Brun, were home to thousands of Goblinoids. Forgotten by Immortals, Humans and dwarves too (*not to mention elves*) these rugged lands were probably the most dangerous area in all the Old World. But things changed dramatically in AC 1006. A meteor crashed in the Kurish Massif creating the Great Crater. Life was never the same in the Broken Lands. The feared Orcish leader Thar and King Kol IV of the Kobolds moved their hordes to the Great Crater (Western Broken Lands) to better raid on Glantri as well as Darokin. Only a few tribes remained in the Eastern Broken Lands. Within the Great Crater itself, the Red River, fed by runoff in the high mountains, forms a tremendous waterfall as it pours over the rim, landing thousands of feet below. There, it pours into the crater left by the impact of the meteor, forming Marrow Lake. The lake itself is putrid and dirty, full of ash that is picked up by the Red River as it makes its way southward. There is an almost perpetual cloud of steam in the air of the crater, making it difficult to see into it from above. The source of the heat is not entirely clear, but sages have suggested it is caused by either the still-cooling meteor, or the close proximity of a nearby lava flow to the east (kept from spilling into the crater by less than a mile of rock). Though quite a lot of ash pits and rocky terrain covers the floor of the crater, the areas surrounding the lake are full of lush vegetation.

Some curious nature of the terrain in the region makes it particularly receptive to harbouring new and unusual vegetal growth- primarily various types of fungi; possibly remnants of the growth magics used by the former Alphatian inhabitants of the region still exist in the soil. The caverns surrounding the Great Crater are extensive, but are not a viable route of transport for raiding Humanoids from the Broken Lands until the meteor impact, lying as deep below the mountains as



The Great Crater 1014 AC seen from the side of Broknag Tower, looking Southwest. The Southern slope is just visible.



they do. There is one large underground lake, fed by a tributary from Lake Amsorak, in Darokin. Vegetal growth abounds, as do new and heretofore unknown types of fauna. Additionally, there are many subterranean links both to the Broken Lands to the east, as well as to caverns leading further north into Glantri, and west below the mountains of Sind. As yet, very few have explored the extent of these subterranean highways, so it is unknown whether there may be intelligent inhabitants that have not yet been encountered.

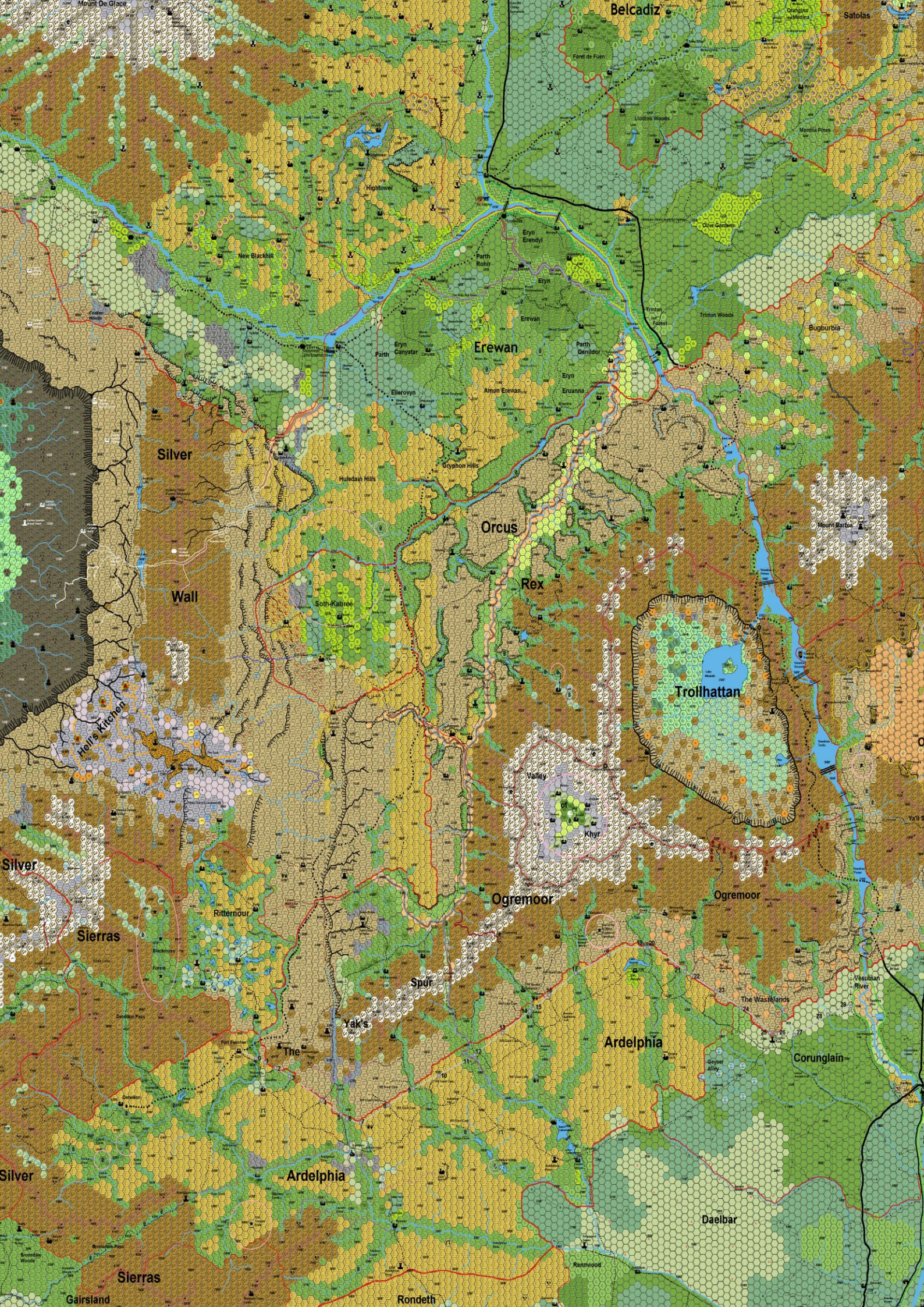
Glantri can't afford empty ruined baronies, and as such attempt to restore the region. The ruined locations Tombstone and Oh'r named by the Humanoids, as have been Lizzie and Volnay respectively. The crater disaster, lies now to rest, the damages great, but now the restoration can commence. Dolores Hillsbury eventually relinquishes her former domain (*the people there becoming happy*) in favor of 'her' Family domain New Blackhill to be restored. It is also nearer to Kolland, so she can keep a better watchful eye on the Humanoids, and it is an alibi for the dragon sightings when she flies over

Before Meteor; Silver Sierras;
<https://www.deviantart.com/6inchnails/art/Redstone-Glantri-936090493>

After Meteor; Great Crater;
<https://www.deviantart.com/6inchnails/art/Great-Crater-1012AC-936096608>

After Meteor; Broken Lands West;
http://pandius.com/broken_lands_west_after_meteor_by_6inchnails-dc02dpo.png
 or keep an eye open on this topic;

<https://www.thepiazza.org.uk/bb/viewtopic.php?p=318098#p318098>



Belcadiz

Satolas

Erewan

Silver

Wall

Orcus

Rex

Trollhattan

Ogremoor

Ogremoor

Ardelphia

Corunglain

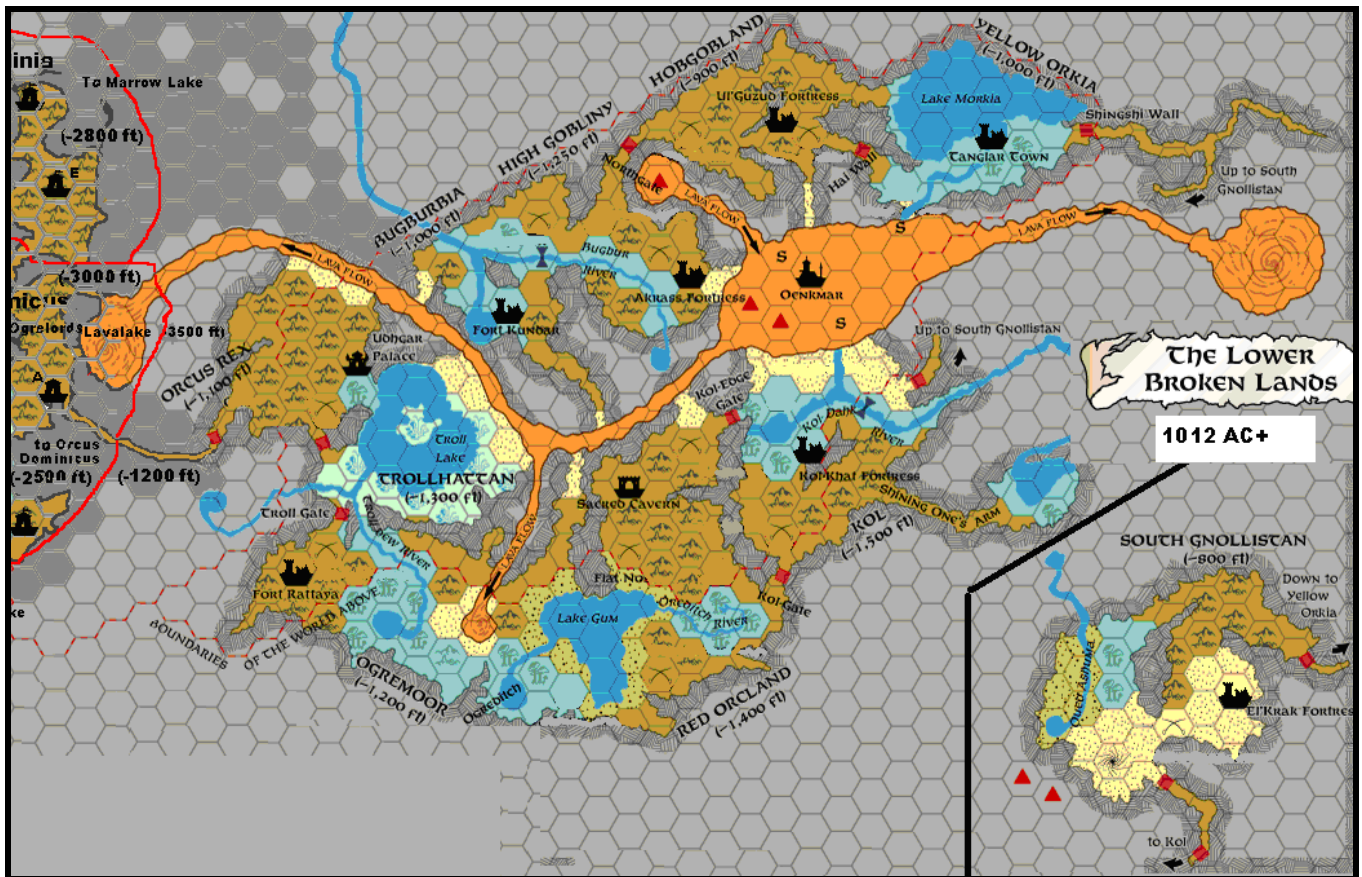
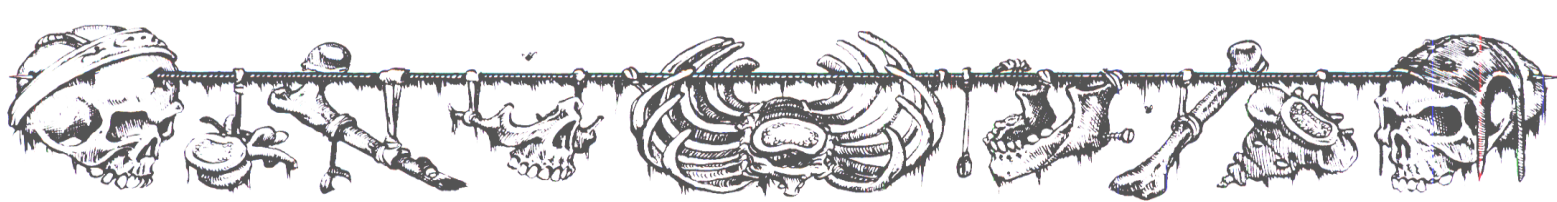
Ardelphia

Daelbar

Sierras

Rondeth

Gairland

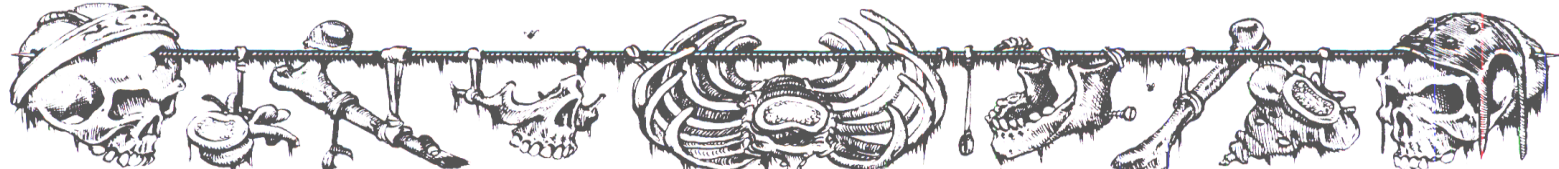


Principality of New Kolland

New Kolland is the newest Principality in Glantri (since 1011 AC), as well as the largest and most populous. With few exceptions, the entire citizenry comprises (in order of prominence) Kobolds, Orcs, Goblins, Hobgoblins, Ogres, Gnolls and Trolls. New Kolland, also called South Monsterland, is the home of the Humanoids of the Great Crater. Despite the prince's best efforts, attempts to tax the populace have met with no gain. The primary source of income is a monthly tribute to the ruler of gains made from raiding and looting. As those gains are most often in non-monetary tender (cattle, stolen weapons and armor, etc.), New Kolland does not generate any appreciable amount of income to contribute to the crown. This does not bother the Council overmuch, as their main concern is that the Humanoids are kept in some degree of control. Recently, the Prince of New Kolland has been selling off mineral rights in the area, as well as issuing hunting permits (for hunting the non-intelligent monsters in the area only) at considerable prices in an attempt to raise some form of viable income. The region is rich in mineral resources, but it is difficult to organize the Humanoids to mine the area.

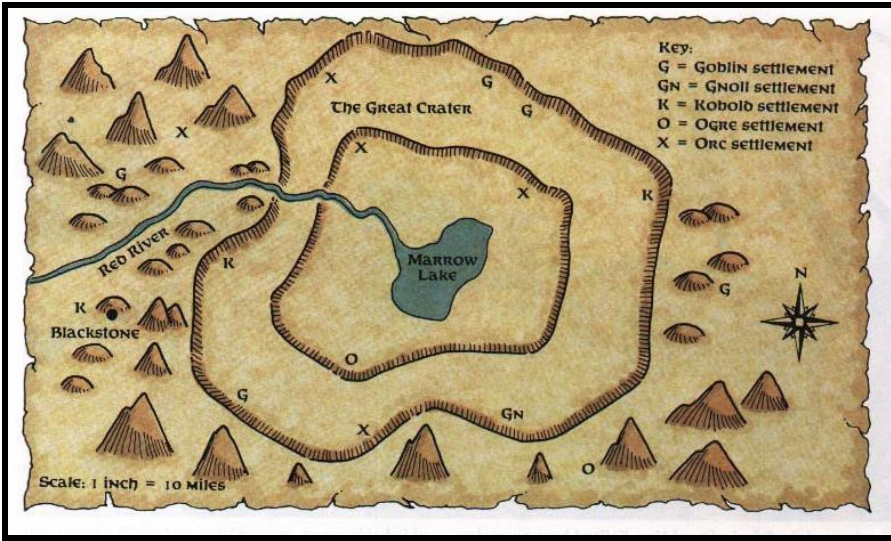
- House; Kol ruled by Kol XIV
- Siege; Blackstone (formerly Redstone)
- House Personalities; Teurac, Mate, Gulb, Son
- Allies; Houses of Hillsbury (Dolores Hillsbury) and Ritterburg
- Foes; House Sylaire, Jaggar von Drachenfels
- Voting Power; 15 at Council, 15 at Parliament
- Surface; 3808 sq. miles (68 hexes) - note: this does not include subterranean area.
- Population; 29.830 Humanoids (total population includes only those tribes directly subservient to Kol)
- Net Income; Negligible (The Humanoids still have to get accustomed to using money instead trade and barter, and many refuse to use these to them worthless metal disks).



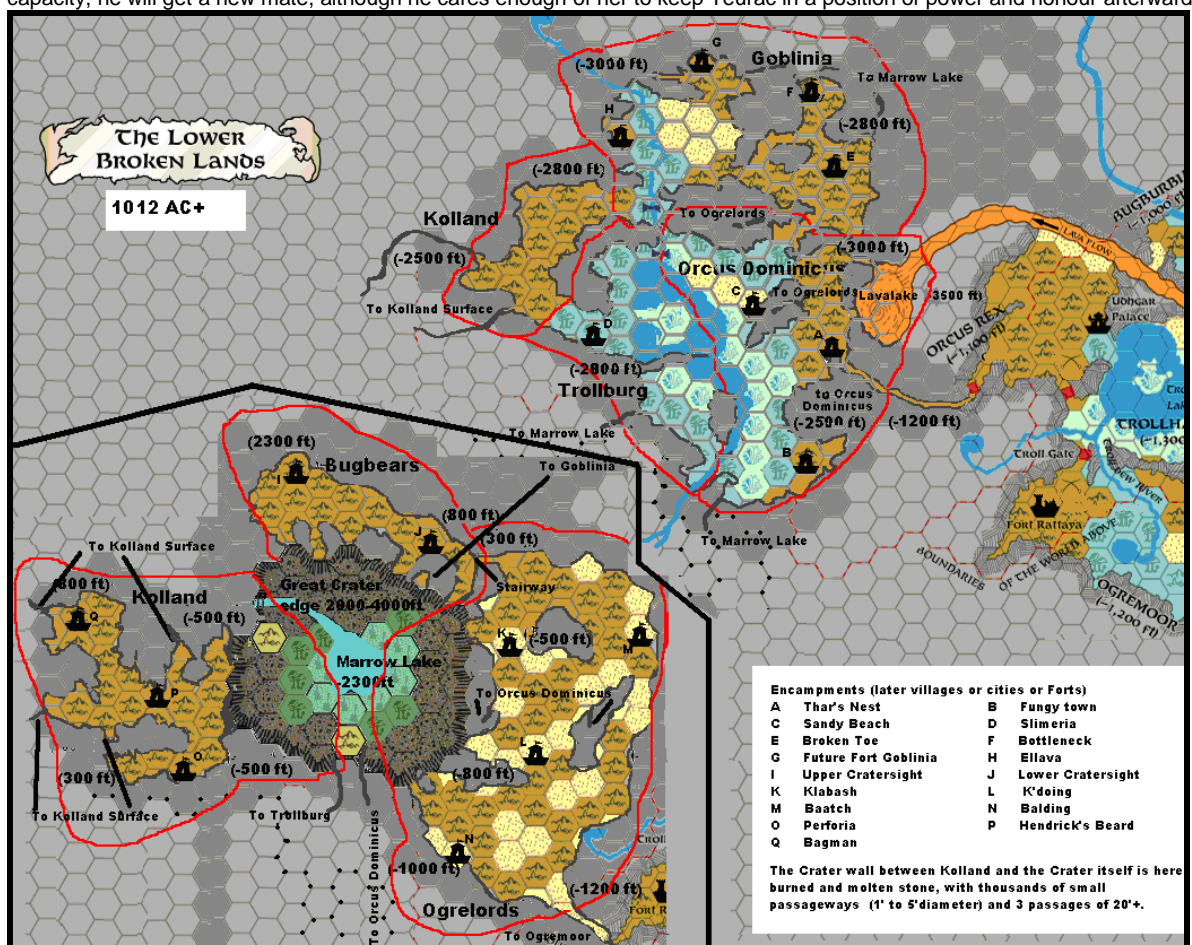


Although an official principality, New Kolland still elicits mixed reactions among Glantrians. The majority of people willingly accept the Humanoids into Glantri, but some—especially warriors like Prince Jaggar von Drachenfels, who has fought against them numerous times — refuse to admit that New Kolland’s existence, make Humanoids actual members of Glantri’s society. (Jaggar never would have voted for the act of enfeoffment to create the principality in the first place, if not for Dolores Hillsbury’s influence.)

Prince Kol has restored a tower he calls Blackstone where once stood Redstone, the former seat of power for Viscountess Arbana Jerbat before the meteor strike. There he lives with his family, his advisors, and a host of bodyguards. His staff of “advisors”—mostly Humanoid Shamans and wiccans—include two Humans. The wizard Thurstal (Neutral wizard 8), a native of Glantri City, who met Kol soon after the Prince’s first council meeting. Thurstal gives Kol advice on dealing with the wizards in Glantri, believing he can manoeuvre himself in a position of nobility by working with the Kobold. The other Human is the infamous baron Ludwig von Hendricks (Chaotic Evil Fighter 18), who once ruled the Black Eagle Barony in Karameikos. He has dwelt among Humanoids at various times in his life, using them as servants and troops, and so has found acceptance with them since his self-imposed exile. At this point, Hendricks will take whatever position of power he can, and advisor to a Prince of Glantri seems better than nothing. He advises Kol on relations with Humans and may even try convincing them to provoke hostilities with Darokin or Karameikos. Kol has currently no heir with spellcasting abilities, but he continues trying to produce one. If Teurac his partner “fails him” in that capacity, he will get a new mate, although he cares enough of her to keep Teurac in a position of power and honour afterwards.



A hand-drawn late 1009AC map made by Glantrian spies. The shape and locations of Mountains is mostly wrong. Settlements given were based on temporary camps, and some eventually proved later incorrect or have been moved. It does however, show the 1009AC smaller Marrow Lake and gives general information.





Kolland: 8200 Humanoids. The tribe of Kolland (for which the principality is named) makes its home in the area surrounding Prince Kol's siege of Blackstone. The hilly terrain around the capital is similar to that of the Kollander's former home in the Broken Lands. The Kollanders also live in the extensive caverns immediately below Blackstone, along the south-western edge of the Great Crater. Their subterranean home is sufficiently far removed from those of other Humanoids such that Kollanders are rarely disturbed by outside raids. The sole exception to this is the Trollburgers, who sometimes roam into Kolland by way of their caverns beneath the Kobold lands. The population of Kolland is primarily Kobolds, with common Orcs and Gnolls being the two most prominent lesser races.

Orcus Dominicus: 3500 Humanoids. The tribe of Orcus Dominicus consists of the former members of Orcus Rex, in the Broken Lands. After having led the hordes of the tribe to Glantri, their leader King Thar seemingly abandoned them. This has led to some degree of resentment amongst the Orcs towards their former ruler. Currently, they occupy the subterranean caverns of the south-eastern Great Crater, and the eastern edge of Marrow Lake. In the far east, their tunnels gradually rise and connect up with the subterranean regions of Orcus Rex, in the Broken Lands. They share a subterranean lake with their neighbours, the Trollburgians, which is fed by a tributary of Lake Amsorak. Orcus Dominicans get along surprisingly well with the Kollanders and their above ground neighbours, the Ogelords. Border wars with Goblinians along Marrow Lake are not uncommon, and the Dominicans are constantly on guard against their Trollburgian neighbours. The population of Orcus Dominicus is mainly common Orcs, with lesser populations of Kobolds and Gnolls.



Goblinia: 3400 Humanoids. The tribe of Gobland resides almost entirely underground, occupying the northern end of the Great Crater in caverns beneath Ohr'r and Tombstone. The only surface regions they lay claim are the ash pits and rocky wastes that surround the northern portions of Marrow Lake. Goblinians get along well with their bugbear cousins above them, but often find themselves at odds with the tribe of Orcus Dominicus, their neighbours to the east, and the Trolls of Trollburg to the south, who like to roam the marshlands.

They are sufficiently far removed from the hated Kollanders that clashes between the two tribes are rare. Skirmishes with Shadow Elf troops in the eastern caverns near Orcus Rex are common. The population of Goblinia consists almost exclusively of Goblins and bugbears, though Hobgoblins are not uncommon.

Ogelords: 2460 Humanoids. The Ogelords are a loose confederacy of remnants of the tribes of Ogemoor, South Grollistan, Hobgobland, and Red Orcland. As their respective tribal leaders broke up the hordes in anticipation of conquests elsewhere (i.e., Alebane and Hutai-Khan), or for a mass migration (ie, Hool and Nizam-Pasha), those hordes that opted to remain in the region were eventually forced together out of necessity. Other, stronger tribes took over the surrounding subterranean lands, and the hordes had to learn to cooperate in order to maintain their ground. The hordes of the Ogelords occupy the caverns along the eastern rim of the Great Crater, and often emerge into the hills of southern Glantri to stage raids. Their cavern system eventually slopes down and connects with the subterranean regions of Ogemoor, in the Broken Lands. They get along amiably with the Humanoids of Orcus Dominicus, who occupy the caverns below them, as well as with the bugbears of Ohr'r- though the bugbears and Ogelords sometimes raid one another during slow months. Encounters with Shadow Elves in the caverns near Ogemoor are infrequent, but their greatest enemies are the Hill Giants and Bargda of New Threat, who have made repeated attempts to force the hordes of the Ogelords to work for them. Virtually any sort of Humanoid can be found amongst the population of this disparate tribe.

Trollburg: 2000 Humanoids. The Trolls of Trollburg, are a recent addition to the tribes of the Great Crater. Having mostly remained in the Broken Lands during the Great War, they were driven out of the region by Shadow Elves seeking to regain their former city of Aengmor (c. 1012 AC). Unwanted by most of the other Humanoids, they managed to find themselves a home deep beneath the caverns of Kolland, with access to the steamy, marshy areas surrounding Marrow Lake. In their opinion, they get along well with all the other tribes of the Great Crater. In actuality, they are strongly disliked by just about everyone else, due to the numerous raids staged by the Trolls on neighbouring lands. The Trolls don't see anything wrong with it though. They tend to be very cooperative in any sort of joint Humanoid activity, which is the one reason Kol tolerates their presence. The Trolls have not yet encountered the Shadow Elves in their new home, but given its proximity to subterranean Shadow Elf territory; it is only a matter of time... The population of Trollburg consists almost exclusively of Trolls, though one may occasionally chance upon a member of another Humanoid race in their caverns. In such cases, the individual is virtually guaranteed to be one of two things—a spy for another tribe, or dinner for the Trolls, sometimes both at once.

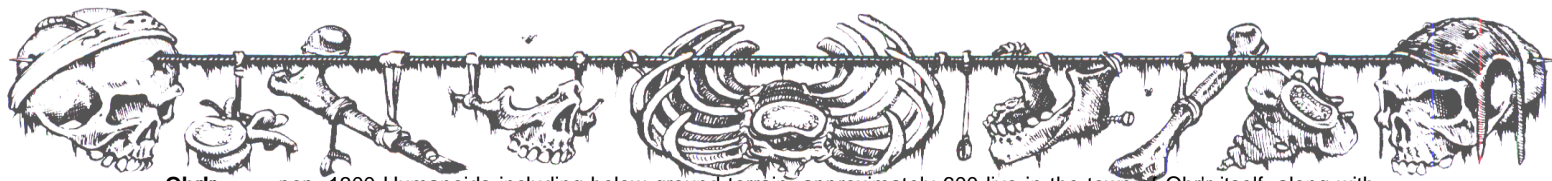
Surrounding Surface Regions of the Great Crater

The Mountain between the Crater and the East Broken Lands is the result of pushing the earth like a blanket forth to the east, as thus there are many cracks, elevations and (canon)broken lands, as this map of 1014 AC is 7 years later, nature will have reintroduced new creeks, and slowly takes over again.

Tombstone pop. 1500 Humanoids, plus unknown numbers of undead; includes subterranean regions. The town of Lizziene, in the former Principality of Caurenze, was greatly damaged during the meteor strike of 1006 AC. The town's Thyatian inhabitants, fleeing both the massive ash clouds and the Humanoid invasions of later years, completely abandoned their homes, mostly fleeing northwest into the dominions of Castelbianco and Verazzano.

Today, the town is populated completely by Humanoids—predominantly Thouls and Hobgoblins—and undead, who have been rampant in the region since the meteor strike. The Thouls, by far the most numerous of the town's inhabitants, are able to keep the undead in some degree of check, through their shamans and through undead hunts (feasting on corporeal undead, such as Zombies and Ghouls). While the Council of Princes debates on what to do with the town, demands for clerics in the surrounding regions (notably Castelbianco), are on the rise. The Thoul shaman Al-Nahmi rules the renamed town of Tombstone from the ruins of Circus Lizziene. The quakes caused by the impact of the meteor opened up tunnels beneath the Colosseum that run far beneath Glantri itself.

The Thouls often war with their neighbours in the town of Ohr'r, mostly in the subterranean areas. They have little regular contact with the other Humanoids of the region, though two potential Goblinian usurpers have begun to make overtures of alliance towards the Thouls.



Ohr'r-

pop. 1300 Humanoids including below ground terrain; approximately 600 live in the town of Ohr'r itself, along with 200 Humans) Volnay was the political and military center of life in Blackhill. In the years following Thar's invasion of the Great Crater, the Humanoids managed to control much of the lands of Glantri—almost to the city itself. When Glantri was finally able to push the Humanoids back into the crater, the former town of Volnay remained firmly under the control of Bugbears led by Chief Ohr'r. Since then it became a Humanoid ruined settlement. Ohr'r has renamed the town in his own honour, and the tribe of Bugburbia has emigrated from the Broken Lands to the town and tunnels beneath it. Constable Ohr'r has renewed his ties to the Fellowship of the Pouch (*the thieves' guild of Glantri*), with the result that the town of Ohr'r has become a popular haven for mercenaries and persons of ill repute seeking employment with the underworld element of Glantri. For this reason alone, the town has gained a semi-legitimate status in the realm. Humanoids (primarily Bugbears and Goblins) are the main inhabitants, although the numbers of Humans are on the rise. The old Bugbear lives most of the year above ground, these days, in his 'palace' (the former city hall). Meanwhile, below ground, younger Bugbears plot to wrest control of the tribe of Bugburbia from him, though no individual has yet risen to prominence. Ohr'r maintains no diplomatic contact with New Kolland, much to Prince Kol's chagrin, though he still has ties with his cousins in Goblinia. The Bugbears despise the necromantic practices of the Thouls to their northwest, and are often in conflict with them.

1018AC

Volnay/Ohr'r (2500 to 3500) before retaken by Dolores and rebuild. Expansion of Volnay took priority over the clearing and reconstruction of Eriadna and among the first priorities was construction of a suitable port to handle river trade. Finished in AC 1012, the new port quarter has many berths for river boats and a large warehouse district. Today Volnay is home to 90% of the surviving Alphatian population of the principality and has now become the leading economic and cultural centre of the principality and has grown in size as new settlers come into the principality.

New Threat

pop. 200; 70 Bargda, 130 Hill Giants In 1006, a large warband of hill giants tore through the southern lands of Glantri. They ransacked the Viscounty of Nathrat, which was still recovering from the ravages of the meteor. They were unusually organized, led as they were by a band of Bargda, who had apparently been living for decades in the high mountain reaches. Lord Ezechiel Naramis and his elvish minions were killed almost to a man, and the giantish races took up residence in the ruins of his keep. Renamed New Threat (*possibly a perverted Humanoid pronunciation, though the appellation is well earned*), the Bargda continue to direct their hill giant minions from their new capital. Worse still, they have managed to outfit themselves with the armor worn by Naramis' army- armor that had been forged out of a mysterious anti-magical ore that he had discovered in the southern hills near Glantri. It is fortunate that he was too paranoid to tell anyone where this ore lay hidden, or the denizens of New Threat might be even more formidable than they are.

The Elvish armor was too small for their giantish bodies, and so in typical Humanoid fashion, they wear the armor piecemeal. The result is that they have varying degrees of magical resistance, depending on which race is encountered (the Bargda keep the best bits for themselves).

A typical encounter will yield the following percentages of Magical Resistance (MR): The chance of a piece of armor being Magic Resistant is 10% and 1d3 pieces may be so affected. Using partial-mismatch armor as detailed Gaz 10 Orcs of Thar PC-guide page 44, half the encumbrance of each piece is its MR; ie, an arm piece (1/10) yields 5% MR, as do two knee pieces together (*add all MR% pieces together and round the MR% down*; An armor with 3 parts giving MR, for example a Helm(1/4), a single Knee(1/5) and a Shoulder(1/10) thus affected would give 2+2,5+5=9,5=MR 9%). Only the most powerful and exceptional owners could have accumulated more than 3 MR pieces. This is up to the individual DM. Eitherway it is recorded to that individual as MR x%.

Magic Resistance precedes a Saving Throw effect and is rolled on a 1d100; if lower or equal than the MR value the incoming magic is resisted and without any other effect. If higher than the MR value the person is still allowed a Saving Throw if the spell/magic allows such as normal. Armor pieces damaged (for example on a critical hit of 19-20) lose their MR fully. MR does not affect weight.

The giants of New Threat do not ally themselves with any of the other Humanoids (despite joining in the Ethengar/Glantri war, which was purely for their own enjoyment). They have recently made attempts to dominate their nearest neighbours, the Ogr Lords. They are a serious threat in the region, doubly so due to their magical resistance. <http://pandius.com/ezechiel.html> . Ezechiel is quite a bit of an eccentric, meaning he fits in perfectly amongst the nobility of Glantri. He shuns the daylight, preferring to remain in the confines of his secluded tower of Nathrat in the Silver Sierras. Nathrat is close to known entrances to the shadow elf caverns, from which further infiltrators can be smuggled to the surface. Also, unbeknownst to his masters, he has discovered a mysterious anti-magical ore that he is studying and hopes to use for his own benefit.

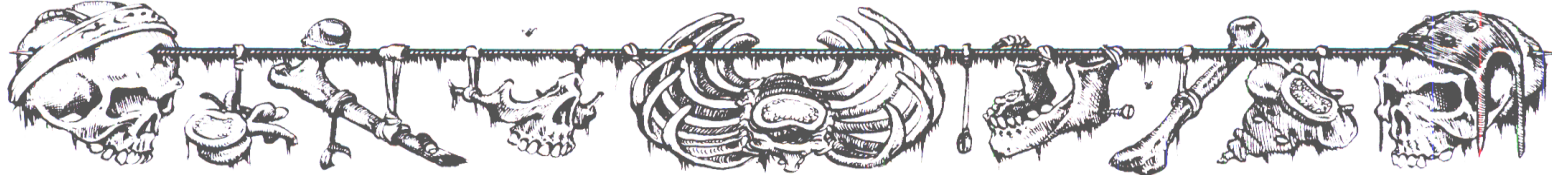
(DM Campaign Notes: As of the current timeline, 1012 AC, Ezechiel Naramis is assumed to be long dead, having been destroyed along with his dominion in the meteor strike of 1006 AC. That need not be the end of this character, however. It is entirely possible that he had been pulled out of Glantri by his Shadow Elf masters long before the meteor hit- either due to the burgeoning war among the surface-worlders and the war with Alfheim, or else due to his insubordination. He may still be actively involved either in Gwaithallin or in the new surface colony of Aengmor- his experience on the surface being a valuable asset to Shadow Elves living there. He- or a "relative"- may also turn up in Glantri again, seeking to reclaim the former dominion of Nathrat- now overrun and claimed by Humanoids).

Silverston

pop. 60 a large village/small town located close to the estate of the Prince of Blackhill. A large village town grew around the estate providing services to the estate and growing into a economic power in it's own right due to the large deposits of blackrock found in the area. The Aendyr estate was a vast, majestic complex covering 100's of acres. All of which is now gone and lies in ruins if any remains. The ruined displaced tower of Silverston now is home to one of Kol's chief advisors, the Goblin Broknag the Sly. After ingratiating himself with the Kobold by providing him with the military skills of Ludwig von Hendricks, Broknag was granted permission to have the tower. He spends most of his time therein, with his clan. He has recently stumbled across a vault belonging to the tower's former owner, Prince Volospin Aendyr that survived the devastation wrought by the meteor. Craving whatever treasures might lie within, he has been seeking a means to bypass the magical wards guarding the vault, but to no avail. There are some other settlements, but these are of a non-permanent setting, more like encampments. (see map). These are temporary, but so far continuously populated from those underground, as a way of defence.

1012AC

Princess Dolores until recently has shown no interest in living in Blackhill as she maintains permanent residence at the Capital. The town itself is slowly rebuilding as new settlers, mainly Thyatians, seek to extract and exploit the area's natural resources. However, since she reclaimed Blackhill, a castle sprung over night in the hills North of the Red River. Construction of the defensive works is expected to take at least one more year. Once completed it is expected that Princess Dolores will rename the town into Dolorosyn (and a handy synonym for her alias), an Alphatian derivant of "owned by Dolores". Some new settlers have moved into newly constructed tenements and started new businesses but it will likely be many years before Old Eriadna regains its prominence economically.



Not belonging to New Kolland but of strange importance.

Celedyl pop. 250. The new barony of Celedyl is the southernmost of Glantri's dominions. Established on the ruins of the former Camp Huledain, its ruler Qenildor Erewan has built it into a fortified community since the days of the Great War.

Most of the population consists of Qenildor's army-fellow elves who joined his guerrilla war against the Humanoids. As typically happens, a large support group of families and profiteers has followed the band and set up with them. Celedyl also provides a sanctuary to the Halfling renegades who followed ex-sheriff Jaervosz Dustyboots to Glantri in pursuit of Ludwig von Hendricks.

Qenildor maintains close contacts with his mother, the Princess Carlolina Erewan, and his recent induction into the nobility has only strengthened their bond. They have already begun to coordinate efforts between his small army and her troops in Fort Huledain. He has also asked, and been granted permission, to have a daughter of the Erendyl Tree of Life set up in Celedyl.

Curiously enough (perhaps related to the mysterious magical growth legacy of the Blackhill people), the land around Celedyl has been quick to support vegetation. Qenildor plans to initiate a reforestation project whenever he gets the resources he needs to do so.



The Western wall of the Great Crater seen from a flying position.

New Blackhill The low intensity hit and run war continued in Blackhill for several years until the meteor disaster hit the principality in AC 1007. Blackhill was totally unprepared and caught by surprise as Thar then followed and advanced his main body of forces through Soth-Kabree into Blackhill the sack of Blackhill commenced. Nothing was safe and nothing was spared in Blackhill, The Principality of Blackhill was devastated, towns and villages sacked and burned to the ground, the populations herded into captivity, or the cook-pots, when not outright massacred. All livestock been taken. It had been picked clean as a source of supply and plunder for the Humanoid army and left nearly all in ruin.

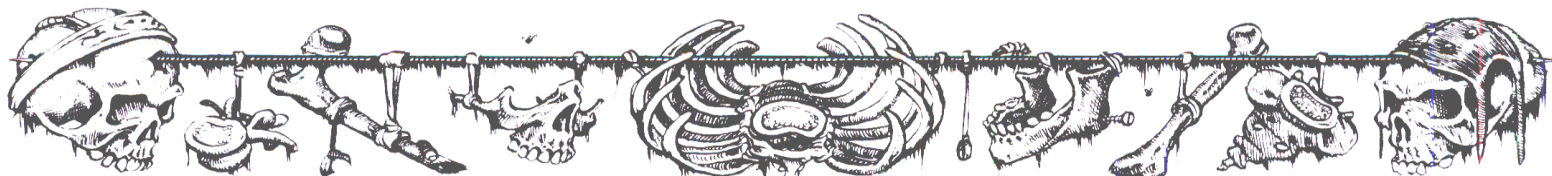
Rebuilding for the principality has been a very long and painful experience. The disaster and invasion were compounded a deadly plague that came to Glanti in AC 1008 that, magnified by the lack of clerical resources and wartime conditions, swept the nation killing several hundred thousand

It was long thought that Volospin's heir to Blackhill would be his son Lathan but in a shocking development a new claimant and potential heir came forward in Dolores Hillsbury who claimed to be the product of a liaison between Volospin and the recently deceased Lady Margaret Hillsbury. She was granted a small dominion first, Fenswick, North East of Glantri, as her grounds of "birthright" were devastated. Even more shocking was the renouncing of the claim to the principality by Lathan several years later. Dolores was then confirmed by the Council of Princes as the next Princess of Blackhill, and abandoned Fenswick.

The last years have been difficult ones in Blackhill as the original Alphatian makeup of the Principality was nearly destroyed and the makeup of the principality has been changed beyond recognition. New settlers sent by Dolores Hillsbury have flooded into the region to help with rebuilding and in hopes of finding a new life. The area has had surges of Fen settlers hoping to find a new Fen homeland and a true Fen leader. They have been disappointed on both counts as Princess Dolores has no interest in creating one, or being one. The area has also seen waves of Thyatian settlers. The principality has become a mixed ethnicity principality with even, in a shocking display of bad taste to some, Humanoids being invited to come to Blackhill and learn to live a domestic civilized life. Rebuilding and immigration into the area continues but still after four years the principality has many many years and lot of hard work to do before it even approaches the grandeur and prosperity of principality of only a decade ago.

As the region suffered greatly from the destruction, the Red River has some neglect and the Reed borders have grown far into the river reducing its span somewhat, but making landing even more difficult.

The most of the former farm/harvest lands are now wild terrain, and need to be restored. Orchards are now forests of dead trees. The Fields of Arunaru and Ghaeranatos, are named by Dolores, and nobody knows these are names from her former alias and her father (*From [John Calvins Article Vampire Queens in Threshold: Fadhadi's Rest, and Kikanari's Fall](#) have a similar historic unknown importance to Dolores*). The chance anybody will learn this is very slim, and probably Dolores will try to prevent this. But her sense of honour to these names is greater than the fear of discovery. The few villages North of the Red River are now part of New Blackhill.



Fort Huledain pop. 900 Fort Huledain- formed in 1010 AC as a means of curbing the Humanoid menace. Carlolina Erewan was voted Viceroy of the fort in a narrow decision between her and Brannart McGregor. Carlolina's 1st and 2nd banners stay here, where they are tied up between stifling undead raids in the Thyatian counties to the northwest, and the giant menace of New Threat to the south. In between, they are also forced to deal with the occasional Humanoid raid. Duty at Ft. Huledain is very dangerous, indeed.

A large scar in the earth (actually a cell of the planet has ruptured and though it slowly [very slowly] heals, it will affect the region for a few decades) is to the south which will eventually cool down and dry out, but Humanoids (and any other) thus far can easily, though very dangerously, collect metallic ore from the lava-lake.

Most famous of all of them would be the Mystaran renowned Sierra Lava Tubes located in in the folds of Broken Lands against the new Mountain, approximately 16 miles west of former Camp Huledain, now Fort Huledain, created by the upheaval of the area due the meteor impact.

The Huledain River is not navigable anymore to any river transport after the meteor changed the region, and dried out becoming nothing more than a creek filled by more eastern creeks.

Soth-Kabree (pop. ?) The region surrounding Soth-Kabree is home to numerous griffons, remnants and descendants of the famed griffon riding force of the former Countess, Aliana Nyraviel. Their presence has been noted as a possible problem to open up a new trade road from Eriadna through the southern barony, and into Darokin (in order to bypass the Shadow Elf controlled Broken Lands).

The keep itself is rumoured to be haunted, though tales vary as to what may lurk within the keep. Stories of tentacled, other-planar creatures (Mindflayers, see there), to an ancient Nithian sOrcerer have surfaced, as have reports that the voice of the former countess herself has been heard wailing through the night. As yet, no one has mounted an expedition to find the truth of any of these rumours.

Sirecchia pop. 60 Ruins are all that remain intact in the once proud Viscounty. The Thyatian villages that filled it are abandoned, mostly burned and ransacked or shattered by the tremendous quakes that the meteor generated. Some few Thyatian families have returned to the region since fleeing during the Great War, but none are located within miles of the former capital, the Manor Sirecchia. Within the tower, which still stands whole and erect (if a bit unkempt and overgrown with vegetation), lives the sole occupant and ruler of the Viscounty, Prince Innocenti di Malapietra. A shell of his former self, he has all but abandoned the few subjects he has left, leaving it to the village council to provide a spokesperson to the Parliament.

Eriadna pop. 6000 Eriadna provided a haven for Alphatians fleeing the destruction of Blackhill, as well as some Thyatians from the Principality of Caurenze, <http://pandius.com/vmprqunt.html> though not for long. Shortly after the impact, Humanoids laid siege to the town for months. Though never fully conquering it, the town was severely pillaged and looted, and the population, which had risen dramatically, was reduced nearly to the levels it was before the Great War. Today, Eriadna is still recovering. The town boasts two walls- one inner wall that had always been present; and one outer wall (still under construction) to protect those areas that had developed since the days following the founding of the town. The recent founding of Fort Huledain has been a boon to the inhabitants, as they receive a great deal more protection than before. Yet still does the Eriadna population look over their shoulder, fearful that the Humanoids might return in force...

Corran Keep Pop. ? South of the Great Crater, on the Darokin side of the border, stands the solitary Corran Keep. Long abandoned by any Human occupants, there is nevertheless strange nocturnal activity around the fortification. The Humanoids avoid this area, as they are frightened away by the structures' eerie phosphorescent glow in the evening. Unbeknownst to them the area is repopulating with Lightning zombies.

Ritternour Ritternour is touching the Darokin border, encrusted against the remaining mountains. It has an interesting yet peculiar feature. The meteor enforced the pressure of a large underground section of the lake Amsorak, cut it of and since then it bubbles up in almost 30 small lakes in the region. Nature has taken this mineral rich water and grows rapidly. The nation is the wettest settled spot on Mystara, and then the weather is not even added. Mosses, and ferns grow almost everywhere, within 7 years the Western Broken lands are covered for a great part in vegetation of a great variety. Along the rivers and lakes even young trees which will certainly turn the region into a wet forest. The mineral waters are among the best in taste and fertility for any produce, as thus the new region will be able to self sustain. As being close to Darokin, trade will take place through fort Fletcher.

Elements

It recently has come to light that the meteor brought with its strange elements and energies from the heavens. While Kol uses his magic to attempt to ascertain the nature of these particles and Forces, his Forces keep out curious mages from other principalities hoping to do likewise.

Already, locals have discovered a substance named **Urthellis**—or more commonly, "craterdust"—in the area (*in Real Life High Density Iron Ore*). This mineral appears quite valuable in facilitating the creation of magical items, as it forms a magical "conduit" between casters and objects they are attempting to enchant; using 1 oz. of Urthellis decreases reaction time (and thus initiative) by 25%. The rare powder costs at least 5000 gp per ounce.

Another newly discovered crater material, a gemstone named **Bluestar**, has certain magical properties also, but mages currently dispute the nature of its actual effects. Currently it is valued at 500gp per 4 inch rock. (25cn)

Kol wishes desperately to utilize these magical materials and sell them to the rest of the Known World, for New Kolland has little to export—except mercenaries, of course. Attempting to teach his people farming and animal herding, the prince has encountered numerous difficulties—not surprising, as war and raiding seems built into Humanoid society. At the behest of Princess Dolores, however, the council will lend economic aid to New Kolland to help the principality "get on its feet".

A 1 mile Hexmap (as of 01-12-2022 still unfinished) before and after meteor impact of the region will be found here; <https://www.deviantart.com/6inchnails/art/Redstone-Glantri-936090493> <https://www.deviantart.com/6inchnails/art/Great-Crater-936096608> or here; <https://breathofmystara.blogspot.com/2022/12/mystaras-great-crater-of-broken-lands.html>



Urthellis(Craterdust)



Bluestar gemstone



Humanoid Shaman and Wicca/Wokani

Prime Requisite	Wisdom (Shaman), Intelligence (Wicca/Wokani)				
Experience Bonus	-20%	Wisdom	3-5	Intelligence	3-5
	-10%	Wisdom	6-7	Intelligence	6-7
	+5%	Wisdom	13-15	Intelligence	13-15
	+10%	Wisdom	16+	Intelligence	16+
Hit Dice	as racial restrictions per level up to 9 th level, and +1hp / level / Constitution adjustment.				
10 th level+ Required;	as racial restrictions, Constitution bonus no longer applies				
Armor	Wisdom 9+ Intelligence 9+				
Weapons	All armor and shields mostly permitted				
	Sometimes an Immortal will enforce a weapon choice or restriction, even if pointed (like Vanya with swords), but other restrictions will apply.				
Special Abilities Shamans;	Clerical Spellcasting, Immortal granted ability, Turn / Control Undead, special abilities				
Special Abilities Wicca/Wokani;	Mage Spellcasting, Use of Magical items restricted to Spellcasters				
Maximum Level:	varies.				

Becoming Wiccans and Shamans



Humanoids do not have magic user or clerical classes. Instead, they have more primitive spellcasters, the Wiccans (also called witch doctors or Wokani) and shamans. Their power is no match for conventional spellcasters, but they may prove useful in many situations, and they do add an interesting twist to Humanoid role-playing.

These special classes are available to the characters, starting at any level, with some limitations and conditions.

A Shaman is mostly a Humanoid Cleric, but Clerics of the Atruaghin Clans or the Ethengar Khanates and some primitive folk on the southern continent also use this prefix. Humanoids able to become Shamans of other races are filled in the

following list, races not named could be filled into this list but no knowledge about this has been acquired yet.

Other Beings, like Humanoids, that become able to use Clerical Magic are called Shaman. The majority of these races comprise primarily Fighters, but Shamans (Clerics) and Wokani and Wiccans exist within their ranks. In order to be a Shaman, the Spellcaster must at least have a Wisdom of 9 or more to qualify. In order to be a Wokani or Wicca, the Spellcaster must at least have an Intelligence of 9 or more to qualify as a Wokani or Wicca.

Shamans and Wokani or Wiccans, although small in number, play an important part in the lives of the various races. They look after tribe or family's spiritual well-being and safeguard it from danger using their powers. Spellcasting can be gained as soon as a creature reaches 1st level. Wokani and Wicca abilities are available to all races mentioned in the following list together with their maximum level of Magic they are able to cast. Spellcasting can be gained as soon as a creature reaches 1st level. Creatures younger than this are too busy growing up to trouble themselves with additional problems like spellcasting.

Apprenticeship

To become either a Wicca or a shaman, the apprentice must become a subordinate of the same sort of Spellcaster, and must comply with the minimum of the aligned ability (Wis/Int). This Wokani/Wicca, or Shaman teacher must be found (the DM may under special circumstances include divine intervention when no shaman of its religion are available). Apprenticeships last at least one full level advancement period (the Time between the moments the apprentice reaches one level to the next). Wicca or shaman abilities can be gained as early as 1st level. Whelps, youngsters and teenagers have to study until they become 1st level monsters. Apprenticeship must last at least a full level advancement period (the time between the moment the apprentice reaches one level to the next).

Example; Gumbar is a teenage Ogre. He has been studying from the moment he became a teenager to the day he becomes a 1st level. Only then he can hope to gain the abilities of the spellcasting craft.

Example; Troonhd began his shaman apprenticeship upon reaching 2nd level Kobold. He will gain 1st level spellcasting ability at the time he becomes a 3rd level Kobold.

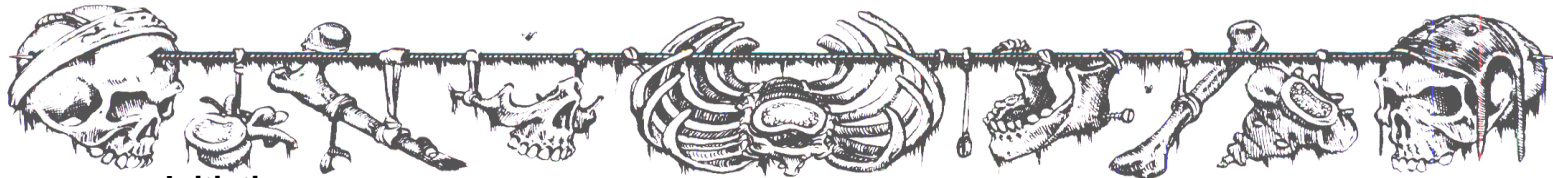
Creatures marked with D can only cast Druid spells, with E, only Earth/Matter Magic (This includes all Earth elemental spells from the [GSM](#)).

Characters hit points and combat abilities are unchanged on becoming a Wicca/Wokani or Shaman. However they may save as a Magic-User or Cleric of the same level, if these Saving Throws are better than the characters normal Saving Throws.

Example; Troonhd the Kobold is a 3rd level Kobold with 1st level shaman spell casting abilities (abbreviated KO3/S1). Troonhd could save either as a 3rd level fighter, or as a 1st level cleric, whichever is best.

All non-Human Shamans are actually Cleric and fighter at the same Time and sometimes even a Wicca or Wokani too. For Human Shamans the rules are a bit difficult, and also can never apply to non-Humans, this due the effect that they use the Spirit World in their Magics, and not Immortal World, while Humanoid Shamans use only magic provided by the Immortals.

Species	Max Shaman Level	Max Wicca / Wokani Level
Bugbear	6	4
Cyclops	4	2
Doppelganger*	4	4
Gnoll	6	4
Goblin	8	6
Harpy	6	4
Hobgoblin	8	6
Kobold	6	4
Lizard man*	6	4
Medusa*	8	8
Minotaur	4	2
Ogre	4	12
Ogre, Oriental	5	14
Orc	6	4
Sasquatch*	D4	2
Stone Giant*	8	E6
Thoul	4	4
Troglodyte	4	2
Troll	4	2



Initiation

1 Upon completing an apprenticeship, a novice Shaman or Wicca/Wokani is first initiated in a series of deep and meaningful rituals. These vary from race to race and from Immortal to Immortal, but in general they are a gruesome and frightening experience in the spellcaster's life. Details are up to the DM in reflection of the Players' tastes. Typical effects of rituals are shown in the chart, but no spellcasting abilities are gained without enduring the ritual

2 These rituals must only be repeated when trying to cross the limit of spell level a creature can master without problem, once for each spell level (not spell) to acquire.

3 Also must these rituals be made when trying to create spells outside the Wicca list, be it Somatic, Verbal and/or Component.

4 And sometimes even when items are created (DM option).

Beings marked in red are the only ones that do not need to use Gri-Gris and drums to memorize or cast spells (There exists no such thing as a silent Humanoid Wicca). As Humanoid Shaman or Wicca/Wokani have no spellbooks or scrolls or anything similar (they often can't even read or understand that concept), they know all learned spells for life, and only need to memorize them after awakening. (1Turn per spell level that can be cast). The DM may apply penalties of 1 to 3 to rituals if disturbed, inferior components, etc.

Body Effects; If the Shaman or Wicca/Wicca in initiation ever reaches 0Hp or a Constitution of 2 or less, the character dies on the spot.

Any losses may be restored by special magic only; Wish, Restore magic (but not normal Healing Spells), special potions or Magical Wells, Shadow-, Wight-, Wraith- Essence, or Vampire Dust as with normal ability draining. This is however rarely

1d12	Body Effects	Other Effects	Ritual is;	XP Effects
1-6	- 1 hp permanently.	The Immortals are pleased with the ritual.	Successful	0
7-9	-1d4 hp permanently.	The ritual leaves scars on the character's body, but it was rewarding after all.	Successful	Total XP x 105%.
10-11	- 1 Constitution permanently.	An entity come from beyond and takes payment. Or Ritual Took heavy toll on health	Successful	Total XP x 110%.
12	-2 Constitution points, +1 Intelligence point (18 max.).		Failed!!	0

known amongst Humanoids, let alone to acquire these.

If a ritual failed then the character must first recover and can't try again until at least a full and new moon have past.

Ritual of Passage

Some being's marked with an * in the table must undergo a ritual of Passage instead, this ritual must be made at the same moments as the rituals explained above, but only need an ability check to succeed (Wisdom if Shaman, Intelligence if Wicca/Wokani). If they fail however they lose all the acquired experience needed to reach the level they want to reach (a 1st level needs 1000 XP), and the character must earn them again in order to attempt the Ritual again. The DM may apply penalties to ritual of Passage of 1 to 3 if disturbed, inferior components, etc, but the characters do not suffer the risks of the table above.

Level advancement

Becoming a Shaman or Wicca/Wokani spell-caster or gaining new levels requires extra experience points. The character must earn these extra XP before reaching each experience level. In effect, these extra experiences are added to the experience table from the moment a character's apprenticeship begins. Spellcaster cast spells according to their level of spell casting experience.

Example: Ungar the Ogre just became a Normal Monster. He is due to become a shaman upon reaching 1st level a normal Ogre needs 4800 xp. Ungar needs 5800 xp (4800+1000) since he is becoming a shaman.

Example; Troondh is a 3rd level Kobold with 1st level spell casting abilities (having 3000 xp). A normal Kobold needs 2000 xp to reach 4th level. Instead, Troondh needs 4000 (2000+2000) to become a 2nd level shaman, for a total of 7000 xp.

Once a character gains his 1st level spell casting abilities, he must continue his career alone. He does not have a teacher for any of his subsequent levels. Troondh would be valued 35 xp normally as a 3rd HD Kobold, as a 1st level shaman he would be valued no extra XP (as there is no *) for a total of 35 xp. When reaching 4th level and 2nd shaman level he would be 75 XP by HD and 50 XP by * for a total of 125 XP. If he was a Wicca instead, he would have been at 3rd HD 35 +15 XP (1*), and later 75 + 100 XP (2*).

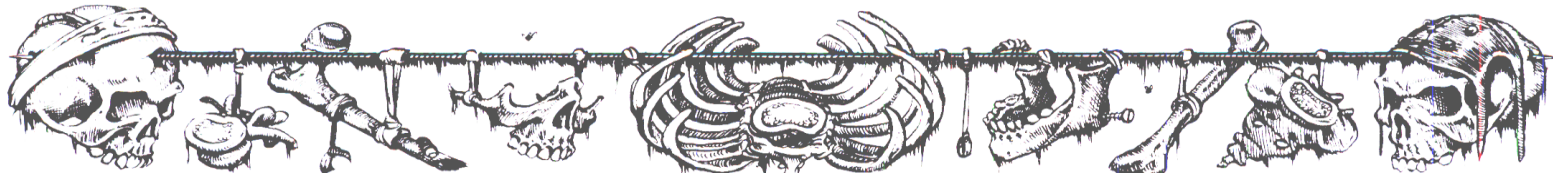
Casting Level	Extra Xp	Wicca					Shaman						
		1	2	3	4	5	*	1	2	3	4	5	*
1	1000	1	-	-	-	-	1	0	-	-	-	-	0
2	2000	2	-	-	-	-	1	1	-	-	-	-	1
3	4000	2	1	-	-	-	1	2	1	-	-	-	1
4	8000	2	2	-	-	-	1	2	2	-	-	-	1
5	16.000	2	2	1	-	-	2	2	2	1	-	-	2
6	32.000	2	2	2	-	-	2	3	2	2	-	-	2
7	64.000	3	2	2	1	-	2	3	3	2	1	-	2
8	130.000	3	3	2	2	-	2	3	3	3	2	-	2
9	260.000	3	3	3	2	1	3	4	4	3	2	1	3
+1	+200.000	As Wizard					As Cleric						

Shamans and the Humanoid Pantheon

Shamans are equivalent to clerics. They worship Humanoid heroes who reached immortality by leading entire tribes to glory, conquering immense empires, and defeating powerful heroes. No obligation exists for a shaman to worship a particular immortal, and even less so for a regular Humanoid character to worship anything at all. There are many Immortals and each one give specific benefits and abilities to its followers and clergy. Most Humanoid Immortals can be found in; [Gazetteer 10 Orcs of Thar](#), [Hollow World Rulebook](#), [Wrath of the Immortals Rulebook](#), or here in each racial description, or in the [compilation Book: "The Immortals"](#), although some are found here.

Humanoids are chaotic beings (70%), but neutral (25%) and even lawful (5%) versions do exist. Assume that these are raised differently or are exceptions in their own world. In this case, shamans represent Immortal patrons of any sphere. If Humanoids are evil (*and remember most Humanoids are Neutral(73%), only a few are Good(3%) or and Evil(25%)*), you may assume that their Immortals followers of the Sphere of Entropy or are any of the demons described later.

The Danger of combatting a Humanoid Shaman is that they have their racial fighter abilities (*although lessened in effect*), and can also be Wicca at the same Time (*although at a higher experience cost*) with a completely unknown list of spells in addition to the Shaman list.



Some spells will be made available to Shamans at different levels of powers when they follow a specific Immortal (like Thor's Hammer). These spells can only be extra spells if the description at the Immortal's notes says so. Mostly a spell will be made unavailable to the Cleric for the spell to become available on later important moments depending on the Immortal's agenda. Elemental spells (Energy, Matter, Thought, Time,) and Alignment spells (Good, Evil, Chaotic, Non-good or Evil) can only be cast by those of the given immortal's element and alignment, often the cleric has to have this alignment too, to be able to memorize and cast the spell.

Several example Humanoid Shaman Immortals from there own Ranks.

- Avalanche,** Patron of the Rock People
- Atzanteotl** Patron of evil Humanoids Known to those in the sunken village of Oenkmar (former Aengmor)
- Gorrziok** Patron of Giants
- Hel,** Patron of Reincarnation, Death but not without life.
- Ilneval or Karaash** Patron of Orcs, with their wicked sword
- Jammudaru,** a former Ogre, who turned into a slime horror.
- Ka the Preserver,** Patron of Lizardmen
- Kurtulmak, the Shining One,** Patron of Kobolds.
- Orcus,** Patron of Devilswine, and Kara-Kara (Green Orcs).
- Ranivorus, Anubis, Yeenoghu,** Patron of Gnolls.
- Wogar the Wolf Lord,** Patron of Goblins, as he was a heroic Goblin
- Yagrai, He-Who-Always-Rises.** Patron of Hobgoblins and Ogres

All these Immortals give their own abilities and spells and have their own rituals, demands and restrictions, See; http://pandius.com/Immortals_of_Mystara.pdf .

The Danger of combating a Humanoid Shaman is that they have their racial fighter abilities (although lessened in effect), and can also be Wicca at the same Time (although at a higher experience cost) with a completely unknown list of spells in addition to the Shaman list.



Levels 30+

When Humanoids reach 30th level or higher, they start having strange dreams. Ultimately, they feel the need to visit a shaman or Wicca, who will perform a specific ritual to chase bad spirits away. Instead, the patient may learn all about his previous life, and why he was reincarnated as a Humanoid. At this point, there is a fair chance a Humanoid Immortal will give some sign to the hero to begin his quest to Immortality.

The Shadow Elves' secret may also be unveiled at that time, which explains why some powerful Humanoids are very suspicious about Wiccans and Shamans. The mere idea *however flawed it is) of being crossbred with elves—more so, deformed elves—makes Humanoids hate the elves even more. The worst case scenario happens when a high level Humanoid discovers he is himself an deformed Elvish baby adopted by the humanoids, and he/she can never have offspring other than with Elves(a treu horrific idea if being grown up as a Humanoid). A common quest for the powerful Humanoids is to find the Shadow Elves' kingdom and destroy it utterly.

Thar, as being a Vampiric Orc, is certainly on the path to Immortality. Despite anything happening after the Wrath of the Immortals(1004-1010AC), it is Wogar who supports him, sometimes aided by Nyx/Night, due his Nosferat Undead side. Both Immortals will make quests for Thar and hope he succeeds.

Red Hool is also, but unknown to himself by Atruaghin, on his Immortality quest, and may even leave the Broken Lands.

Level limitations

As described in the creature's statistics, Wicca and shaman have level limitations. It is, however, possible to go beyond these limitations by a new ritual of passage each time a new spellcasting level is gained.

Example; Gumbar is a 4th level Ogre with 4th level spell casting. He decides he wants to become a higher level than his racial limits allows (which is 4 for Ogres). At the time he reaches his 5th level, Gumbar must apply a new Ritual of Pleasing.

The character may decide to stop improving spellcasting skills at some point in his career. This is an important choice. Once the decision is made, it is final and irreversible; the character never gains any further spellcasting powers, not needs extra experience.

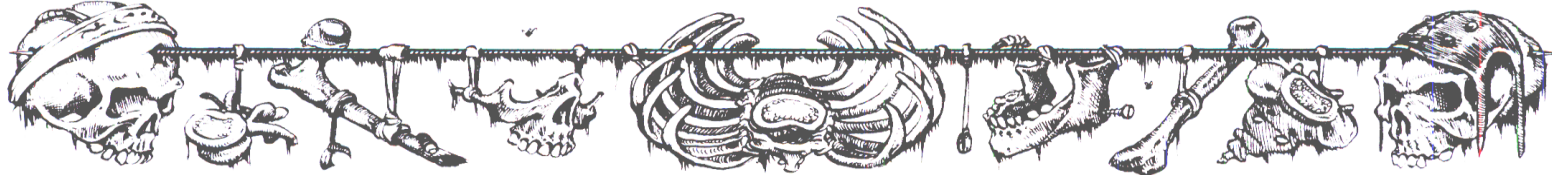
Example; Troondh is an 8th level Kobold with 4th level spell casting. He decides to stop his quest for extra magical power. Troondh now only needs 60.000xp to reach 9th level (120.000-60.000) instead of 76.000 (60.000+16.000) as would be the case for a 5th level Spellcaster.

Some Humanoids are capable of learning both shaman and Wicca crafts. This reduces the level limitation by half. This means several things. Assuming the character studies both crafts at the same time, or of the two teachers must have decided the character was someone worth teaching to, since a character can only be one person's subordinate. This can only occur as a great reward for some incredible deed.

Furthermore, the two teachers may also feel they are competing to show which of the two crafts is the most powerful, making the apprentice's life very uncomfortable. Each will constantly try to bully his apprentice into dropping the other craft.

A character may otherwise study the two crafts at different times in his career. Level limitations must still be respected. A character planning to learn a different craft later on had better stop improving his first craft before advancing past the reduced level limitations. If he goes beyond, then he has become so used to his craft that he is incapable of starting a different one now. Rituals of pleasing won't help in this case. In both cases, the apprentice must gain sufficient experience to cover for both crafts. None of these come free.

Example; Gumbar is a 1st level Ogre with 1st level spellcasting. He finds a Wicca willing to teach him his craft. To become a 2nd level Ogre, Gumbar now needs an extra 2000 xp for his 2nd level shaman abilities, plus an extra 1000 xp for his 1st level Wicca spells. Gumbar is limited to 1st level Wicca and 2nd level shaman since he is an Ogre. If he wanted to gain one extra level in both classes, he would have to make two Rituals of Passage, one for each class. For the DM it can be cumbersome to keep track of the various levels. It is suggested you proceed as follows. Wicca can be abbreviated W, with the spellcasting level immediately after. Shaman is abbreviated S. The Creatures normal level is placed first after the abbreviation of the Race (Bugbear-BU, Gnoll-GN, Goblin-GO, Hobgoblin-HG, Kobold-KO, Ogre-OG, Orc-OR, Troll-TR, etc.). Gumbar a 2nd level Ogre with 2nd level shaman and 1st level Wicca spell abilities would thus be noted as an OG2/S2/W1.



Spellcasting

Both shamans and wiccans recover their spells by dancing, shouting, howling, and waving Gri-Gris. This replaces the clerical meditation and prayer, as well as the long hours of studying spellbooks, since neither Humanoid shamans nor wiccans are necessarily literate. They have no need for spellbooks.

There is no way to tell what their craft is by observing the ritual. The shaman automatically knows all spells available to him and may choose per level of casting power which to be able to cast during the dancing ritual. For wiccans this is almost similar, except that he must have once studied the spell beforehand.

If however a Shaman or Wicca can read and thus learns of a spell he does not know (and is available on the Humanoid spell-list of his class), he has found this spell (thus no finding roll needed) and is able to research the spell and learn it as a Humanoid spell. See below.

Acquiring new spells

Shaman spells not given in the shaman spell list and unknown Wicca spells may be acquired through special rituals and the expenditure of appropriate spell components. For example; Fresh Troll Blood might do for a reincarnation spell, fur from a Displacer Beast for a Teleport, Red Dragon Scales for Protection vs. fire, and so on. A quest is usually needed to acquire these items.

Elemental spells (Energy, Matter, Thought, Time,) and Alignment spells (Good, Evil, Chaotic, Non-good or Evil) can only be cast by those of the given immortal's element and alignment, often the cleric has to have this alignment too, to be able to memorize and cast the spell.

Aquatic and savage coast spells can only be found in these regions and are a rare to very rare or even completely unknown in any other areas.

Common spells are spell listed in white in the Humanoid Shaman spell list or those of the Humanoid Wicca. A Ritual of Passage is not needed to learn these spells if the spell falls within the spell level limitations of the Humanoid, but the Wicca must spend 500 gp per spell level as sacrificed treasure in the ritual and must succeed an intelligence check to be able to cast the spell later on.

The Colours and symbols used in the list have different meaning, as explained in the List Legend.

Uncommon, Rare and Very Rare spells are normally not known, the percentages given are the chance that a single specific teacher knows this version of the spell, not the chance to learn it. A Ritual of Passage is needed to be able to learn them and the sacrifice must be **650 gp per spell level if Uncommon, 850 if Rare and 1000 for very Rare or New spells.**

List Legend	
Uncommon	40%
Rare	20%
Very Rare	10%
Energy / Fire Δ	
Matter / Earth ■	
Time / Water ≍	
Thought / Air ●	
Aquatic / Sea ⚓	
Good ☽	
Evil ♦	
Chaotic ©	



All spells **not** listed are simply unknown. A Wicca or Wokani can't learn these from scrolls or books, but might still learn these spells if studying the effects and committing research and rituals to achieve the results desired. Spell descriptions can be found in D&D Rules Cyclopaedia, AD&D2 Priest's spell compendiums, and AD&D2 Wizard spell compendiums, or in my compilation books; The Ultimate Spellbook, & Pages of Virtue. These spells are derived from said books, and from all canon Mystara sources including, games, storybooks, modules, figurines, comics, gazetteers, Chronicles, Dragon & Dungeon Magazine articles, Bruce Heard's Blog.

C. = Ceremony spells

In actuality, the spells (or in the case of Wiccans the knowledge of a spell) are gained from entropic creatures (from the Lower Outer Planes –like Devils, Demons) or Humanoid immortals.

Chance of success

Even so, the spell caster is not assured of success. Chances of acquiring spells are per following formulas; (use IN for Wicca and WI for shaman)

Common spell; $((IN/WI + Lvl) \times 2) - (3 \text{ per spell level})$ % chance to learn spell.

Uncommon spell; $((IN/WI + Lvl) \times 2) - (4 \text{ per spell level})$ % chance to learn spell.

Rare spell; $((IN/WI + Lvl) \times 2) - (5 \text{ per spell level})$ % chance to learn spell.

Very Rare or New Spell; $((IN/WI + Lvl) \times 2) - (6 \text{ per spell level})$ % chance to learn spell.

As DM, feel free to give bonuses to the chance of success if the caster sacrificed extremely valuable treasure or magic items. No matter what the result, the treasure is destroyed and the Spellcaster suffers the effects of the Ritual of Passage if thus made.

There are spells granted by Immortals to their followers which are uncommon to them, or rare to Very rare to others; example Liquid spells of Jammudaru.

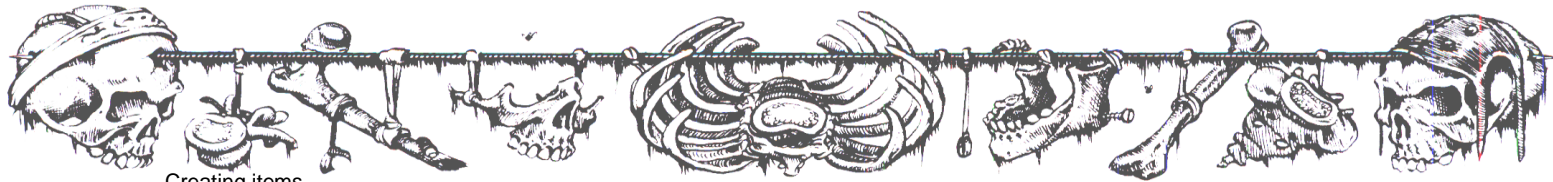
A few spells from Dragon Magazine will be listed below, but most can be found in the Rules Encyclopaedia, Priest or wizard spell Compendiums

Casting the spells

Unlike other spellcasters, wiccans and shaman must use a Gri-Gri to cast their spells. This special item must be built before gaining spellcasting abilities. Shamans and Wicca are incapable of casting spells without it.

For example a skull mounted on a stick, with small pebbles inside to make a rattling noise, plus feathers, paints, and other strange elements would make a perfect Gri-Gri.

Upon performing the first Ritual of Passage, shreds of the caster's soul are sent to the Gri-Gri. This item is specially attuned to its owner. No one else can use it. The owner can sense its presence and its exact location within 100 feet per ability adjustment (WI for Shaman, IN for Wicca). A 16 wisdom shaman would thus sense its Gri-Gri within 200 feet. If the Gri-Gri is lost, the spell-caster must create another one by going through the Ritual of Passage once more. A Spellcaster may have any number of Gri-Gris. Unfortunately, the caster loses 1d4 hp permanently if any of his Gri-Gris are destroyed (restored only by Wish, Restore magic or similar).



Creating items

Wiccans and shamans have very limited abilities when it comes to creating magical items. They prefer sending a few hordes of bloodthirsty warriors to steal them from whoever may have some.

However, they can create amulets for themselves or others. Special components are required to create these amulets. These items have limited powers (+1 to Hit, AC, Damage, Saves, Or one ability) with the reversed effect if used by non Humanoid creatures (thus an demiHuman or Human would suffer reverse effects as if under influence of a Minor Curse. The same spell is used to make magical weapons a boon to Humanoids—by changing the magic on it. This is also the way how cursed items come into the world; they are not treated as cursed by Humanoids. Removal of the curse has a chance of nullifying the item totally or reversing the polarity, this all to the wishes of the DM.

If the amulet is for the spellcaster's use he must make the Ritual of Passage and sacrifice at least 5000 gp of treasure. The chances of success are equal to acquiring a 5th level common spell if the caster has already created a similar item before. If not, treat as a 5th new spell instead.

If the item is for someone else, the effects of the Ritual of Passage apply to that individual instead. Both cases, the item is attuned to the owner, like the Gri-Gri, and the owner suffers 1d4 hp if it is destroyed. Effects of amulets can be accumulated up to +5 (Thus -5 to all others, who are not attuned to it). Any Humanoid in his right mind would, however, them is a receptacle containing a bit of the owner's soul. These are tempting little devices for evil entities of the Outer planes. Creating amulets does not produce any experience for the shaman or Wicca, except when creating one for himself, and only the first time a particular type of amulet is created. Experience is 1 xp per 100 gp sacrificed treasure.

Now it is more clearly to see why magical items are preferred stolen (and then changed by Minor Curse) than creating new ones.

If a character owns more than one amulet, there is a 1% chance per existing amulet of catching the attention of an Outer Planar entity. The roll is made each time one of the amulets is used. If the roll fails, the entity appears and attempts to take one or more of the amulets away. If it takes amulets, the entity will try to take possess the owner. Each day, the owner must save vs. spells at -1 per stolen amulet, or fall under the entity's control. The only way of freeing a victim is by destroying the amulet(s) the entity tampered with. These entities come only from the lower Planes.



Popular spells usually locate or summon food, but all Humanoid tribal shamans reserve a spectacular effect called **Waving Lights** (equal to 2nd level for dispelling purposes) just for ceremonies and festivities, not available to other any casters. The moving lights are bright shifting bands of red, yellow, green, blue, violet, and orange in varying intensity and shade (similar to Aurora Borealis-Northern Lights). Each solstice these glowing ribbons illuminate the Goblins' frenzied all-night dances up to 300 yard away from the caster. Further the effect sheds light as a light spell, but last as long as the caster desires or until the first sunrays dispel it. It does not require memorization or uses a spell slot. A Shaman can create as many different bands of 1d4 yard wide and his HD in 100yards length as his Shaman level. Often all Shamans contribute to this effect, making it a massive dance of lighted bands. No concentration is required, the effect can't be disturbed and other spell casting and other actions can be done as normal. Drunk Songs belong to this.

This spell usually lowers moral of Non-Humanoid commoners in the region if it is witnessed miles afar. (Morale-1d3), soldiers, and adventurers are normally unaffected.

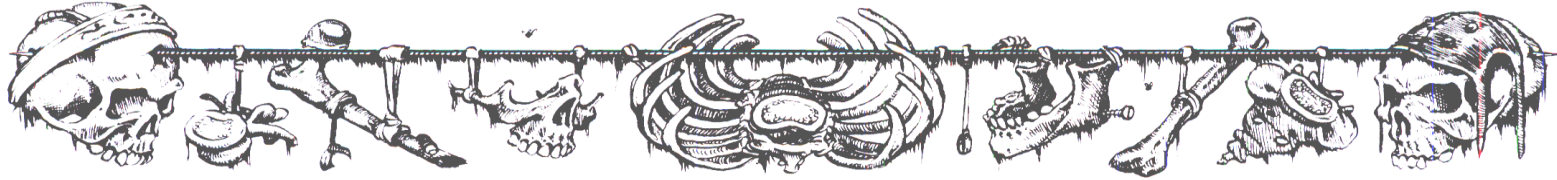
Some Goblin Songs used in Waving Light ceremonies.

<https://www.youtube.com/watch?v=k7zTUIYQVpY>

<https://www.youtube.com/watch?v=m2llm9O5cEU>

<https://www.youtube.com/watch?v=iOIEExGY7fl>





The Humanoid Spell lists

Reversed Shaman spells can only be cast by casters which have a non-good alignment, with only a few exceptions; **Darkness**, **Free Person**, **Barrier**, **Snakes to Sticks (which can be cast without such restriction)**, and when the Immortal (in the guise of the DM) temporarily or permanently allows it. Reversed forms of Raise Dead (Fully) being **Obliterate** and **Slay Living**, can however be memorized and cast at Undead creatures to heal or living to slay. Keep in mind that most Humanoids are Chaotic, and their Immortals too, and a few are even evil.

Wicca and Wokani must learn, memorize and cast reversed versions separately, as all other spells, and these cannot be reversed in effect at will.

In the case of Shaman/Cleric spells with a reversed form, both variants are able to be cast, if gained the spell after praying.

All spells not listed in this PDF can be found in the Rules Encyclopedia & AD&D2 TSR11349, 11421, 11611 Priest spell compendiums 1-3 or AD&D2 TSR2165, 2168, 2175, 2177 Wizard spell compendium 1-4.

The Humanoid Clerical/Shaman spells can also be found here; http://pandius.com/p/ages_of_virtue.pdf

Barkskin & Stoneskin are placed in the [Crystal chapter](#) page

Jammadaru spells were obtained from Dragon Annual 4

Humanoid Wicca/Wokani 1	2	3	4
Burning hands	Affect normal fires	Animate Skeleton	Barkskin
Cantrip	Alarm	Animate Zombie	Charm Monster
catfeet	Attract Ghouls	Barkskin	Clairaudience
Chitin (945 AC)	Audible glamor	Bone Shards	Contact Outer Plane
Comprehend Languages	Blink	Camouflage	Feign Death
Corpse Visage	Charm person	Change self	Find Traps (kobolds only)
Detect Magic	Continual Darkness	Clairvoyance	Fire Gazing
Feather Fall	Continual Light	Continual wind	Forewarning
Filth	Cut	Dancing Lights	Growth of Plants
Fire Burst	Detect Evil	Detect Magic	Hallucinatory underground terrain
Light --Darkness	Detect Good	Dispel Magic	Haste
Oilskin	Detect Invisible	Fireball	Hold Underground animal
Protection from Evil	Dormancy	Fly	Ice knife
Read Languages	Douse Flame	Grease	Ice Storm
Read Magic	Enchant weapon	Jump	Ice Wall
Sleep	Endure/Resist Cold	Lightning Bolt	Massmorph
Spark	Ensnare	Minor Pact	Minor curse
Spiderbite	Invisibility	Produce flame	Remove Curse
Village magic Bleu mug of Beer	Levitate	Sapburst	Shrink Plants
Village magic Enchanting	Liquid orb (Orc Only)	Speak with underground animals	Slow
Village Magic wine makes you dizzy	Magic missile	Stinking Cloud	Summon Lesser Baatezu
	Mirror image	Stoneskin	Summon Swarm
	Mudpack (red orcs)	Summon Least Baatezu	Turn boulder to pebble
	Natural cloak	Supplieskin	Turn pebble to boulder
5			
Animate Dead	Pass without trace	Vampiric Touch	Wall of Fire
Cloudkill	Past Life	Village magic Petra's answer	6
Control undead	Rot	Water Breathing	Chain Lightning
Dig	Spider climb 785 AC		Claws of the Umber Hulk
Dissolve	Spider eyes 1001 AC		Control Death Tyrant
Free Monster	Spoil food/water		Death Spell
Harden	Web		Flesh to Stone
Hood Monster			Lower Water
Major pact			Move Earth
Pass-Wall			Projected Image
Summon underground animals			Reincarnation
Teleport			Stone to Flesh
Wall of Stone			The Grasping Dark
			Wall of Iron

Chitin invented and often used by Orc mages with arachnids—945 AC

1st Evocation spell

Range: 10 feet

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Negates effect

This spell turns the skin of the target into tough, articulated chitin for the duration of the spell, giving the caster a spider-like appearance. While the duration lasts, the target becomes AV 2 against hand hurled missiles (Axes, Javelins, Spears, etc.) and AV 3 against small device propelled missiles (Arrows, Bolts, etc.) and AV 4 against all other attacks. This spell also gives a save vs. spells against Magic Missiles, where normally non would exist. A successful save would negate that missile completely (additional saves against several missiles are penalized cumulatively by 1 per missile—1 =-0, 2=-1, 3=-2, 4=-3, 5=-4, etc.). This spell doesn't have a cumulative effect with any other spell, be it Magic or clerical, from scroll, item, or cast upon. This spell is primarily used by Humanoids, and then mostly those who have to do with Spiders or other insects. Until recently, this spell was unknown to Humans and demiHumans alike.

Spiderbite invented and often used by Orc mages with arachnids—495 AC

1st Enchantment spell

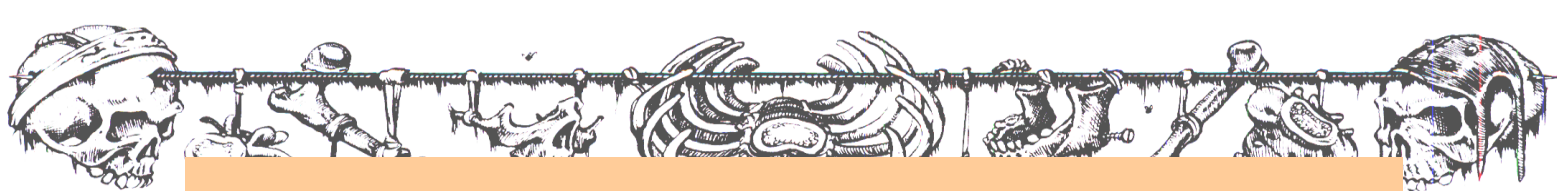
Range: touch

Duration: special

Effect: 2d8+level or hit dice of the caster of hit dice of living creatures.

Saving Throw: None

This spell will enable the caster or another touched creature to induce a special sleep-inducing poison upon biting an opponent. This requires a roll to hit in combat. The caster can put (2d8+level or Hit Dice of the caster) Hit dice worth of creatures to sleep for 4d4 Turns (up to 2.5 Hours). It will only affect creatures with 4+1 Hit Dice or less—generally, small or man-sized (no being bigger than an Ogre=10feet) and he must successfully bite them. When a creature is bitten that has more hit Dice the poison will still be used, but without effect (deduce the HD from the remaining HD that can be affected by the bite). All the creatures to be affected must be bitten. The spell will not work against Undead or very large creatures, such as Dragons. Any sleeping creature may be awakened by force (such as a slap or a kick), but not by vibrations, sound (except when the sound brings damage). A sleeping creature (excluding large beings) may be killed with a single blow of any edged weapon, regardless of its hit points. The total number of hit dice of monsters affected will be equal to 2d8+level or Hit Dice of the caster. These victims get no saving throw. Any unused poison disappears when the caster falls asleep or loses consciousness, or after 16 Turns. The bite will do no special or additional damage, other than the normal chance off infection as with most other wounds.

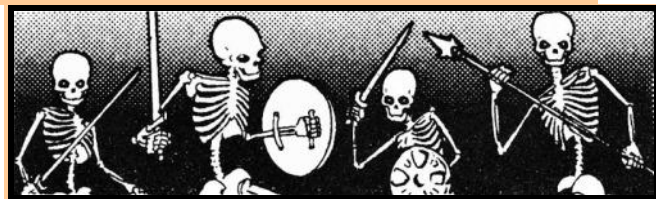


Animate Skeleton

2nd Necromantic spell

Range: 30 feet +10 feet per level of the caster
 Duration: Permanent
 Effect: One skeleton/level
 Saving Throw: None
 Components: special Deathmaster salve
 Casting Time: 2 rounds per skeleton

Animate skeleton is simply a weaker version of an Animate Dead spell that produces one skeleton for every level of the caster. The caster must prepare a special salve to rub on the bones to make the skeleton receptive. This takes one round per skeleton. The Magic to animate them then takes also one round to cast. He rubbed skeletons can be so animated anytime within 24 hours after their rubdown. The salve costs 10gp per skeleton to prepare. **The Animation of Corpses is an Evil Act!!!**



Animate Zombie

2nd Necromantic spell

Range: 50 feet +10 feet per level of the caster
 Duration: Permanent
 Effect: One Corpse
 Saving Throw: None
 Components: special Deathmaster salve
 Casting Time: 2 rounds per Zombie

Animate zombie is simply a weaker version of an Animate Dead spell that produces one zombie for every level of the caster. The caster must prepare a special bath of special salts for 1 turn prior to the spell casting. Such a bath can soak ten corpses for a preparation cost of 200 gp. The corpses can then animate in 2 rounds at a range of 50 +10 feet per level of the caster. **The Animation of Corpses is an Evil Act!!!**

Mudpack

Invented By Borbash, a Red Orc Broken Land 777 AC

2nd Conjuraction spell

Range: 30 yards
 Duration: 4 rounds maximum
 Effect: 1 creature
 Saving Throw: None
 Components: a fist sized ball of mud

This spell causes a small ball of mud to speed toward the target. If the target fails a saving throw vs. spell (modified by Dexterity), the target is instantly covered in a thick layer of mud. The mud covers all areas of the creature's body including eyes, ears, clothing, armor and weapons. The mud makes manoeuvring in combat difficult and renders weapons unwieldy. Until the mud is removed, the victim suffers a -2 penalty to attack rolls and a +2 to Armor Class for 2 rounds, then a -1/+1 penalty to the same rolls for 2 more rounds. After spending 1 round clearing away the mud, the victim suffers no additional effects other than a filthy appearance. The mud remains until thoroughly cleaned off with a good bath. This spell affects only creatures of Human size or smaller. A mud covered creature gains 25% bonus to hide in the surroundings, due to the overall equal colourings.

Spider Climb

has some access to this spell.)

invented by Krughrak –Orc Wokani in 785 AC in Thyatis (The reason the Thyatian Black Hand Thieves Guild

2nd Alteration spell

Range: Touch
 Duration: 3 rounds + 1 round per level of the caster
 Effect: creature touched
 Saving Throw: Negates
 Components: A drop of bitumen and a live spider, both must be eaten by the recipient.

A Spider Climb spell enables the recipient to climb and travel upon vertical surfaces as well as a Giant Spider, or even hang upside down from a ceiling. Unwilling victims must be touched and are then allowed to a save vs. spells to negate the effect. The affected creature must have bare hands and feet in order to climb this manner, at a movement rate of 60'/20' and halve that if encumbered more than 800cn. During the course of the spell, the recipient can't handle object that weigh less than 15 cn, for such objects stick to his hands and feet. Thus a Mage will find it virtually impossible to cast component spells if under a Spider Climb spell. Sufficient force can pull the character free; for example a creature with a Strength of 12 might pull the subject of the spell free if it fails a save vs., paralysis. The caster can end this spell with a single word. The recipient must eat the components, but no misfortunes of any form (*poisoning, stomach pain, or else*) will affect the target if it would normally do so after swallowing the components. Krughrak used it on the many thief friends he had for 50% profit. Any oiled or slippery surface (*including surfaces under effect of Slip, Oil Skin or similar spells*) will be unable to be climbed, even if affected by this spell, you fall down.



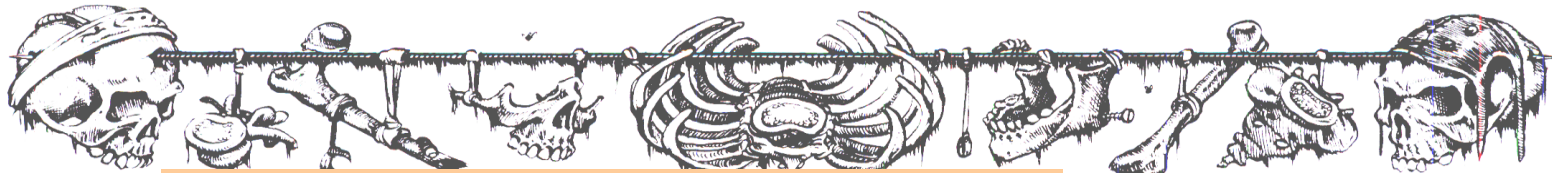
Spider Eyes

Invented by unknown Ogre Wicca 1001 AC

2nd Alteration Necromantic

Range: Special
 Duration: 1 Round per Level
 Area of Effect: Special
 Saving Throw: None
 Components: Any Living Arachnid

By means of this spell, a Wizard can temporarily see through the eyes of any living arachnid, which the caster must touch. Small, harmless living spiders are usually employed, the caster using them as spies to see things where the caster doesn't dare to go. More rarely, this spell is used on a giant spider (successful attack roll is required if the spider is hostile and not surprised) to see through the eyes when battling it, so that its opponents can take advantage of striking from where it can't see. This spell doesn't give the caster any control over the arachnid nor even direct mental contact with it, merely a mystical linkage with its eyes. Most spiders have eight or even more eyes—simple eyes whose vision is readily understandable to most intelligent races, not compound eyes. The sight afforded by the spell has the effectiveness (range and possible infravision, second sight, etc.) of the spider, and unlimited range as long as the duration lasts—limited, of course, by how far the spider travels. Usually this spell is used to try to spy out a cave, hall, or other guarded area before the caster or companions enter or attack it—but often, frustratingly, the chosen spider refuses to cooperate and look where the caster wants it to, unless controlled or influenced by additional spells. Certain Magical barriers sever the link between the spider and the caster. The caster can't continue to see through the spider's eyes if it or the casters move to another Plane of existence.



Spider Cord Invented by Orcs using Arachnids—944 AC

3rd Conjuraton spell

Range: 5 yards per level of the caster
 Duration: 3 Turns per level of the caster
 Area of Effect: special
 Saving Throw: Negates
 Components: A strand from the web of a giant spider

This spell gives the caster the ability to project thin, sticky ropes of fibre reminiscent of a spider's thread.

The cord must be conjured so as to bind two objects or surfaces together. The cord is 1 inch thick, semi-elastic, and can be up to 2 yards long/level. At caster's option, the strand can be sticky or not. The caster can Conjure 1 cord per 2 levels but can activate only 1 each round. Activating cords after initial casting requires concentration and has an initiative modifier of -3.

This spell can be used to bind a Human-sized or smaller creature to an object or surface in range. A target creature receives a save vs. Spells to avoid the effect. If successful, the cord fails to bind the target but remains attached to another surface. Such a cord can then be attached to another surface. The adhesion at the end of the cord remains full the duration. If it fails, the strand attaches onto the victim at a random location.

For Humanoid creatures roll 1d100 and use the table. The caster can attempt to bind a cord to a particular part of the body. This attempt grants a bonus to the victim's save as per table. If the caster desires to bind 2 creatures together, each must make a save. If one fails, but the other succeeds, one end of the cord is attached to the one that fails its save, but the other end appears near the 2nd victim unattached and fails to adhere to it, leaving the 2nd target free to move unhindered. If the caster wishes to bind the targets arms together, for instance, the target creature is entitled 2 saves, each with a + 3 bonus.

If weapons are used in an attempt to free a victim, each cord is treated as AC2 and breaks after sustaining 10 points of slashing damage. Snapping a strand or pulling it free of an attached object requires a successful Strength check on 4d10. If a cord is exposed to a fire source, it bursts into flames that spread to any surface the strand touches. Creatures attached to a flaming cord suffer 1d6 points of fire damage, and if the area of their body is flammable (clothing for example) it ignites. A cord burns for 1 round, after which it crumbles to ashes. The caster can end the spell prematurely with a snap of his or her fingers. When the spell elapses, all strands dissolve and disappear.

1d100	Affected location	Save
01-15	Left Leg	+3
16-30	Right Leg	+3
31-76	Torso	+1
77-87	Non-Weapon Arm	+2
88-98	Weapon Arm	+3
99-00	Head	+6

Dormancy Discovered by the sect of Slime Mages and Wokani Followers of Jammudaru the Slime lord. (about 800AC)

2nd Alteration spell

Range: 10 yards per level of the caster
 Duration: 1d4 turns
 Area of Effect: 30' cube
 Save: Negates

Dormancy causes Green Slimes to "sleep" for 1d4 Turns, ignoring the sensory triggers that normally cause it to drop on passing creatures. The slime "awakens" instantly if fire or extreme cold is applied to it. This spell can also be used on all animals that hibernate and will then last for only 1 Turn. This spell doesn't work on other slimes or animals.

Liquid Orb Discovered by Wokani Followers of Jammudaru the Slime lord (about 800AC)

2nd Conjuraton spell

Range: touch
 Duration: 1 Turn +1 round/level
 Effect: 1 pint per level
 Saving Throw: None
 Components: a drop of water

When the spell is cast, an orb of non-flammable liquid comes into existence in the caster's palm and is held by the Mage through a Magical increase in the sphere's tension. The liquid maintains its spherical shape until released by the caster or until the end of the spell's duration. The temperature of the sphere is always that of the surrounding air (which must be above freezing 33°Fahrenheit and below 70°Fahrenheit) and may not be altered except through normal means. The sphere may be thrown, but its accuracy is very poor, (30' range, -2 to hit) and it does no damage to non-fiery creatures. The sphere may be used to put out fires covering up to four square feet per pint (4 extinguishing points per pint). The orb does 1d4 hp damage per gallon (8pints) to any fire based creatures such as fire Elementals, fire salamanders, etc. The caster may not make a called shot with the sphere, and the liquids can't be used to blind opponents. This spell may be used to supply the caster with small amounts of fresh drinking water, nonmagical ink, clothing dye, fruit juice, cider, soup, or any other known non-flammable liquid that causes no damage to normal creatures (thus excluding acids, poisons, and alike);be creative !! The spell has an absolute limit of four gallons—a sphere the size of a small beach ball.

Slippery Skin Discovered by Wokani Followers of Jammudaru the Slime lord (about 800AC)

1st Alteration spell

Range: Touch
 Duration: 1 Turn per level of the caster
 Effect: 1 target
 Saving Throw: None
 Components: a piece of skin from an Amphibian

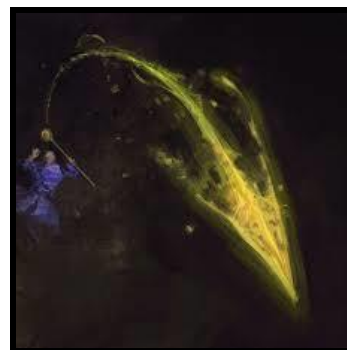
The creature affected by Slippery Skin exudes a slippery chemical that quickly coats both skin and clothing. Attempts to grapple or constrict the creature are made at -4 penalty. Attacks affected by the spell include those of constricting snakes, wrestling, Trappers, Lurkers, and other creatures or magical items (such as a rope of constricting) that attempt to bind or constrain the creature. Saving throws or Dexterity checks for avoiding entrapment are made at a +4 (or 20%) bonus. The character also gains a +4 (+20%) bonus to escape from bonds or shackles or to squeeze through tight places.(in fact the character can crawl through small places 1 inch smaller than his width). He will move unhindered by himself, unaffected thus by this spell. But on a Slip spell area he can't getup at all. This spell will also negate Spider Climb spells.

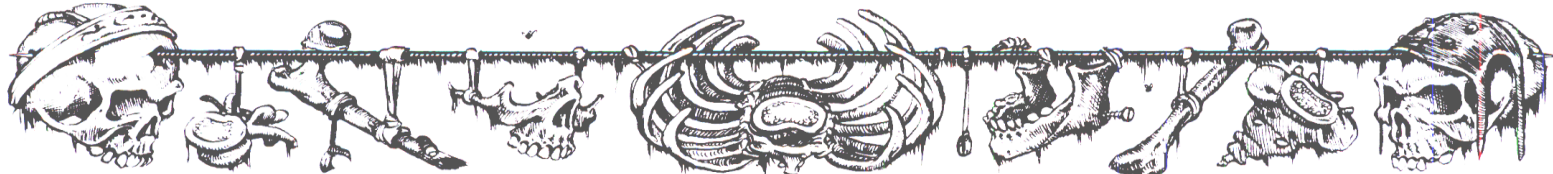
Acid Arrow Discovered by Wokani Followers of Jammudaru the Slime lord (about 800AC)

1st Evocation spell

Range: 180 Yards
 Duration: Special
 Effect: One target
 Saving Throw: Special

This spell will make the caster regurgitate his or her own stomach acid in such an explosive ray forward that it can affect any one target. This target will sustain 2d4 damage and all objects carried by the target must make a save vs. Acid. Any failure will result in 1 round of Magic reduction (-1 or -1d8 charges per round), and other wise destroy most common items. With ever three levels of experience the acid will last effective 1 round more, and bringing the same amount of damage again. This acid will be neutralized by lots of water or other liquids (at least 1 quart/hp damage done)or when the duration is passed.





Shadow Net Unknown Orc Wokani 955 AC

1st level Illusion spell.
 Range: 25' + 5/3 levels of the caster
 Duration: 3 rounds
 Area of Effect: one creature per level of the caster within a 25' radius burst
 Saving Throw: Negates

This spell causes ordinary shadows to fly toward the creatures in the affected area, forming dark nets that cover and enfold the target(s). The net doesn't hamper movement, but a creature enfolded in a net can't see beyond 5 feet, even with Infravision or Second Sight. The folds of the net will hide the creature within it, giving it a 90% Hide in Shadows ability for as long as the spell lasts (thus giving a 40% miss chance to all attacks, if successful). The net also hampers the subject's own attacks, granting the same 90% Hide in Shadows to creatures within 5' and even 100% to those beyond that distance. A subject that saves will be disorientated and suffers a -1 to attacks and morale on the next round. The net can be touched, without fear of strength draining, as it doesn't use the creature Shadow in any way. Shadows are attracted to shadowy areas, with the normal risks of course.

Acid Web Discovered by Wokani Followers of Jammudaru the Slime lord (about 800AC)

2nd Conjuraton spell
 Range: 10'
 Duration: 24 Turns (4 Hours)
 Effect: a volume of 10' x 10' x 10'
 Saving Throw: None

This spell creates a mass of sticky strands which are difficult to destroy except with flame or water. It usually blocks the area affected. Flames (from a torch, for example) will destroy the web in 2 rounds, but all creatures within the web will be burned for 1d6 points of damage. If used on a siege weapon it will render it useless for the whole duration. Strength can also be used to break free and the stronger the easier the web will be broken. See table. The web can't be dissolved with acid, but only with lots of water (up to 1 liter per level of the caster) or fire. Any being in the web will be burned by the acid for 1 point per round. If someone else touches the web he will sustain 1 point of acid damage also. The acid will stay active for 1d3 rounds after contact, but any water applied to it will stop this "biting" process immediately. Any body in the web can be killed with a single stroke of a sharp or pointed weapon. Any fire used against the web will damage them for half the normal damage done, as if applied directly to them. A siege weapon will be disabled permanently by use of this spell, when the Acid Web resides on the weapon for more than 1 Turn. When the spell ends the strands will slowly dissolve on themselves into a puddle of lowest strength acid.

Strength (Incl. Magical induced)	Break Free in;
24+	destroy Web as if it isn't there
22-23	1 round
20-21	2 rounds
18-19	4 rounds
16-17	1 Turn
13-15	1d4 Turns
9-12	2d4 Turns
6-8	2 Hours
5 or lower	can't

Drop of Slime Discovered by Wokani Followers of Jammudaru the Slime lord (about 800AC)

2nd Evocation spell
 Range: 10 yards per level of the caster
 Duration: 1 round per level of the caster
 Effect: One target
 Saving Throw: Special

The Drop of Slime is a tiny black, sticky sphere that strikes a target using the caster's THACO. The Target may count only Dexterity and Magical item modifiers, not Physical Armor or Magical effects for determining Armor Class. The Drop of Slime splashes over the target's body, sticking to possessions, limbs, weapons, and armor. The slime is acidic and slowly eats away leather, metal or wooden possessions and skin, inflicting one point of damage every round (a successful save vs. poison indicates no damage each round). Most clothing is destroyed after only 2 points of damage, padded or leather and metal armor loses 1 AV for each 5 points of damage lost. The slime can be removed by 2 flasks of any oil within a single round; lamp oil works fine, but Greek fire takes an extra round. The slime is also flammable and may be burned of, although the Flame inflicts 4d4 points of damage to the target and his possessions in the process. A successful Dispel Magic removes it immediately. Although the Drop of Slime damages any size creature, a single drop is enough to cover a medium sized being (Human) or smaller. If a larger creature is hit, not all of his possessions are affected. Assume a drop has 50% chance of affecting any particular item held by a large (Ogre) sized creature, a 25% chance of affecting an item held by a Huge sized creature (Small Giant), and a 10% chance of touching Giant creatures. The slime will also disable Swimming or flying feathered or hairy animals to swim or fly. If others touch the victim they will not be affected, but also can't scrape it off.

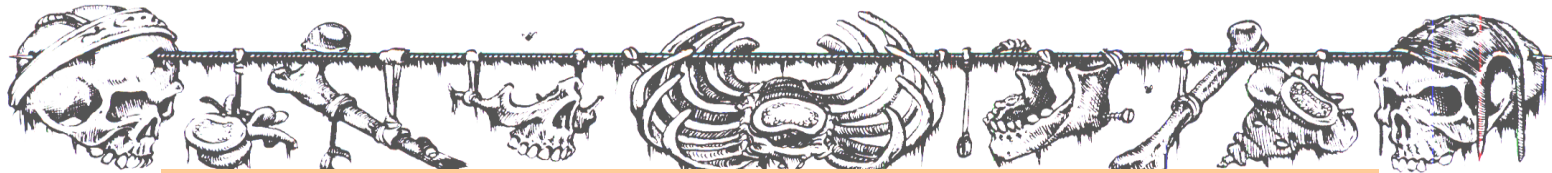


A Drop of Slime when released can be shaped to resemble something on a succesful extra intelligence check while casting and awareness of the image.

Resist Slime Discovered by Wokani Followers of Jammudaru the Slime lord (about 800AC)

2nd Abjuration
 Range: Touch
 Duration: 1 Turn per level of the caster
 Area of Effect: One target
 Save: None
 Component: a tiny glass shield (which can be reused)

The subject of a Resist Slime is better able to defend against amorphous creatures. Creatures that exude a corrosive acid (such as Ochre Jelly, Gray Ooze, and other related creatures) find that the target's skin is tougher to dissolve than expected. The target skin Armor Value is considered 4 points better, and any saves made against acids are improved by +2. Anyone affected by the spell essentially feels an extra layer of skin over his or her own. The target's own skin itches and burns underneath the mystical coating. While the effect is certainly preferable to being dissolved by acid, many people are unwilling to subject themselves to it often. The itching causes no hit points or ability scores loss, but it might make the target irritable (CH-4).



Spore Cone Discovered by Wokani Followers of Jammudaru the Slime lord (about 800AC)

3rd Evocation spell

Range: 0
Duration: Instantaneous
Area of Effect: 60' long x 20' wide cone.
Save: Halves
Component: A spore from a Gas Spore or any other fungus or Mold

The Spore Cone resembles the attack of certain Mouldy creatures. When the spell is cast thousands of tiny seed-like spores shoot through the air at high speed, inflicting 1 point damage per level of the caster. Creatures caught in the spell's effect must also make a saving throw vs. spells or spend the next 2 rounds clearing the spores from their eyes and throat. Any creature killed (that is, reduced to 0 hit points or beyond and not raised or resurrected) by the Spore Cone becomes a host and sprouts Yellow Mold after 3d6 days, negating thus any chance of raising the creature from day 4. A creature that fails its saving throw vs. spells dies 2d8 days later and hosts a new mould 5d6 days after death. A Cure Disease spell removes the spores from the dead creature's body if cast before the mould sprouts. Non-breathing creatures or creatures with an natural AC of 0 or better suffer one half damage from the spell. Constructs and creatures composed of inorganic matter (like Skeletons, Golems, Elementals, animated Statues and such), are unaffected.

Transmute Slime to Rock Discovered by Wokani Followers of Jammudaru the Slime lord (about 800AC)

3rd Alteration

Range: 30 Yards
Duration: 1 round per level of the caster
Area of Effect: One target
Save: Negates
Component: A piece of Hardened Lava

This spell is a quick defence used against any amorphous creature. The spell temporarily turns any Slime, Pudding, Ooze, Jelly, or other amorphous creature into plain stone. The caster may then prepare other methods for destroying the creature, move it to a position where it might be used against his enemies, or calmly avoid the creature. This spell is always used to capture the Black Puddings before a Feeblemind Black Pudding spell can be cast on it. The target must make a save vs. Turn to Stone, avoid to being turned to stone, and a save vs. Death Ray to return to normal when the spell duration end.

Wall of Gel Discovered by Wokani Followers of Jammudaru the Slime lord (about 800AC)

3rd Evocation

Range: 60 yards
Duration: 1 Turn per level of the caster
Area of Effect: 10'x10'x2' section per level of the caster
Save: None
Component: a square of clear glass

The Wall of Gel spell creates a transparent, Permeable wall that protects against winds and gasses. It offers some protection against missile weapons (small only, as they pass through the wall they suffer a -2 penalty to hit) and spells. Evocation spells do not penetrate it, but might destroy it. The wall affects creatures attempting to pass through it as well. Any creatures touching the wall must make a successful save vs. TS or be unable to attack, move, defend, or take any other action for 1d4 turns. Any creature walking through the wall suffers a -2 penalty to its save. Each section is AC 8 and is destroyed if it suffers 24 damage. Sections can be destroyed without affecting other sections, so the Wall may suffer "gaps" and still stand. If the caster chooses when casting the spell, he or she may mentally cause the wall to move at a movement of 1'/round, for 1 round/level of the caster. Since the depth of the wall is hard to determine, enemies might think the caster is driving a Gelatinous Cube before him.

Gelatinous Form Discovered by Wokani Followers of Jammudaru the Slime lord (about 800AC)

4th Alteration

Range: Caster
Duration: 1 Turn per 3 levels of the caster
Area of Effect: the caster
Save: None

When this spell is cast, the caster's composition changes to that of fluid gelatine. The caster may keep his or her own form, change form to any other creature of the same size, or become a shapeless blob. Each change requires one round of concentration and can be disrupted as spellcasting (with the same risks, but the caster can make another attempt the next round). The caster can't duplicate an individual. In fact, the race of the desired form can barely be discerned; only the general shape with regards to limbs and appendages. In the shapeless blob form, the caster moves like a Black pudding, with the ability to creep under doors or through small cracks. The caster can't mimic the magical properties of any creatures. He can strike as a Black pudding by extending a Blunt pseudopod, but the damage is only 1d2+Strength adjustments. While the spell is in effect, the caster suffers one less point of damage from any weapons or natural attacks, since his resilient body absorbs some of the attack. The caster is unable to cast spells, except when in his natural form. The weapons that are specially designed to harm or destroy Amorphous Life forms will be normal effective on the caster also.

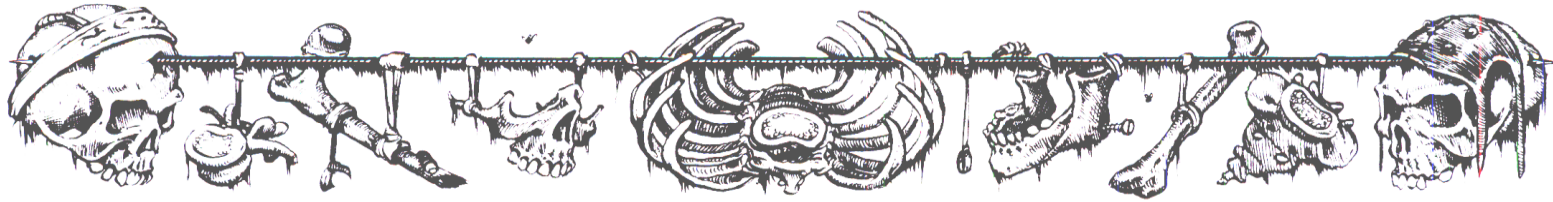
Slime Guardian Discovered by Wokani Followers of Jammudaru the Slime lord (about 800AC)

4th Conjuraction spell

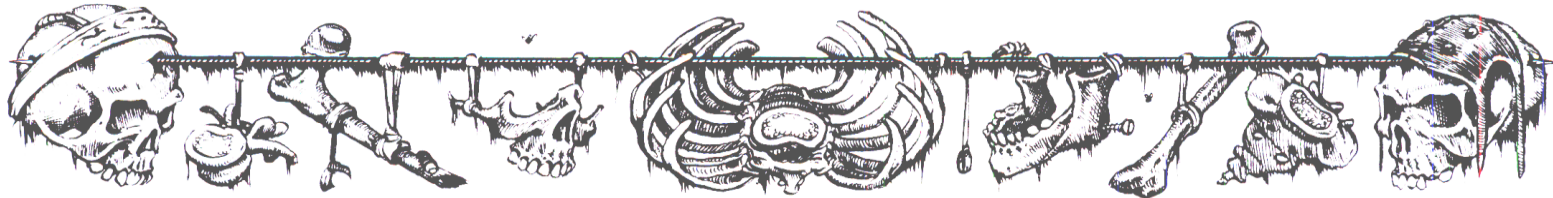
Range: caster
Duration: 1 rounds per level of the caster
Area of Effect: The caster
Save: None
Component: a small jar of ointment specially prepared (see recipe)

The spell causes the skin and clothing of the caster to begin to glisten with a chromatic sheen, like a soap bubble in the sun. The wizard is the actually covered with a symbiotic slime creature (from Dimension of Nightmares), protecting him or her from any touch attacks and reducing physical damage from weapons or natural attack by one point. Any touch attacks aimed at the caster affects the slime creature instead, including level drains from the Undead, Petrifying ouch of a Cockatrice, and touch dependant spells (like touch curses or kisses or Shocking Grasps). The Guardian is considered to have one hit point per level of the caster and has 1 Hit Dice per 3 levels of the caster (round down). If it suffers the effects of Petrification or similar life destroying effects, it crumbles away from the caster, its benefits forever negated. The Slime Guardian doesn't protect against Disintegrate and other such deadly area-effect spell. If the Guardian is killed, it crumbles to small particles which will become liquid and then evaporate (even with temperatures of 100 minus Fahrenheit). Otherwise it can't be removed unless the spell is dispelled. Area of effects spells might destroy the creature prematurely, although the caster is subjected to an area spell and makes his or her saving throw, the Guardian is supposed to save also (as ½ fighter according to HD).

Wicca/Wokani or Shaman Spells in the lists, but not given detailed here can be found In the Wizard's Spell Compendium [1](#), [2](#), [3](#) or [4](#), or the Priest's Spell Compendium [1](#), [2](#) or [3](#) on Drivethrurpg.com
Please support BECMI Mystara by buying these fine books.
Several Shaman Spells are also placed in [Pages of Virtue](#) in a more BECMI adaptation instead AD&D2.



Humanoid Shaman 1	2	3	4
Air Walk	Aid	Shrink Animal Growth	Accelerate Healing
Allergy Field	Amulet	Call Lightning	Animate Dead ♦
Call Upon Faith	Sacred Bundle	Call Pack	C; Anathematize Item
C; Burial	Bless / Blight	Barkskin	C; Con- / De- secrate Ground
C; Coming of Age	Boneiron	C; Consecrate Item	Circle of Privacy
C; Consecrate Temple	Bonewood	C; Dedication	Continual Light / Darkness
C; Marriage	C; Bless Newborn	C; Ordination	Create Water
Cleanse	C; Investiture	C; Special Vows	Crush of the Depth ⚡
Combine	Charm Person	Create / Break Campsite	Detect Lie / Undetectable Lie
Command Word	Cure Lycanthropy	Cure Blindness	Dispel Magic
Cure / Cause Light Wounds	Death Candle	Cure / Cause Disease	Divination
Detect Danger	Death Curse	Cure Paralysis / Remove Paralysis	Energy
Detect Disease	Death Prayer	Cure / Cause Serious Wounds	Extradiimensional Detection
Detect Evil / Good	Detect / Undetectable Charm	Mask Emotion Read (Empathy) ●	In- / Fertility
Detect Magic	Detect Life	Enthrall	Fire Purge Δ
Detect Pits	Draw upon Holy Might	Fate	Fortify Healing
Detect Poison	Entangle	Feign Death	Free Action
Detect Pregnancy	Find Traps	Fellowship	Hail of Thorns
Faerie Fire	Fire Trap	Fire Bow	Heat Air
Hand Fire	Flame Blade Δ	Glyph of Warding	Helping Hand
Know Direction	Fortifying Stew	Hold Animal	Hold Plant
Know Time	Frisky Chest	Hold Poison	Knurl
Light / Darkness	Hold / Free Person	Idea	Lesser Guardian Seal
Locate (Animals or Plants)	Holy Symbol	Know Customs	Log to Lizard to Log
Log of Everburning	Invisibility to Undead	Life Drain	Mind Blank ●
Magical Stone	Know / Confuse Alignment	Lighten Load	Minor Ward
Magical Vestment	Lay On Hands	Locate Object	Neutralize / Create Poison
Nature's Mantle	Produce Fire	Mend Bones	Plant Door
Nectar	Protection from Serpents	Minor Curse	Prot. Evil / Good 10'
Pass Without a Trace	Resist Fire / Resist Cold	Obscure	Protection from Lightning
Predict Weather	Resist Fire	Prayer	Shellskin ⚡
Protection from Evil / Good	Restore Strength	Protection from Disease	Speak with Plants
Purify Food and Drink	Sanctify / Defile	Protection from Poison	Sticks to Snakes to Sticks
Remove / Cause Fear	Seeking	Resist Injury	Summon Animals
Resist Cold	Slow Poison	Silence 15'radius	Touch of the Styx
Ring of Hands / Woe	Snake Charm	Snare	Transfer Curse
Shillelagh	Speak with Animals	Speak with the Dead	Tree Steed
Summon Midwife	Spiritual Hammer	Spirit Bind / Release	Uplift
Surface Sojourn ⚡	Translate	Squacking Floors	Water Breathing
	Understand Curse	Stoneskin	Whisperward
	Warp / Straighten Wood	Strength	6 Continued
Air Breathing ⚡	Withdraw ⚡	Strength of One	Summon Weather
Anti-Plant Shell	Unholy Water (requires Sacred Bundle)	Striking	Survival
Augury	5 Continued	Thunder Drum	Tame Animal
Call Dinosaurs (if available only)	Iron Wood	Transfer Offense	Transport through Plants
Clear / Clutter Path	Living Ward ♦	6 Continued	Turn Wood
Cloud of Putrefaction	Mindshatter	Remove / Barrier	Word of Recall
Commune	Pass Plant	Blessed Abundance	7
Control Winds	Remove Quest	Create Crypt Servant ☒	Clone
Create Food	Raise Dead / Slay Living	Destroy Crypt Servant	Cloudscape
Create Normal Animals	Shout	Crushing Walls	Create Crypt Thing ♦
Eye of the Eagle	Shrieking Walls	Cure All / Heal	Destroy Crypt Thing
Cure / Cause Critical Wounds	Thoughtwave	Enchant Weapon	Feeblemind
Detect Invisible	Time Pool	Find the Path	Holy Word
Disbelief	Treusight / False seeing	Forbiddance	Major Curse
Dispel Evil / Good	Wall of Fire	Gate	Metal to Wood
Dissolve	6	Ivy siege	Raise Dead Fully / Ubiliterate
Distance Distortion	Aerial servant	Monster Mount	Restore / Life Drain
Earthquake	Animate Objects	Move Rocks	Sea Fury ⚡
Echolocation	Animate Statue	Planeshift	Swimming Doom ⚡
Flame Strike	Anti-Animal Shell	Speak with Monsters	Transformation
Improved Cure / Cause S. W.	Atonement	Summon Undine ⚡	Wish
Insect Swarm / Plague			



Weapons of the Legion of Thar

Universities and Schools of Magic						
Name	Founded-Closed	Place	Country	Major Teachings	enlisting	monthly cost
Thar's Legion	974AC-1008AC	Camp Sodhor	Lower Broken Lands	Orcish Warfare (Humanoids only)	150gp or 15HD slaves	50 Gp

The next weapons are those favoured by the Orcs of Thar listed in weapon Mastery statistics, as being able to learn in Udghar, or from single trained individuals. Most Humanoid chiefs have Expert Mastery; some exceptions have Higher (Thar himself for example who is due his arena years in Thyatis Master or Grandmaster in several weapons).

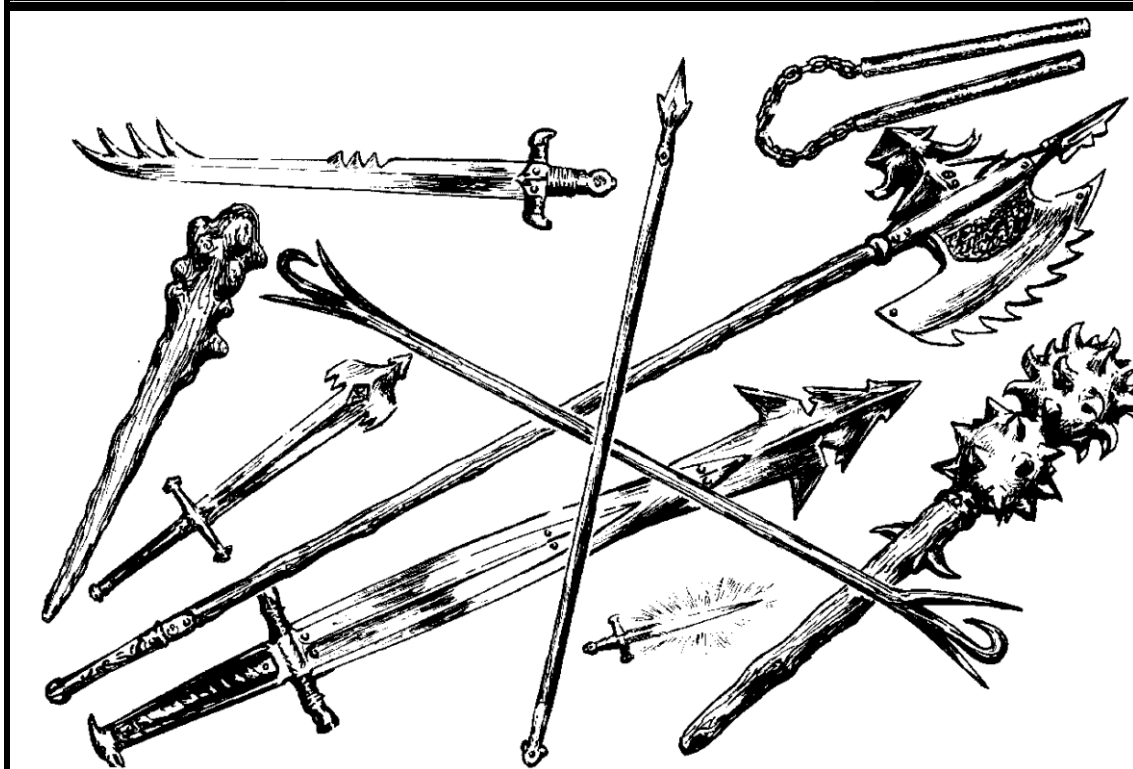
To know more about weapon Mastery look in the Rules Cyclopedia on pages 75 to 81. Keep one major change in mind; the mastery limits for weapon using monsters are now equal to any other race. As Intelligence is the line for limits, it is not necessary to add another table. The following table sets limits, chances to learn, costs, time in one table. This table is thus used for ALL races. Any other class than Fighter or the Racial class is restricted in one weapon above Basic mastery. All other weapon slots are only to be used to learn another weapon at Basic mastery.

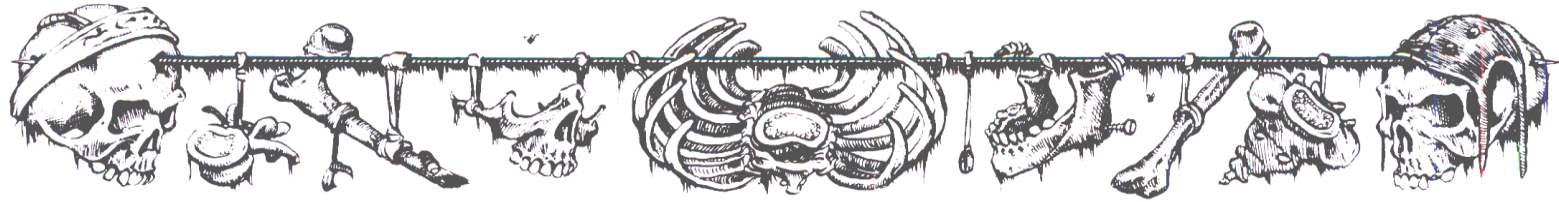
✂ Melee Weapon, rarely or never thrown ✨ Melee Weapon may be thrown ▼ Missile fire weapon

● Small weapon ○ Medium weapon ● Large weapon ◀ One-handed weapon, ▶ Two-handed weapon

★ Shield may be used with this weapon

Percentage chance to learn higher knowledge Weapon Mastery.										
Students Knowledge	Minimum Int.	Trainer's knowledge						Time needed	Cost/week	
		Unskilled	Basic	Skilled	Expert	Master	Grand-Master			
Unskilled	0-6	1%*	60%	80%	95%	99%	99%	1 week	100gp	
Basic	7-11	-	1%*	50%	70%	90%	95%	2 weeks	250gp	
Skilled	12-15	-	-	1%*	40%	60%	80%	4 weeks	500gp	
Journeyman	16-17	-	-	-	1%*	30%	50%	8 weeks	750gp	
Expert	18	-	-	-	-	1%*	20%	12 weeks	1000gp	
Master	18	-	-	-	-	-	1%*	16 weeks	2500gp	
		0	1d6-1	1d8	1d6-1	1d4-1	1d3-1	available number of pupils of lower level		
		Chance to find teacher, and Chance to be accepted by teacher								
		Thus roll twice 1d100, one for locating, and one for acceptance.								
Unskilled		-	45%	30%	15%	11%	1%	1%*= is also Selfstudy Chance		
Basic		-	-	50%	30%	20%	5%			
Skilled		-	-	-	45%	35%	15%			
Expert		-	-	-	-	50%	30%			
Master		-	-	-	-	-	45%			





Bullroarer Knife

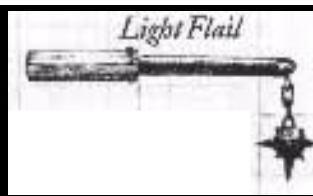
[P=A]	BS	-	1d6	-	Spread damage (rounded down)
	SK	-	d6+2	H: +1AC/1	Spread damage (rounded up)
	EX	-	d6+4	H: + 2AC/2	Spread damage (rounded up + 1)
	MS	-	2d4 +4	H: + 3AC/2	Spread damage (rounded up + 2)
	GM	-	2d4+8	H: + 3AC/3	Spread damage (rounded up + 3)
Cost:	60gp	Enc:	10	Size:	10'

There are no primary or secondary targets for damage (all creatures within a 10' radius are affected the same way). The Bullroarer Knife is a 10'-long chain ending in a flat knife, or with knife like hooks, whirled over the head to make a loud roaring noise. This is an "odd-ball" weapon capable of hitting several opponents at once, within a 10' radius. In a melee with multiple opponents, the user makes one single attack roll and spreads damage among the opponents whose AC the user could hit (minimum damage should be 1 point), even if they stood behind him! The user however suffers a -1 penalty to hit for each opponent beyond the first within the chains radius. The weapon can't be used if any obstacle stands within the chains radius (dungeon walls, trees, etc.) For example, three opponents surround the user. One is AC0, the other two AC8. If the user's attack roll is good enough to hit AC5, the damage should be spread among the two opponents with AC8 only. At basic level of mastery, a score of 3 for d6 damage would result in both opponents taking 1 point of damage. At a skilled level, the same user would inflict 3 points of damage to each of the two opponents (3 + 2 / 2 = 2½, rounded up = 3). At expert level, the damage per opponent becomes 5 per opponent (3 + 4 / 2 = 3½ rounded up + 1 = 5), etc. The extra "plus" modifier for damage after rounding up is only to be used when damage is spread among multiple opponents. Bonuses due to Strength and magic should be added up before spreading damage to multiple opponents. Mystics and Fighters can use the Bullroarer Knife.



Flail, onehanded

{P=H}	BS	-	1d6	-	-
	SK	-	1d6 + 2	H: -1AC/1	Deflect(1)
	EX	-/10/20	1d8+2	H: -1AC/2	Deflect(2)
	MS	-/10/20	P=1d8+4	H: -2AC/2	Deflect(3)
			S=1d6+3		
	GM	10/20/30	P=2d6+5	H: -2AC/3	Deflect(4)
			S=1d8+4		
Cost:	5gp	Enc:	40cn	size:	3'-4'

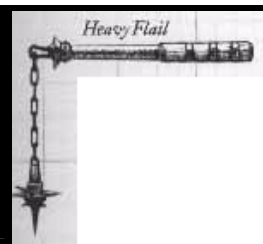


A one-handed flail is composed of a handle measuring roughly 1-1.5' in length, from one end of which 4-6 chains extend. Each of these chains measures up to 2' in length, and ends with small steel, from which protrude a number of spikes. Generally, the balls at the end of a flail have fewer spikes than that of a morning star.

The threshing flail, a wooden handle with another billet of wood attached to it by a swivel or several links of chain, was easily adapted and modified to become a ghastly weapon. Horsemen commonly employed a short-handed flail with one or more chains ending in smooth or spiked iron balls. The peasant's tool made a far more effective weapon when swung by a strong man. From a heavy shaft of about 3 to 4 feet in length was hung one or two rods of metal shod and spiked wood or iron. The whole weapon was over 5 feet long and had tremendous penetration and crushing power. Clerics can use this weapon.

Flail, twohanded, Horse Flail

{P=H}	BS	-	1d8+1	-	-
	SK	-	1d8+4	H: -1AC/1	Stun + Deflect(1)
	EX	-/10/20	2d6+4	H: -1AC/2	Stun + Deflect(2)
	MS	-/10/20	P=3d4+5	H: -2AC/2	Stun + Deflect(3)
			S=2d6+5		
	GM	10/20/30	P=2d8+7	H: -3AC/2	Stun + Deflect(4)
			S=1d10+6		
Cost:	13gp	Enc:	65cn	size:	5'-6'

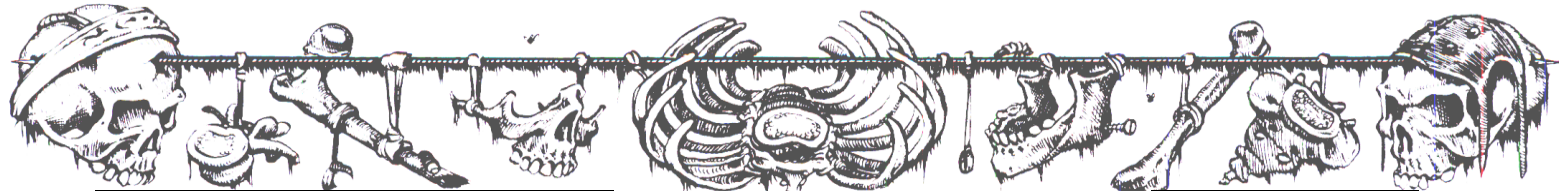


A two-handed flail is identical to its one-handed counterpart except in size. The handle measures 1.5-2' in length, and the chains are up to 3' long. The spiked balls on the two-handed flail tend to be slightly larger, as well. The threshing flail, a wooden handle with another billet of wood attached to it by a swivel or several links of chain, was easily adapted and

modified to become a ghastly weapon. Horsemen commonly employed a short-handed flail with one or more chains ending in smooth or spiked iron balls. The peasant's tool made a far more effective weapon when swung by a strong man. From a heavy shaft of about 3 to 4 feet in length was hung one or two rods of metal shod and spiked wood or iron. The whole weapon was over 5 feet long and had tremendous penetration and crushing power (Non-Magical Non-natural AV Target reduced by 1 per natural 20). Clerics can use this weapon.

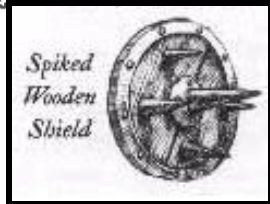
Shield Weapons

These weapons combine a shield with weapon blades. The AC bonuses they give upon mastery are in addition to their base AC adjustment from their size. Though awkward and breakable, a shield weapon can provide a second attack when used with a one-handed weapon. Only fighters, thieves, Humanoids and demi-Humans may use these weapons. Monsters rarely use shield weapons. The larger shield weapons may break during battle. Check for breakage whenever the attacker or defender rolls the exact hit roll needed. (If a roll of 9 or better is needed to hit, and a 9 is rolled on the die, check for breakage.) Each time a breakage occurs, one of the shield weapon's blades becomes unusable. The chance that a shield weapon will break is 5 or less on 1d10. Magical shield bonuses add to the die roll, and magical weapon bonuses of the foe subtract from it. Apply a penalty for a foe's attack of -1 per 10 points of maximum damage possible.



Shield, Horned					
{P=A}	BS	-	1d2	A:-1AC/1	Second Attack
	SK	-	2d2	A:-1AC/1	Second Attack
	EX	-	1d4+1	A:-1AC/2	Second Attack
	MS	-	P=1d4+3	A:-1AC/4	Second Attack
		-	S=1d6+1		
	GM	-	P=1d4+5	A:-1AC/6	Second Attack
		-	S=1d6+2		
Cost:	15gp	Enc:	20cn		

• The Horned Shield is one foot round buckler shield (AC1) that is strapped at one arm rather than held. A single spike projects from its centre the shield is very durable and will normally not break (10% on catching a critical hit of 19 or 20, 5% on giving a critical hit). It sometimes has additional spikes (then is called spiked shield) but these do not affect combat in any other way than giving the bearer another (not additional) spike to bring damage if one is broken.



Shield, Knife					
{P=A}	BS	-	1d4+1	A:-1AC	Second Attack + breaks
	SK	-	1d6+1	A:-1AC	Second Attack + breaks
	EX	-	2d4+1	A:-2AC	Second Attack + breaks
	MS	-	P=3d4	A:-2AC	Second Attack + breaks
		-	S=2d4+2		
	GM	-	P=4d4	A:-2AC	Second Attack + breaks
		-	S=3d4+1		
Cost:	65gp	Enc:	70cn		

• The Knife Shield is a small buckler (AC1) equipped with one or two blades protruding from its sides. This weapon combines a shield with weapon blades. Though awkward and prone to breaking, a shield weapon can provide a second attack when used with a one-handed weapon. Only Fighters, Thieves, DemiHumans and Humanoids can use this weapon. The weapon part may break off during battle (then only AC+ bonus is still gained).

Check for breakage during battle when the user or attacker rolls exact what is needed to hit. Each time a Breakage occurs, one of the Blades breaks off. The chance that a weapon breaks is 1-5 on 1d10+1/magic

charge. Magical shields may add their bonus to the weapon, while a magical weapon striking it will subtract their bonus from the roll.

Shield, Sword					
{P=A}	BS	-	1d4+2	A:-1AC/2	Second Attack + breaks
	SK	-	1d6+3	A:-1AC/2	Second Attack + breaks
	EX	-	1d6+4	A:-2AC/3	Second Attack + breaks
	MS	-	P=1d6+7	A:-2AC/3	Second Attack + breaks
		-	S=1d4+7		
	GM	-	P=1d6+9	A:-3AC/4	Second Attack + breaks
		-	S=1d4+9		
Cost:	200gp	Enc:	185cn		

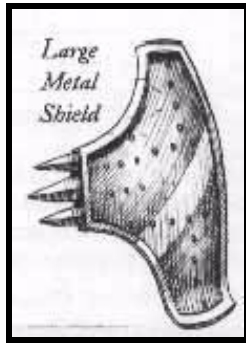
• The Sword shield is a medium sized shield (AC2) with one or two sword or spear blades projecting from the sides if round or ends if oblong. This weapon combines a shield with weapon blades. Though awkward and prone to breaking, a shield weapon can provide a second attack when used with a one-handed weapon. Only Fighters, Thieves, Demi-Humans and Humanoids can use



this weapon. The weapon may break during battle. Check for breakage during battle when the user or attacker rolls exact what is needed to hit. Each time a Breakage occurs one of the Blades breaks off. The chance that a weapon breaks is 1-5 on 1d10+1/magic charge.. Magical shields may add their bonus to the weapon, while a magical weapon striking it will subtract their bonus from the roll. This weapon may be set vs. a charge.

Shield, Tusked					
{P=A}	BS	-	1d4+1	A:-1AC	Two Attacks + breaks
	SK	-	1d6+2	A:-2AC	Two Attacks + breaks
	EX	-	2d4+2	A:-2AC	Two Attacks + breaks
	MS	-	P=2d4+2	A:-3AC	Two Attacks + breaks
		-	S=1d6+5		
	GM	-	P=2d4+6	A:-3AC	Two Attacks + breaks
		-	S=1d8+5		
Cost:	200gp	Enc:	275cn		

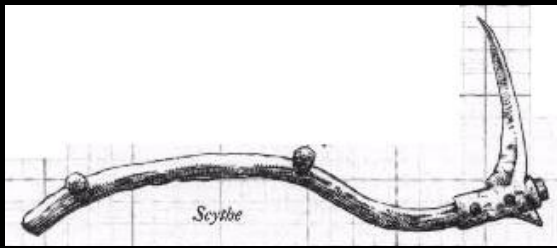
• The Tusked shield is a Large shield (AC3) with one to four short blades protruding from its sides. It may have a central spike. Due to its size the weapon requires two hands to use (even with a Strength of 18+) and can't be used with an additional weapon or another shield. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. This weapon combines a shield with weapon blades. Though awkward

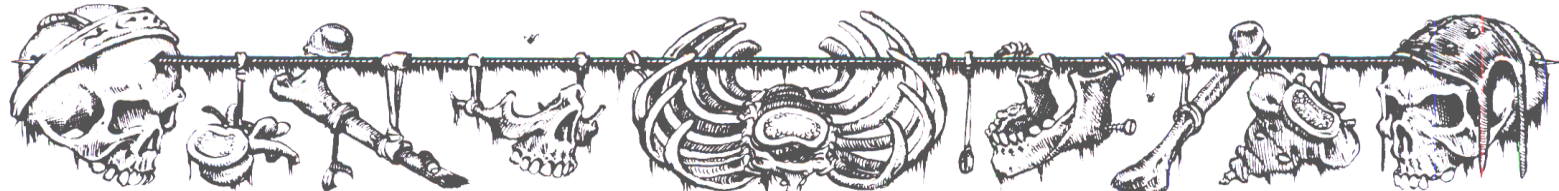


and prone to breaking, a shield weapon can provide a second attack when used with a one-handed weapon. Only Fighters, Thieves, DemiHumans and Humanoids can use this weapon. The weapon may break during battle. Check for breakage during battle when the user or attacker rolls exact what is needed to hit. Each time a breakage occurs one of the blades breaks off. The chance that a weapon breaks is 1-5 on 1d10+1/magic charge. Magical shields may add their bonus to the weapon, while a magical weapon striking it will subtract their bonus from the roll.

Scythe					
{P=H}	BS	-	1d10+1	-	Disarm
	SK	-	1d12	H:-2AC/1	Disarm
	EX	-	3d6	H:-3AC/1	Disarm
	MS	-	P=2d12+2	H:-4AC/2	Disarm
		-	S=1d10+2		
	GM	-	P=3d8+2	H:-5AC/2	Disarm
		-	S=1d8+4		
Cost:	11gp	Enc:	140cn	Size:	8'-13'

• The Scythe is a large half-curved blade attached to a opposed curved and handled staff. The weapon was originally a grass/weed cutting tool, but was already early used by Nithian warriors under their Thanatos Clergy as a tool to behead their enemies and captured victims. The Thanatos clergy took this weapon as their Holy Symbol.. Humanoids love the impact it does when hitting. And the effect on Morale of the opponents with each kill; -2 on those viewing). The weapon has a great handicap, though; it be used only in one swing direction, while is has a wide reach. It must be lifted, and heaved to retarget. Therefore it has a -2 on its initiatives on all following attacks (this not the initial—first—attack), and thus a -2 on the users AC that very moment (thus all initiatives following the initial attacks -2.).Any secondary attack gained through weapon mastery is always a target that can be hit in the same swing only. The wearer must have a 16+ in strength to be able to hit without the standard initiative penalty of -6 (act last in the round). The order of hitting targets is from the weapon hand to non-weapon hand.



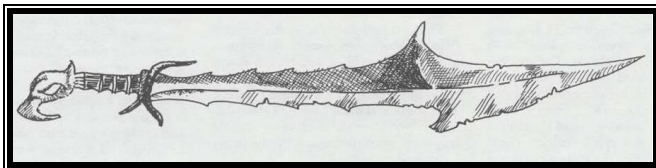


Karaash Sword, Bastard		Used one-handed	
{P=H}	BS -	1d6+1	-
	SK -	1d6+3	H;-1AC/1
	EX -	1d6+5	H;-2AC/2 Deflect(1)
	MS -	P=1d8+8 S=1d6+7	H;-3AC/2 Deflect(1)
	GM -	P=1d8+10 S=1d6+8	H;-4AC/3 Deflect(2)
Cost:	15gp	Enc:	80cn

Karaash automatically become Skilled in this weapon. A non-follower would wield such a weapon at -2 to hit because of the numerous dents.

Karaash Sword, Bastard Used two-handed	
{P=H}	BS - 1d8+1 - -
	SK - 1d8+3 - Deflect (1)
	EX - 1d8+5 H;-1AC/1 Deflect (1)
	MS - /-5 P=1d8+8 H;-3AC/2 Deflect (2)
	GM - /5/10 P=1d8+10 H;-4AC/3 Deflect (3)
Cost:	15gp Enc: 80cn

Karaash Sword, normal	
{P=H}	BS - 1d8 - -
	SK - 1d12 H;-2AC/1 Deflect (1) + Disarm(save+0)
	EX - /5/10 2d8 H;-2AC/2 Deflect (2) + Disarm(save+1)
	MS - /5/10 P=2D8+4 H;-3AC/3 Deflect (2) + Disarm(save+2)
	GM 5/10/15 P=2d6+8 H;-4AC/3 Deflect (3) + Disarm(save+4)
Cost:	10gp Enc: 60cn



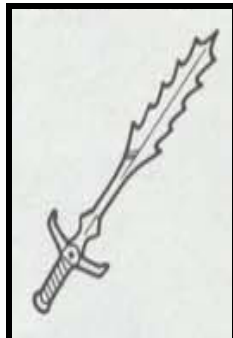
(Thus a Cure Serious only heals 2 points instead 2d6+2.) Most Humans, Dwarves and elves believe the dents and cuts have only the meaning of how many they killed, and make the weapon prone to break. This is a mistake, though each notch or cut gained in battle is welcomed, the weapon is as vulnerable as a normal weapon. To Orcs, an old weapon served good in the past (with its own 'scars') is better than a new. Weapons are named and are assigned even a personality (with some magic weapons this is even reality).

Whip	
{P=M}	BS - 1d2 - Entangle (Save-0)
	SK - 1D4 M:-2AC/2 Entangle (Save-1)
	EX - 1D4+2 M:-3AC/3 Entangle (Save-2)
	MS - P=1d4+3 M:-4AC/3 Entangle (Save-3)
	GM - P=1d4+5 H:-4AC/4 Entangle (Save-4)
Cost:	1gp/ft Enc: 10cn/ft
Victim's level/HD	0/1 1+/3 3+/6 6+/9 9+/12 12+/16 16+
Bonus to save DR	0 +1 +2 +3 +4 +5
Basic/Skilled Effect	Entangle Entangle Slow Slow Delay Delay Delay
Expert/Master Effect	Entangle Entangle Entangle Slow Slow Delay Delay
Grand Master Effect	Entangle Entangle Entangle Entangle Slow Slow Delay

trained user. To inflict damage, the whip must contact exposed (no AV available), or lightly covered, flesh. Heavy clothing or thick hair / fur will be of considerable protection until torn away by repeated lashing. (Thick hide, such as that of an elephant, rhinoceros, or hippopotamus, will allow a slight sting at best, with no real damage inflicted.) Heavily scaled or otherwise protected opponents will not even feel the lash of a heavy leather whip, even with a weighted tip. However, the whip also has another use. It can entangle an opponent's limb(s) or weapon. Any hit scored on an opponent means that an entanglement of some sort will occur. If the whip is in non-proficient hands, the chance is only 5%. In proficient hands, there is a chance per level of the victim for entanglement, but only at the wielder's option. This effect will be different per Level or HD the wielder is lower than the victim.



This popular Orc weapon is similar to a normal sword, but has a longer blade and a hilt nearly as long as that of a Two-handed Sword; the overall length may be from 3.5' to 4.5'. This sword may be used one or two-handed, but needs a separate weapon mastery for each use (as two-hand use can be thrown it is found under rarely thrown weapons). When using a Shield one must first discard the shield before one can use this weapon two-handed. Creatures smaller than 4' can't use the Bastard Sword. Followers of



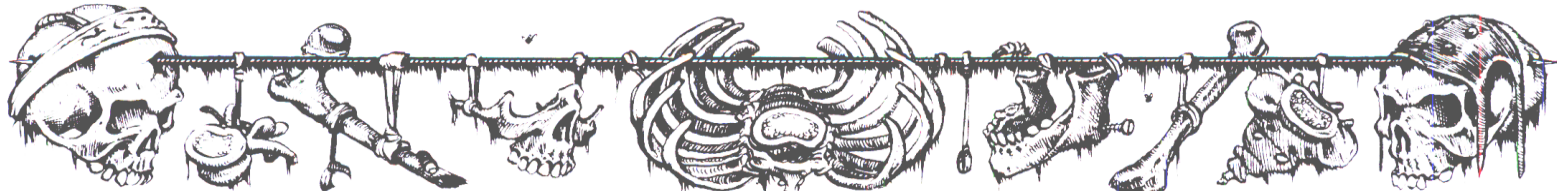
As above but used two-handed. It needs a separate weapon mastery for each use. When using any Shield other than a buckler, one must first discard the shield before one can use this weapon two-handed. Creatures smaller than 4' can't use the Bastard Sword. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon. Followers of Karaash automatically become Skilled in this weapon. A non-follower would wield such a weapon at -2 to hit because of the

numerous dents. This is the classic Orc weapon of history and includes many varieties like the curved Cutlass, Kopesh, and others. It consists of a one-handed hilt attached to a long cutting or thrusting blade. The weapon is usually between 2.5' to 3.5' long. The second attack at higher skill rankings maybe by throwing the weapon. Followers of Karaash automatically become Skilled in this weapon. A non-follower would wield such a weapon at -2 to hit because of the numerous dents.

Both Karaash Bastard and Karaash Normal Swords are created from bashing (combat) and altering existing swords with sharpened crooked angles and cuts. During creation reheated, then dipped in vile liquids, it causes terrible wounds from then on. Its wounds can only be healed with magic, at the rate of the magical bonus of the spell per spell.

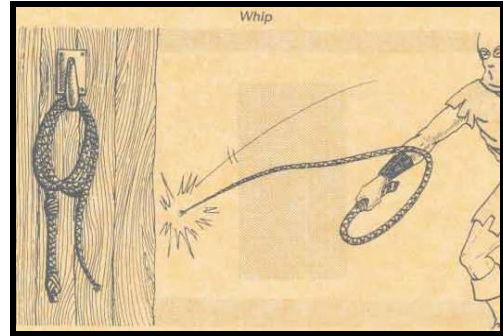
The Whip is a long braided leather strap with handle. It may be 5'-30' long. It is a hand-to-hand weapon and may be either used to cause damage or to entangle. (Declare before making an attack roll). This weapon is not very useful except as tactical device. A Thief or other character that wants to help a front-line Fighter while not actually engaging in melee often uses it. A Whip can only entangle material creatures, but they will suffer damage as normal.

The whip is a dangerous weapon only in the hands of a highly skilled and well-

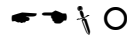


The entanglement will be one limb (0-50%), two limbs (51-60%), the weapon arm and weapon (61-80%), or the head (81-00%, or 61-00% in the case of an opponent not using a weapon). One-limb entanglement indicates no effective attack for 10 segments. Two-limb entanglement indicates the same, with a 25% chance that the opponent will be kneeling or prone for that period and must thereafter recover its feet.

A hit on the weapon arm / weapon indicates no effective attack and a 10% chance that the weapon will be lost. (If the weapon is edged, there is a 50% chance that the whip will be severed and useless instead.) A neck hit indicates the opponent can make no effective attack, and additional choking damage will be scored if the opponent has no throat protection such as thick hide, heavy leather, armor, mane-like fur or hair, etc. A proficient wielder can disentangle the whip by rolling his or her dexterity or less on 1d20. Otherwise, the whip remains entangled until it is broken or severed, or until the wielder pulls it loose, or until the opponent does so (the chance of this last occurrence is 5% + 1% per point of strength of the victim). Sometimes whips are used with small thorn or bladed tips. These will double the damage done (including choking—bleeding damage), and reduce the chance of freeing oneself (SV DR) by -1.

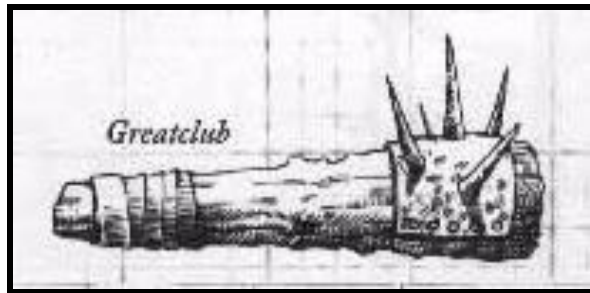
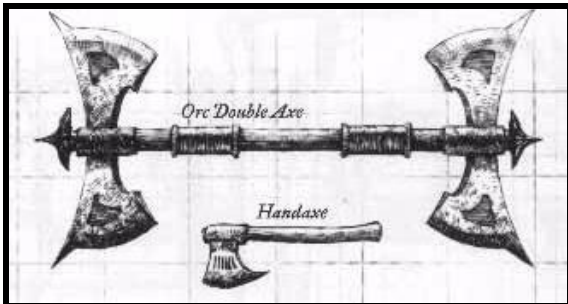


Axe, Orc Double				
{P=M}	BS	-	1d8	-
	SK	-	1d8+2	M;-3AC/4 Delay
	EX	-	1d8+4	M;-4AC/4 Delay
	MS	-	P=1d8+8 S=1d8+6	M;-5AC/4 Delay
	GM	-/15	P=1d10+10 S=1d8+8	M;-6AC/4 Delay
Cost:	75gp	Enc:	150cn	Size; 4'-5'



This is a very large two-bladed two-headed chopping head fixed upon a long (3'-5') wooden shaft. This is a two-handed weapon. Those using this weapon will always lose initiative to those not using a two-handed weapon. This weapon can't be used if hasted or speeded, but each next round will be 1 initiative segment faster, unless hitting the target. Any creature smaller than 4' can't use this weapon. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon. The

Orc tribes of King Thar often use this weapon.



Club				
{P=M}	BS	-	1d4	-
	SK	-	1d6+1	A;-1AC/2 Deflect (1)
	EX	-/15/25	1d6+3	A;-2AC/2 Deflect (1)
	MS	-/15/25	P=1d6+5 S=1d4+5	A;-3AC/3 Deflect (2)
	GM	10/25/40	P=1d6+6 S=1d4+6	A;-4AC/4 Deflect (2)
Cost:	3gp	Enc:	50cn	



This is a simple, blunt piece of wood or bone used to batter opponents. +1 damage if it is made of steel or stone. +1 damage if it is spiked. Any mastery in the Club also gives mastery with the Torch. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon. Any stick of appropriate size will suffice as a club, if it is too long it

will be a staff, if too small it will be no more than an object in hand (see *unarmed combat Rules Cyclopedia* pages 110+).

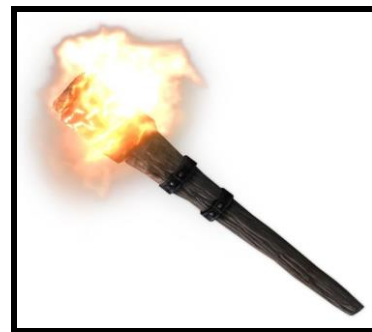
A **great Club** is dice rolled x2, but needs strength of at least 16. A giant using a tree will be actually using an awkwardly balanced club of giant size (and damage multiplier according its size based Barding Modifier BM). This is together with the tossed stone; the first weapon in existence, so any culture will know it, even when evolved further. A wooden club may be set aflame and then it becomes a tOrch.

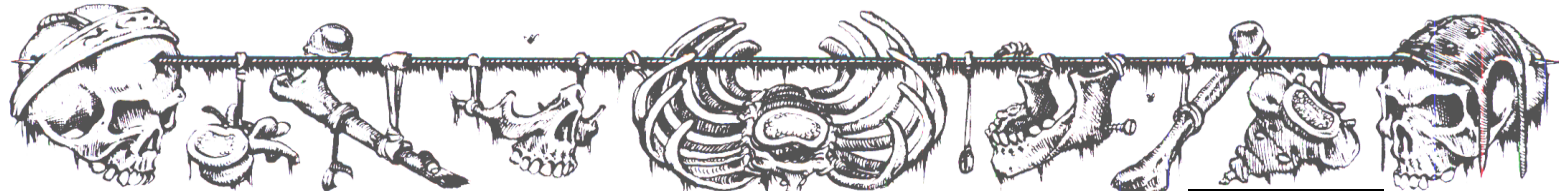


Club; Torch				
{P=M}	BS	-	1d2+2 fire	- Ignite
	SK	-	1d3+1+2 fire	A;-1AC/2 Ignite+Deflect (1)
	EX	-/15/25	1d3+3+2 fire	A;-2AC/2 Ignite+Deflect (1)
	MS	-/15/25	P=1d3+5+2 fire S=1d2+5+2 fire	A;-3AC/3 Ignite+Deflect (2)
	GM	10/25/40	P=1d3+6+2 fire S=1d2+6+2 fire	A;-4AC/4 Ignite+Deflect (2)
Cost:	3gp	Enc:	50cn	



This actually is nothing more than a flaming Club. Although lighter than a club, it may be lit with fire. Any mastery in the Torch also gives mastery with the Club. Most learn mastery in the torch to know both, as the non combat use of a torch is making it always be held.. This weapon may be thrown, the second attack at higher skill rankings maybe by throwing the weapon. Any size increase will also affect the damage caused by the flame. Magical torches giving combat bonuses or penalties do not exist, however, those with prolonged burning duration do exist.





Net, small						
[P=M]	BS	10/20/30	nil	-	Entangle	
	SK	15/25/35	nil	A:-2AC/1	Entangle (save-1)	
	EX	20/30/40	nil	A:-4AC/2	Entangle (save-2)	
	MS	25/35/45	nil	A:-6AC/3	Entangle	P; (save-4) S; (save-2)
	GM	30/40/50	nil	A:-8AC/4	Entangle	P; (save-6) S; (save-3)
Cost;	1sp/sq.ft	Enc;	1cn/sq.ft			
Victim's level/HD	0/1	1+/3	3+/6	6+/9	9+/12	12+/16
Bonus to save DR	0	+1	+2	+3	+4	+5
Effect	Entangle		Slow		Delay	
	until Save DR/r		until save DR/r		= Dazed lose initiative	

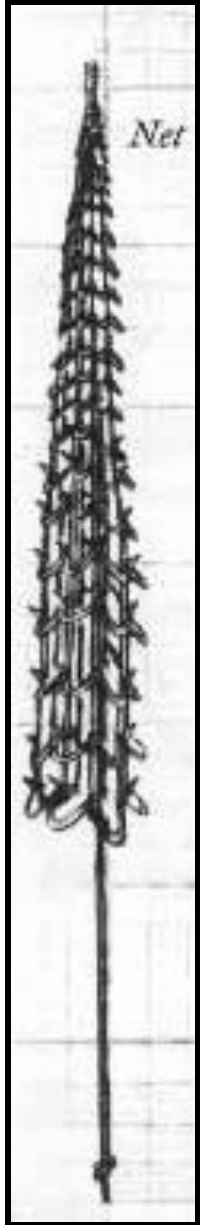
Victim's Size	Equivalent Size	Net Size	
Very small	up to 1'	2'x2'	
Small	1'-3'	(Halfling, Kobold)	4'x4'
Medium	3'-6'	(Human, Dwarf, Elf)	6'x6'

3 Strength or 2+ throwers needed

☞ ⚔ ✨ ○ A net is an open mesh of rope or cord. Nets up to 6'x6' can be used one handed. Small nets of up to 10' x 10' are commonly used in hunting and fishing and can be used either a hand-to-hand or thrown weapon. The net's encumbrance varies by the size. This weapon is common in most cultures, its cost is low but it is easily damaged. The net is one of Humankind's first tools, having been invented in prehistoric times, and it is used by most Humanoid species for both hunting and defence. A net can only affect creatures made of solid material. Wraiths, Spectres, Ethereal creatures, and monsters made of loose elements like water or fire can't be affected. A net inflicts no damage on the victim normally, but may entangle, slow or delay the victim. The wielder makes a normal roll to hit his target; if he does, the target must make an adjusted saving throw vs. Death Ray. If the saving throw does succeed, the net does not affect the target; it drops off him without impairing him at all. If the victim fails the saving throw, the result varies by then victim's size or experience. Once a target is trapped in a net, he may make a new saving throw at the end of each round until one is successful; a successful save indicates the net has been thrown of and thrown aside. If he has a dagger, knife, claw, bite or alike (but not a longer blade or non bladed weapon) in his hand when he was hit with the net he has a +4 to his saving throw; success means that he has cut his way out of the net, thus destroying it.

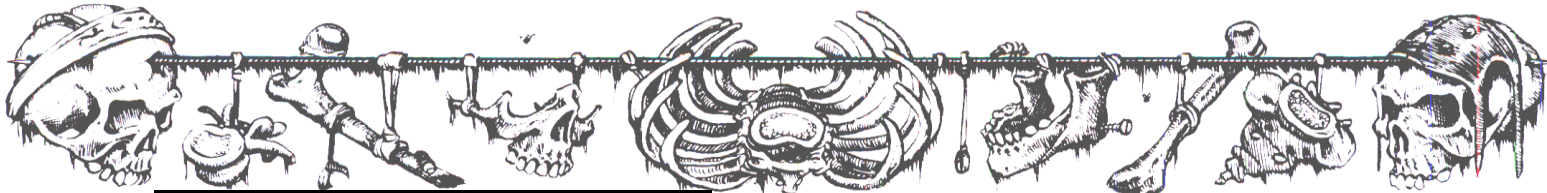
Magical nets are very rare. The few that exist can't be damaged except by fire or acid; daggers will not cut through them. An entangled victim can only remove the net, not damage it. Some truly wicked creatures have found a way to attach small blades to the net, which will inflict damage to those within if they move. This damage will be equal to the amount the saving throw was failed minus any Armor Value if applicable. A net can normally easily be damaged by any edges weapon or claw or bite, but it can be repaired if rope or cord and the skill is available, which requires 1d3 turns of undisturbed repair work. A damaged net is useless. Nets come in a variety of sizes; if the target is too large for the net, he will gain a +4 bonus for each step greater than the net was intended for. A roll of 1 is always a failure unless the total bonus was +20 or more. Gives no damage. This weapon needs a range around the wielder of 1'+net size to be thrown correctly. For each foot shorter it sustains a THAC0 penalty of 1.

There do exist bladed nets which give 1d2 damage to the entrapped if lifted in the net up, or when he moves inside. These are triple price, and 50% heavier



Net, Large						
[P=M]	BS	10/20/30	nil	-	Entangle	
	SK	15/25/35	nil	A:-2AC/1	Entangle (save-1)	
	EX	20/30/40	nil	A:-4AC/2	Entangle (save-2)	
	MS	25/35/45	nil	A:-6AC/3	Entangle	P; (save-4) S; (save-2)
	GM	30/40/50	nil	A:-8AC/4	Entangle	P; (save-6) S; (save-3)
Cost;	1sp/sq.ft	Enc;	1cn/sq.ft			
Victim's level/HD	0/1	1+/3	3+/6	6+/9	9+/12	12+
Bonus to save DR	0	+1	+2	+3	+4	+5
Effect	Entangle		Slow		Delay	
	until Save DR/r		until save DR/r		= Dazed lose initiative	
Victim's Size	Equivalent Size	Net Size				
Large	6'-10'	(Bugbear, Orc)	9'x9'	4 Strength or 2+ throwers needed		
Very Large	10'-15'	(Troll, Ogre)	12'x12'	9 Strength or 2+ throwers needed		
Huge	15'-20'	(Hill Giant)	16'x16'	13 Strength or 2+ throwers needed		
Mammoth	20'-30'	(Most Giants)	25'x25'	16 Strength or 2+ throwers needed		
Gargantuan	30'-50'	(Dragons)	30'x30'	18 Strength or 2+ throwers needed		

☞ ⚔ ✨ ○ A net is an open mesh of rope or cord. Nets of larger than 6'x6' must be used two-handed. Those using this weapon will always lose initiative to those not using a two-handed weapon. Any creature smaller than 4' can't use this weapon. Further read Net, Small. A damaged net is useless. Nets come in a variety of sizes; if the target is too large for the net, he will gain a +4 bonus for each step greater than the net was intended for. A roll of 1 is always a failure unless the total bonus was +20 or more. Gives no damage. This weapon needs a range around the wielder of 1'+net size to be thrown correctly. For each foot shorter it sustains a THAC0 penalty of 1.



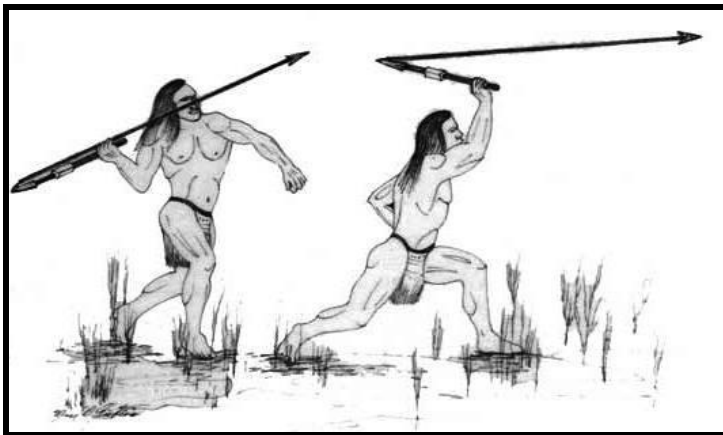
Spear

[P=A]	BS	20/40/60	1d6
	SK	20/40/60	1d6+2
	EX	40/60/75	2d4+2
	MS	40/60/75	2d4+4
	GM	60/75/90	2d4+6
Cost;	3gp	Enc;	30cn
		Size;	6'-8' (-12)
Spear-Thrower			
Cost;	5gp	Enc;	15cn

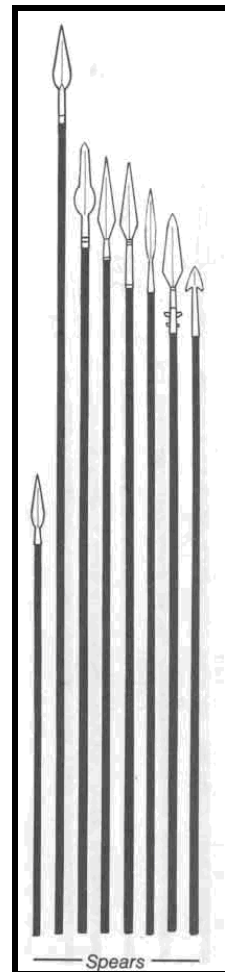


The spear is a thrusting head attached to one end of a medium-to-long pole (4'-8'). Fighters, Dwarves and Mystics may set vs. a charge. The spear is a dagger set atop a pole. It is so ancient a pole arm that it is not generally mentioned in the class, but the spear is such a weapon. It is principally a thrusting weapon, but if a broad blade is used (such as that often referred to as an ox tongue) it can also have a secondary cutting function, especially when the blade is lengthened considerably. Spears of 12 feet or so in length are often referred to as ash spears in English writings, and when they reach such length, they are often confused with pikes.. they need a strength of 16+ to be thrown as a normal spear, and enough free throwing space.

Some cultures (including Humanoids, but also Azcan, Jungle natives, Atruaghin, Oltec, Neanderthal), have the knowledge how to make use of a Spearthrower, a 2'-3' long stick with a hollowed top, a lifted end and a handle on the other end. A Spear is laid upon the Spearthrower, which thus lengthens the arm and **doubles**



all throwing ranges and damage on short range. A spear thrower needs a natural dexterity of at least 13 and 1 year training. And can be used only on spears of 6 feet or smaller.



Blowgun to 2'

[P=A]	BS	10/20/30	nil	-	Poison		
	SK	15/20/30	nil	-	Poison (save-1)		
	EX	15/25/35	nil	-	Poison (save-2)		
	MS	20/25/35	nil	-	Poison (save-3)		
	GM	25/30/40	nil	-	Poison (save-4)		
Cost;	3gp	Enc;	6cn	Incl. 5 darts			
Ammo Cost;	1gp	Weight;	1cn.	5 darts			
Victim's level/HD	0/1	1+/3	3+/6	6+/9	9+/12	12+/16	16+
Bonus to SV Poi	0	+1	+2	+3	+4	+5	+5
Effect	Death	-75%hp	-50%hp	-50%hp	-25%hp	-25%hp	-10%hp
		+paralysis	+paralysis				



This is a tube 6" to 2' long. The user places a small dart or thorn into it, aims the tube at a target, and blows air into it—forcing the dart to fly toward the target. The darts cause no damage by themselves. However, the darts are usually treated with poison. A blowgun dart merely scratches the victim, with little penetration; it inflicts no real damage. If hit, the victim must make a save vs. poison or suffer the effects. Depending upon the

size or level of experience, he may gain a bonus to the save. No Undead creature or any creature immune to poison or those with an AV 6+ can be harmed by a blowgun. The use of poison as a weapon is not a good act. Because of its dangers, local or regional rulers may declare poison illegal. Monsters on the other hand may and often do make use of poison. At skilled or better the weapon master knows how to accurately fire the darts into arteries, veins, and other critical areas, thus introducing the poison more effectively in the bloodstream, thus affecting the saves by 1 for each mastery above Basic.

Blowgun 2 to 4'

[P=A]	BS	20/25/30	nil	-	Poison	
	SK	20/25/30	nil	-	Poison (save-1)	
	EX	25/30/40	nil	-	Poison (save-2)	
	MS	30/35/40	nil	-	Poison (save-3)	
	GM	30/40/50	nil	-	Poison (save-4)	
Cost;	6gp	Enc;	15cn	Incl. 5 darts		
Ammo Cost	1gp	Weight;	1cn.	5 darts;		
Victim's level/HD	0/1	1+/3	3+/6	6+/9	9+/12	12+
Bonus to SV Poi	0	+1	+2	+3	+4	+5
Effect	Death	-75%hp	-50%hp	-25%hp	-25%hp	-10%hp



This is a tube 2' to 4' long. The user places a small dart or thorn into it, aims the tube at a target, and blows air into it—forcing the dart to fly toward the target. The darts cause no damage by themselves. However, the darts are usually treated with poison. A blowgun dart merely scratches the victim, with little penetration; it inflicts no real damage. If hit, the victim must make a save vs. poison or suffer the effects. Depending upon the size or level of experience, he may gain a bonus to the save. No Undead creature or any creature immune to poison or those with an AV 6+ can be harmed by a blowgun. The use of poison as a weapon is not a good act. Because of its dangers, local or regional rulers may declare poison illegal. Monsters on the other hand may and often do make use of poison. At skilled or better the weapon master knows how to accurately fire the darts into arteries, veins, and other critical areas, thus introducing the poison more effectively in the bloodstream, thus affecting the saves by 1 for each mastery above Basic.





Bola							
[P=H]	BS	20/40/60	1d2	-	Strangle (20)		
	SK	25/40/60	1d3	H:-1AC/1	Strangle (20) (save-1)		
	EX	30/50/70	1d3+1	H:-2AC/2	Strangle (19-20) (save-2)		
	MS	35/50/70	1d3+2	H:-3AC/3	Strangle (18-20) (P=save-3,S=save-2)		
	GM	40/60/80	1d3+3	H:-4AC/3	Strangle (17-20) (P=save-4,S=save-2)		
Cost:	5gp	Enc:	5cn				
Victim's level/HD	0/1	1+/3	3+/6	6+/9	9+/12	12+/16	16+
Bonus to save DR	0	+1	+2	+3	+4	+5	+5
Basic/Skilled Effect	Entangle	Entangle	Slow	Slow	Delay	Delay	Delay
Expert/Master Effect	Entangle	Entangle	Entangle	Slow	Slow	Delay	Delay
Grand Master Effect	Entangle	Entangle	Entangle	Entangle	Slow	Slow	Delay

← 9 * ● This weapon is a cord with weighted balls on the ends. It is whirled around and then thrown at a target. It causes little or no damage itself (1d2 points), but may entangle, slow delay or strangle a victim. If the attack roll given is rolled, the victim must immediately make an adjusted saving throw vs. Death Ray or be immediately paralyzed; he will die in 1d6+2 rounds from strangling until



rescued. If freed, the victim remains paralyzed for another 2d6 rounds. Material creatures that don't breathe are immune to this effect. If the attack roll is not a 20, but successful, the victim must make an adjusted saving throw or be affected according level/HD. The victim may try to make a new adjusted saving throw, where a success indicates that the Bola is removed. If another character tries to remove the bola that has struck a victim, the victim rolls his own adjusted saving throw vs. DR with a +2 to the roll. A common Bola has 2 or 3 balls, for each ball more the Hit roll is penalized by -1, the damage Improved by +1 and the saving throw by -1, the cost will be doubled for each ball extra as is the weight.

Barbed Bolas is a nasty Humanoid improvement, doubling the damage. Another is the **Metal Thread Bola**. This bola can't be stored in a closed space, and even outside such a space is easily tight-up with itself (25%), but if used, it implies on a successful hit a continuous damage of 1 each round by cutting into the skin. It also implies a -1 penalty to the saves needed to free oneself.

← * ● A tossed object is anything (hand-sized) that is thrown or kicked without tools towards a chosen target. The more experienced one gets at throwing the greater the range is, but damage will not increase. One must chose how he would be attain weapon Mastery, either throwing or kicking. Each needs a separate skill slot.

Tossed object			
[P=A]	BS	10/30/50	Stone 1d3 - Stun (s)
	BS	10/30/50	Ball 0 (1=Crit.) - Delay(s)
	BS	20/50/80	Dart (1d2) - Poison
	BS	40/60/100	Shuriken (1d4) - Poison
	BS	10/30/50	Oil 1d3 - Ignite
	BS	10/30/50	Caltrops 1d4 - Cripple
	BS	10/30/50	Acid 1d8/r - Special
	BS	10/30/50	Holy Water 1d3 - Special
	SK	+5/10/15	
	EX	+10/20/30	S:-2 to hit
	MS	+15/30/45	S:-2 to hit
	GM	+20/40/60	S:-1 to hit

There does exist a wooden object known only to the Azcan, Oltec, Chameleonmen and Caymen, which increases throwing distance with each Strength bonus, and increases impact damage impact (+1=x2, +2=x3, +3=x4). This object called **Jai alai** costs 15 gp and weighs 25cn is 3-4 feet long. The use of a **Jai alai** needs a separate skill slot except for Azcan, Oltec, Chameleonmen and Caymen as it ia a native cultural weapon to them.



Stone

This is a rock of fist size or smaller, or any other similar sized object. When a character throws any object it causes impact damage, treat it if it were a rock, adjust damage if the material was less hard as rock (wood 1d2, Organics 1, etc.). The object will bounce of the target and roll 10' away from it. A tossed object will be able to tumble loose standing objects of less weight the thrower has in double his Strength (i.e.,; Str 16 will topple an object of 32 cn or less). It will also break through glass if it fails a Save vs. blow. With a bonus of 1 if wood, of +2 if Organic, and +3 if rubber. Gives smashing damage.



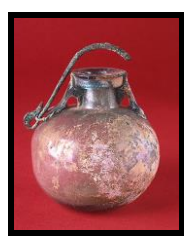
Ball

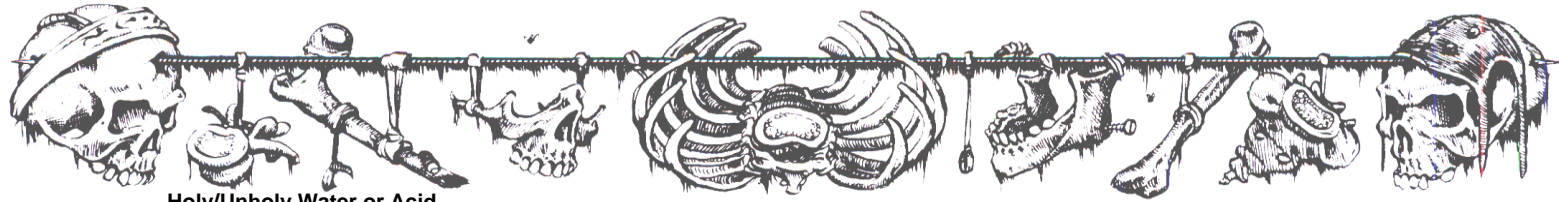
A ball of rubber or leather will add the range for each Strength bonus the wielder has. Thus an Expert thrower with a Strength of 17 (+2) will have a triple normal range of 60/180/270). Remember the Jai alai will double this again. The ball will give no damage (unless a critical hit is scored=18+=1 non-lethal damage), but will disturb any ongoing casting, and will bounce off in a random direction on a target (1 direct back, 2-left, 3-right, 4-up, 5-right-up, 6-left-up, 7-down, 8-left-down, 9-right-down, 10-up-back) for the remaining distance - 10' for each surface bounced at. A **Hardball skill** enables the wielder to throw the target so against surfaces that it will still hit the target (like billiard). The ranges are equal for throwing and kicking, because balls are still solid, and not technological advances air-containers we in the real world have today.



Burning Oil

This type of weapon usually consists of cooking or lamp oil poured into a breakable container (such as a bottle, gourd or glass lamp), with a fuse or wicks attached. In combat, the wielder lights the fuse or wick and throws it at his target (lighting and throwing only takes one round if the character has another lit object handy). If the container hits the target, it may burst, splashing the target with the oil, and igniting the oil on target. Burning oil causes 1d8 points of damage each round the target is in the fire. Oil that has been lit will burn for 2 rounds for each bottle, and will cause 10 cubic feet of smoke limiting vision. It will also consume 10 cubic feet of air each round. If missed, it will affect 10 square feet of surface area, dripping downward from any moving or non-horizontal surfaces. It will pollute 1000 cubic feet of water. When not lit it will cause a slippery surface, which will last for about one year on solid surfaces, 1 month on earth or sand, or until cleaned or covered with sand or alike. Gives smashing damage as a rock on personal impact





Holy/Unholy Water or Acid

This is water that has been prepared by a Cleric of at least 9th level with access to the spell Holy Water and the necessary materials. It is normally placed in a breakable consecrated bottle or gourd and then hurled toward the target, the container breaks and then target is splashed. Holy Water does variable damage (mostly 1d8) only to Undead and some planar creatures (like Demons, Devils) and some Fairies.

Unholy water is made similar, yet can already be made by a Humanoid Shaman of at least level 4 using a Sacred Pouch. Unholy water affects any living creature except planar creatures. All other creatures are unaffected by it, except for being dampened or wetted. Gives smashing damage as a rock on personal impact.

Acid functions like Holy water but against most creatures, but is much more dangerous to use a failed roll on a natural 1 means that the wielder spills the acid on himself. Acid damage will reduce in effect by 1 for each round after the initial damage (1d8 per flask) is thrown. This means that if the wielder throws 7 damage, the target has an AV of 2, he will suffer 5 damage the first round, the second 4, the 3rd 3, the 4th 2, the 6th 1 and no damage thereafter. This can be done earlier by flushing with any neutral liquid (water, Milk, Mud), but any opposite liquid (urine, Wine, Vinegar, etc.) will double the current and then stop the following damages.



Dart or Shuriken



A Dart is a small round, winged arrow, thin throwing knife or long thorn. Darts are normally worn as a bundle on the clothing or on a belt loosely attached to enable fast drawing. Darts give only minute damage but may be poisoned (Lawful, or Non-Evil characters will use only paralyzing, Sleep or similar non-deadly / Harmful poisons). The wielder can throw one dart for each Dexterity bonus he has AND each weapon mastery above Basic. Thus a Thief with Dex 17 =+2, and Expert in Throwing Darts, could throw 2+2=4 darts each round. These Darts can however only be targeted at a single target. When the character has also multiple attacks and / or two-weapon fighting he can attack two targets

(each with his maximum number of darts) who are standing in a 60 degree arc in range from the wielder.



Shuriken are actually also Darts, but their range and damage is improved.

Caltrops

Caltrops are actually no weapons, but thrown traps, but they are listed here to determine throwing ranges. They will always fall point up and cause damage to those following without hard

footwear (metal, wood), which step on it. They may bypass or through-pass it slowly, but this will cost time, if at all possible. If wounded with a failed save of a natural 1, the creature is crippled and must be cured first before being able to use that extremity first. Giants hat these things, but rarely use metal boots to prevent them (fire giants do).

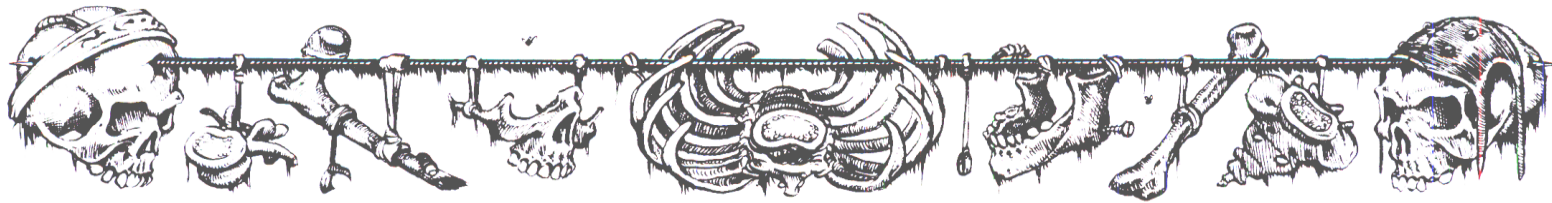


Throwing Stick					
[P=M]	BS	10/20/30	1d2	-	-
	SK	15/30/45	1d4	H: + 1AC/1	Stun (s)
	EX	20/40/60	1d6	H: + 2AC/2	Stun (s)
	MS	25/50/75	P: 2d4+ 1	H: + 3AC/3	Stun (s)
			S: 1d8		
	GM	30/60/90	P: 2d6 + 1	H: + 4AC/4	Stun (s)
			S: 1d10		
Cost;	3gp	Enc;	5cn		

• 9v • The Throwing Stick can't be used in melee; it is a missile weapon. Druids, Wizards, and Clerics may also use the Throwing Stick. This is a missile weapon where the weapon itself is also the ammunition. This is

the oldest missile weapon known, after the tossed stone, primitive men apes found out the reach it gave, and used it with violence to induce fear. It evolved later from the Throwing Stick into the Club, and the Boomerang. Most races have evolved in using better weapons, but in the Hollow World and among Humanoids this weapon can often be found and used.





Humanoid Trickery

Based on Dragon Magazine 239

There was a time when a Humanoid was a deadly foe for a Practically every adventurer. Now, with specialization, style specialization, maximum hit points at 1st level (a norm in many campaigns), and other perks for PCs, Humanoids were little more than a nuisance. Part of the problem is that the average Humanoid's repertoire of tactics could be summed up in three words: scream and charge. This old cliché is silly, because most Humanoids have an Intelligence rating of at least Average, and some (Kobolds in particular) are considered extremely cunning tacticians. To solve this problem, we have here the expansion for the Gazeewer 10 Orcs of Thar. And if that is not enough, here are several ploys and stratagems for supposedly stupid Humanoids. Facing them, perhaps even high-level PCs will come to sweat at the sound of Goblin drums.

Use of Weaponry

Better weapons than normal (mostly stolen or enchanted) expected with this race. Mostly heavier weapons, such as two-handed swords or halberds, which cause more damage than the usual armament.

Weapon Mastery;

Lances on Mounts, if charged more than 20' double the damage on a hit.

Mancatcher; This item is a highly specialized type of polearm designed to capture without killing the victim. They say this was an early Kobold invention to capture rats improved over time. It consists of a long pole with a spring-loaded set of sharpened claws at the end. The victim is caught between the arms, which then snap shut. The mancatcher is effectively only on the size they are made off (Kobold-Goblin-Halfling Size, Human Size, and Above Human size but smaller than an Ogre), and can only be used by a creature with the same size or larger. If smaller, double the required users for each size). Each target is considered AC9 minus any Dexterity adjustments (magical bonuses, shields and armor are not counted). If a hit is scored, the character is caught, and loses all Shield and Dexterity bonuses and can be pushed and pulled about. This gives an automatic 1d2 points of damage per round and gives a 25% chance of pulling the victim to the ground making it Prone (SV-4, THAC0-2, AC-4, MV 0, DX-4, Initiative -6) in addition to the Mancatcher's effects. The victim can escape on a successful Strength Check at -1 cumulative for each failed Dexterity point, and each attempt results in an additional 1d2 points of damage. A common tactic is to use the weapon to pull horsemen off their horses, causing them 1d6 falling damage as well, then pin them to the ground. When going away before killing the captured targets, the mancachers are often tied to something and left behind.



Shield wall. Archers fire from behind the wall. The wall offers the archers 90% cover and the shieldbearers 75% cover. The only down side is that they are vulnerable to melee attack

Pass Palisade; Humanoids have erected a palisade the party must cross. The palisade grants the defenders at least 50% cover and is high enough that a PC needs a ladder or a boost from another to reach the top. (which can be targetted left and right by archers).

Spear Hedge; Multiple Humanoids together try to keep the PCs at bay. A PC must endure at least two attacks to come within sword range, and if either attack hits, the PC is forced back and must try again next round.

Pilum Slowing; The Humanoids have pilums (*light spears*) that they stab into the PCs' shields and armor to slow them down. The recipient of this attack must stop and remove the spears (taking a whole round) or suffer a penalty to movement and AC equal to 1 for every spear so imbedded. Another advantage to pilums is that the shafts bend when they hit, so they cannot be thrown back at the Orc.

Poisoned weapons; Humanoids love Poisons. Examples can be found in [http://pandius.com/What can be Bought.pdf](http://pandius.com/What_can_be_Bought.pdf) herbs and Spices and Poisons (A good DM keeps the Poison strength within limit of the level of the PC's as well as NPC's).

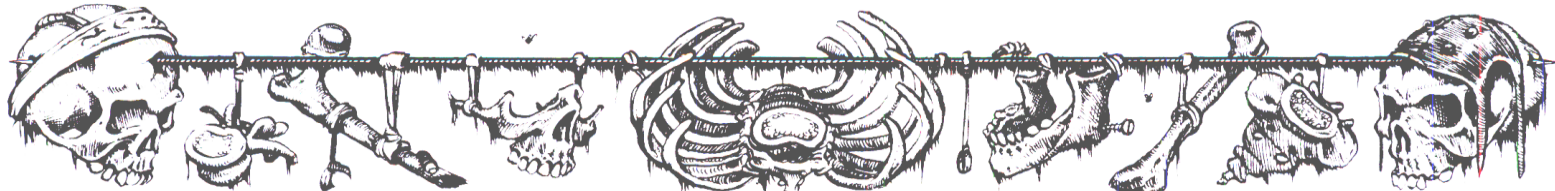
Use of Missile Weapons

Any; as normal if able and acquired

Boom; The Humanoids have acquired some Alchemics (either *by theft, merchants, or self brewn*), which they use to make crude bombs. Alone, each component is inert and harmless. However, when they are correctly mixed together, the mixture is complete and dangerous. When touched by a flame, the mixed powder explodes with great force, noise, and smoke. The size and force of the explosion varies according to the amount of components used. A small, measured amount (a spoonful of each component) causes 1d2 points of damage. Such an amount is sufficient for a large firecracker. Increasing the amount increases the damage proportionally—doubling causes 2d2 points of damage, tripling causes 3d2, and so on. An explosion capable of causing 30 points of damage (*15 charges*) has a 5-foot radius. Blasts capable of causing 50 or more points of damage (*25 or more charges*) have a radius of 15 feet, and affect items and fortifications as would a giant's blow. The area of smoke is triple the explosion radius and remains for 1round per point of damage, unless wind discards it. As these are crude explosives, there is a 0-25% chance the fire goes too fast and the (N)PC igniting it will be in the explosion range. There is also a 50-59% chance the explosion is delayed 1d100 rounds, and a 60-99% chance the explosion is a dud, and only gives 10% damage and smoke as if giving its maximum damage. Eitherway, even Humanoids know not to be close to it. It can't be moved as some components can be liquid and trigger instantly. A Friendly DM may allow it to be Teleported by any transportation spell to its by spell range limited distance location where it will explode thereafter.



Boulders; Rolling down hill(DX check or 4d6 damage, SV TS for Half),



Burn Baby; flaming arrows to start fires in the PCs' tents and other possessions, before they charge. This could be a particularly deadly tactic if the party has many flammable items (bolts of cloth, kegs of lamp oil) or if they are situated on a raft or boat.

Bypassing; firing from a boat in a nearby river or lake, preventing the party from charging them.

Footbowmen; fire at the PCs from long range—200 yards. Reload 1 full round by using feet.

Greek Fire; The Humanoids have a huge keg of Greek fire that they roll into the party's midst and detonate. Anyone within 20' of the keg when it goes off suffers 3d6 hp damage the first round, 1d8 the second, and 1d4 the third and fourth rounds. Also, any flammable material in the vicinity (trees, hair, clothing) is likely to be set on fire.

High Attacks; Some of the attacking Humanoids climb nearby trees during the fight, firing missile weapons from the safety of a high branch.

Hide & Fire; behind walls or mantlets, shooting their bows through arrow slits. This protection is equal to 90% cover to missile fire.

Hit & Run; A squad of Orcs consisting of light horsemen with bows attacks the PCs. Their plan is to shoot at the party, retreat beyond the range of the PCs' missiles, then return to fire again. They continue this tactic as long as they can.

Pick Me; try to trick the party into wasting missiles by offering themselves or a Troll as targets. Any arrows, bolts, etc., shot are broken or stolen. They try this only if they are far enough away to avoid incoming missiles (by hiding behind trees, for instance), but they abandon this tactic immediately if the PCs' aim is true.

Poisoned weapons; Humanoids love Poisons. Examples can be found in http://pandius.com/What_can_be_Bought.pdf herbs and Poisons (A good DM keeps the Poison strength within limit of the level of the PC's as well as NPC's).

Rapid Fire; Several crossbows are preloaded, allowing them to keep up a steady rate of fire from a distance.

Warmachines, a ballista or catapult that they use to attack the party from a distance. A ballista bolt inflicts 4d4 hp damage, a catapult rock 4d6 hp damage.

Use of Pet Creatures, Allies or Monsters

Beetles (insect Control),

Fire Spook; Fire or even smoke can spook animals causing herd rampage (and becoming overrun)

Hired mercenaries; Human or some other race. These individuals should be about as tough as a PC—so a 10th-level party might fight Mercenary Giants.

Hornets/Bees; An Humanoid throws a hornets nest or Beehive into the PCs' midst. The hornets collectively inflict 1 hp damage per round to everyone in the swarm.

Horse, Cow; Strong to pull Traps/warmachines into position or to ride

Lured animals; Dragon or any other large predator (by luring only)

Effects of these creatures are described in the MMMC or Rules Cyclopedia

Lycanthropy; One of the Humanoids is a lycanthrope. This is a mean trick for low-level PCs, who most likely will not have any silver or magical weapons. Specific humanoids can only be specific lycanthrope. Types. See; [A note to Lycanthropy and Humanoids](#)

Rustmonster; Lured or chased towards the PC's, attacks those wearing metal and affect that. (See MMMC lowlife page 645) Then Humanoids attack

Skunk(thrown); Anyone within a skunk's 10'x10'x10' cloud of musk must save vs. poison or be nauseated for 1d4 rounds, losing 50% of Strength and Dexterity, and lose all charisma effects for 12 days or if washed with Tomatoes or brine for 2 hours.

Scorpions; Sacks filled with angry Scorpions are tossed into the PCs' vicinity

Snakes; Sacks filled with angry rattlesnakes are tossed into the PCs' camp at night. (or sticks which are turned to Snakes by spell).

Stampede; The Humanoids cause a herd of cows or other animals to stampede in the party's direction. The stampede lasts for 1d4+1 rounds. Any damage is as per Animal Herd ([RC, MMMC Animals](#)) Any PC trampled suffers damage and suffers a -4 penalty to his next round's Dexterity check.

Pretty Pet; a pet or mascot, such as a bear is used to defend or attack

Stirges; The Humanoids have a cage full of Stirges and smear themselves with a Stirge-repelling herb (this pure Humanoid knowledge is something not even Druids know). Then they open the cage. Stirges are described fully in the MMMC Lowlife page

Stronger one; Humanoids (especially in the Broken Lands) can use stronger or larger Humanoids or allies to combat the PCs.

Trained animals; Dog, Displacer Beast (Charmed or trained), Owlbear(Charmed only), Blink Dog; These serve as guardians and trackers. Thieves trying to sneak around will be detected unless they are downwind of the animals or have covered their scent somehow.

Trained war horses; which are not afraid of fire or startled by combat, and which often attack opponents on their own.

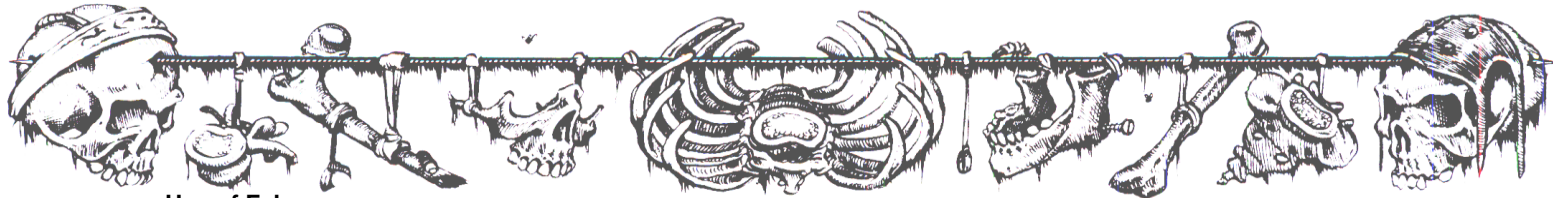
Torch Spook; target to Mounts (Riding skill check or fall off 1d6 damage, or all abilities at -4+regain control by a successful

Too many Tracks; Track disturbance by animals

Wolf / Worg / Dire Wolves / Icewolves, Boar / Giant Boar; will attack on command of the rider (riding skill check at -4)



Wolf/Worg/Dire Wolf



Use of Fakery



Pretending to be Friends

fake attack on the Humanoids (either winning or losing), then mutual attack on PC's

Pretending to be friends; Ally with the PC's until a right moment comes to subdue them.

Lead into ambush; Human appearing Halforc hired as guide leads into Ambush

Sleep Sneak; Sneak into camp while the PCs are asleep. Simple but it has the potential to be quite effective. The humanoids doff all metal armor and cover themselves with black mud to blend into the night and foil infravision. While these commandoes attack, the regulars charge in to support.

Use of Advantage

Ambush; a narrow ravine, bridge, walking mountain path and an attack from above. Humanoids get 75% cover, +1 to hit for higher ground, and possible surprise

Avalanches; prepared an avalanche over a mountain trail. PCs may make save vs. poison to avoid being covered in snow; those who fail must be rescued within one minute per Constitution point or smother to death.

Battle Wagon; The Humanoids are hiding in a wagon, which they move by pushing it from inside (there is no floor, or they use a treadmill-like system-especially if these are kobolds). There are arrow slits in the walls (providing 90% cover) and wet hides tacked outside to resist fire.

Concealed; In low water, breathing through reeds. When the PCs pass by, the Humanoids leap out of the water. Surprise checks are rolled at a penalty of -3.

Flaming mud; The ground seems muddy, but it is actually soaked with oil, all of the PCs' d20 rolls suffer a -2 when set alight. And causes 2d6 hp damage the first round, then 1d4 the next two rounds before burning out.

Horror; Several corpses of Humans/Elves/Dwarves/Etc are exposed to induce Fear (As spell, at minimum effect Morale -2)

Humanoid Thief; One of the Humanoids has thief-like skills like; moving silently, backstabbing, opening locks. Consider the Humanoid as High level as one of the PC's.

Invasion Anticipation; Anticipating the PCs' invasion of their lair, half of the humanoids hide in barrels, then jump out and attack from the rear. PCs suffer a -1 penalty to surprise rolls, and have difficulty to escape, are more easily outmanned.

Listening; The Humanoids, who understand the local language, attack at night. If the PCs try to coordinate their actions verbally, the Humanoids hear and compensate. If the PCs fight silently, the players must write their PCs' actions instead of announcing them aloud. This technique should hinder cooperative tactics.

Lure into Charge; secret spears set spear vs charge maneuver (dmx2)

Night; The Humanoids attack at night. The PC Humans must use lights or fight at a disadvantage as if blinded. Remember when using a light source, you can't see any further in the darkness than the light., and you are an easier target (+4 to hit) from missile weapons shot from beyond that range.

Smoke; Green leaves are thrown onto a fire upwind of the party, with the hope that the dense smoke blinds the PCs. Each affected PC must make a save vs. paralyzation each round or be incapacitated by the choking blinding fumes. This effect lasts until the PC leaves the smoky area.

Fake shamans/Wokani; dressed in robes and waving their arms as if spellcasting. The effectiveness of this depends on the PCs Intelligence checks.

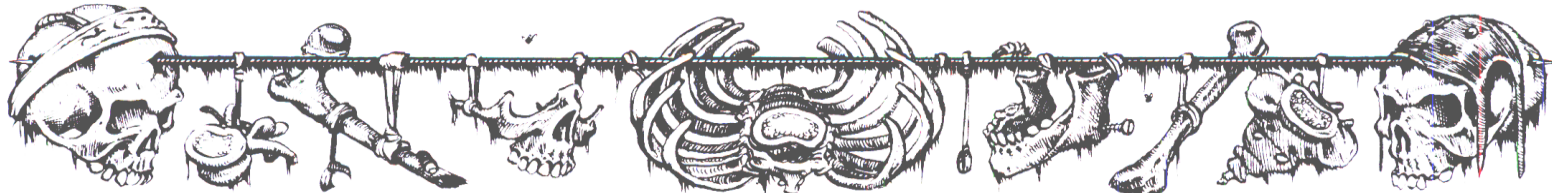
Fake hit and run attacks; days/weeks (depriving of sleep) . For everyday without proper rest, all of the PCs' d20 rolls suffer a -2 penalty. Eventually the PCs may collapse from sheer exhaustion. Can be exchanged with real Hit and Run attacks.

Hit and run attacks; Make a Single run of attacks and retreat. Repeat later if required.

Human allies; They make a



Dead or Dying Humanoids induce more Fear than most expect.



Swimming; As the PCs are traveling down river in a boat or raft, swimming Humanoids attack from underwater and archers from the banks of the river.

Tripwires (hampering movement 50% on charge, running.. =DX or fall 1d2 damage+entangle 1d2 r)

Way too many; The Humanoids have the advantage of numbers and try to tackle and overbear the PCs rather than fence with them. This simple "trick" is a huge advantage that Humanoids usually enjoy, but one that is almost never utilized by DMs.

Use of Available Magic

Wokani or Shaman use

Animate Dead; Cast by Shaman or Wokani on previously killed

Berserk; Either by ritual or by spell the Humanoids can attain a Berserk status like the spell describes in the RC.

ESP; spell, potion, or medallion of ESP and thus knows the PCs' every move.

Flying; are mounted on flying animals, by spell, or perhaps crude hang gliders. Have a +4 to be hit if noticed and in range (divide movement flying by 6 to know distance covered each initiative segment)

Healing; If available potions of healing will be used during the fight.

Heroism; couple of potions of heroism (see RC) and use them when fighting the party. This simple trick is good for mid-level PC

Invisibility; On a champion or several stalkers

Massmorph; If available, cast on group Humanoids to aid them in ambush, and make them appear as trees.

Potion Giant Strength= Boulder Throwing as that giant

Puppy; Polymorph Self into cute puppy. Then he wanders into the PCs' camp one night. After the PCs have fallen asleep, the puppy reverts to normal form and distracts the PCs while his fellows attack.

Sandman; Sleep spell

Use of Traps

Barricade; The Humanoids surround the PCs with a flaming barricade of brush and oil, then attack those trapped inside with missile weapons. Anyone trying to jump over the barricade must make both a Strength and a Dexterity check or be burned for 1d8 hp damage.

Bathing Time; Stake out a watering hole and attack while the party is bathing.

Bear Traps; Snap! A hidden bear trap inflicts 1d8 hp damage and requires a Strength of at least 15 to free the PC. An unaware PC must save vs. paralysis to avoid stepping on one.

Burning Ground; . In especially dry weather, the Humanoids set brush and forest ablaze. This one is a very Humanoid tactic, as they have no regard for the forest, crops or whatever ground.

Burning Log Roll; Logs soaked with flaming tar are rolled-down hills at the PCs. A PC must either make a successful Dexterity check to jump over or else outrun a log, which attains a top speed of MV 150'. A PC who is run over suffers 1d8 hp damage for the log and 1d6 for the fire. Ouch!

Caltrops; pretend to flee but scatter caltrops behind them. Caltrops cause 1d4 hp damage, and a PC dashing through must make a successful Dexterity check for every 10' of trapped ground or step on 1d4 caltrops.

Camouflage; The Humanoids festoon themselves with leafy twigs and plant fronds as camouflage. This concealment gives the PC's a penalty of 1 on their surprise rolls and penalizes their missile fire by -1.

Clothes; dress as Human peasants in order to get close to the PCs. This works only if all the PCs fail their intelligence checks.

Collapse; a dug earthen cave underneath the trail, and collapsed when the PCs cross over. The result of this trick is that the party tumbles into a 6' deep pit with loose earthen walls, suffer falling damage, are mostly disarmed, and are 1 round at least prone.(if not stuck underneath eachother or worse the mount or wagon==this gives more damage).

Ditch Barrier; A nearby ditch has been filled with tar, then set on fire to form a barrier or divide the party. Any PC entering the ditch suffers 2d8 hp damage.

Dummy; longbowmen in a grove atop a nearby hill, and each archer has a stuffed dummy next to him to make the troop look twice as large. A PC unaware of the ploy has a 50% chance of targeting a dummy.

Fake Armor; wear the armor (including full helmets) and emblems of a friendly group, In order to move close enough to attack.

Fake Drunk; The Humanoids pretend to be drunk. When the party approaches, they invite them over for a pint, acting as friendly as can be.

Fake Ghoul; The Humanoids are disguised as Ghouls or other Undead. PCs' failing their intelligence check believe them to be the genuine item.

Fake Map; A false treasure map lures victims into an ambush.

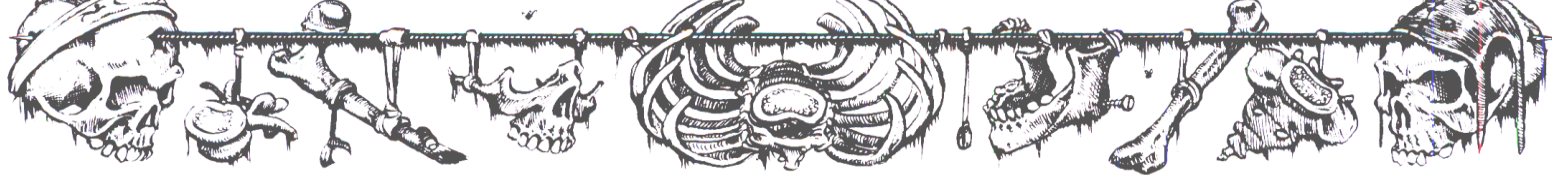
Fake Victim; An humanoid with pig blood all over his face and dressed in a merchants clothes lies by the roadside begging for help. If a PC leans over to help him up, it lashes out with a concealed, poisoned dagger. The PCs surprise roll is at -3, and the poison is Type O (paralytic) venom. Other humanoida are in hiding nearby.



An Invisible Stalker can be a real Threat in combat, as it remains invisible.



Beartrap



Grease/Oil; DX check/round or fall prone 1 full round
Hidden attack pits; -2 to surprise (from here Humanoids launch missile attacks (especially poisonous darts)
High Netting; Nets in trees
Human Shield; Victim/hostage use as Shield (75% hitting victim instead)
Intoxication; Casks of drugged wine are left for the PCs to find. If they drink the wine, they must make a save vs. poison or fall asleep.

Kobold Traps;

<https://thepiazza.org.uk/bb/viewtopic.php?p=311292&sid=59f5c082db4139b2cbded453deca1433#p311292> by Aoz

Narrow Passage; narrow (2-3' diameter) caves through which to retreat if they are charged. PCs crawling after them had better be good with daggers, as larger weapons can't be used

Noise; Humanoids whirl bullroarers as they approach; these noisemakers make horses nervous (non-war mounts must make a Morale check), and PCs must make a riding skill check or the animals bolt away. Stupid and/or low-level NPCs must make a Morale check or flee, unless a strong PC leader orders them to stay put.

Nearby Spiked pits; Dug in the vicinity of the fight (SV DR or fall. 1d4 spiked for 1d6 damage each+falling damage)

Parry; Humanoids wield daggers in their other hands (perhaps badly) and use them to parry or strike using the two-weapon fighting rule. A kind DM can give them the usual -2 penalty; a ruthless DM can decide that the Orcs have enough practice to eliminate some or all of these penalties.

Partner Fight; the Humanoids fight in pairs, with one parrying, the other fighting. Whichever Humanoid the PC attacks parries, and the other attacks. For best effect, use the parrying rules presented in the RC.

Peppersacks; SV P or sneeze 1d2 r unable to do anything else

Quicksand; The Humanoids are aware of a patch of quicksand between them and the party, then hurl insults and shoot arrows until the PCs charge. Any PC landing in quicksand must make three successful Dexterity checks, one per round, to escape. Every failed Dexterity check causes the PC to sink a little deeper; three failed checks and he is in over his head. Don't forget that the Humanoids are still there and may use missile attacks.

Rope tripping; stretch a rope across the party's path to knock them off, their horses. This is especially fun if the party is chasing them. Each PC in the front of the group may make an Intelligence check to detect the ploy. Characters who don't see it coming must save vs. death or suffer 1d10 hp damage and be automatically unhorsed.

Sneak Attack; the Humanoids paint themselves black and slip through the underbrush with knives, rather than fight toe to toe. The DM may give them a Hide in Shadows and Move Silently score or simply decide when and where they are detected.

Tainted Waters; has been doctored with a tasteless drug that makes the drinker sick. PCs failing a save vs. poison lose 6 points of Strength and 2d4 hit points. Meanwhile, nearby Humanoids attack.

Wet Attack; The Humanoids pick a dark, rainy night to attack when Humans cannot see and torches are doused by the torrent. Also, all missile fire suffers a -4 attack penalty, and bows and arrows may be ruined by the damp, depending on circumstances.

Treasure Lure;

As Humanoids do not understand the value of coins as humans (and Demihumans) use, they do understand that these species do have an overly interest in these metal disks. As such they may toss coins to distract in combat, place open chest to nable surprise attacks, or even use traps on the treasure itself. Whatever way they use these shiny disks does not matter them really, as coins has no real valu to them. The value lies more in what humans think they can do with it.

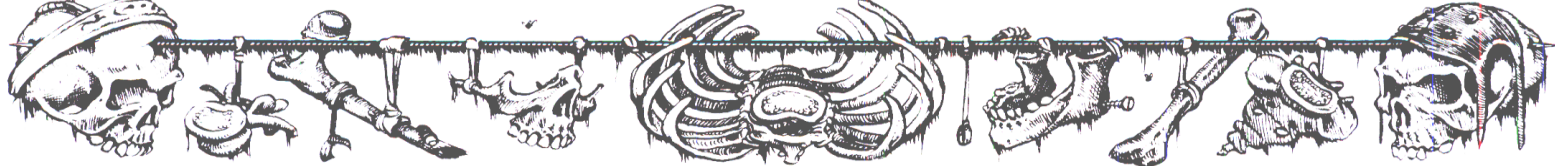


Bullroarer Knife



Spiked pits (especially if hidden) can be dangerous, yet area severe distraction in combat

Humanoids also make use of Corporeal conditions characters might be under effect of. See; http://pandius.com/corp_ch.html



Humanoid Languages

The Mystara canon described there is no real Orcish, Goblinoid, Bugbear, Hobgoblin, Ogre, Troll or Kobold Language, and indeed these do not seem to be. **Red text are Author notes.**

That said, **all the Goblinoids** combined (*Bugbear, Goblin, Hobgoblin*) use the **Gobbleton** language, with local dialects with several extra words, or local variations (see lexicon; <http://pandius.com/Gobbleton.xls> of 1725 words), **and is a compilation taken from many different incomplete Online Goblin translators/Dictionaries.** Gobbleton was formed when Wogar split the Horde (and that is why it holds many similar words as Tarsh).

Likewise **the Ogres** seem to have a personal language, which seems to be a more brutish, harsh, version of **Sindhi**, **and is taken from Real World mix of Punjabi & Hindi-Urdu.** OGREMOORIAN was formed completely separate when they were in Sind, and fully embraced, yet somewhat corrupted due their different teeth/mouths.

Red Orcs similarly are highly influenced by honor and wisdom of **Atruaghin**, and it touched their soul, giving them their own honor. They speak a more brutish version of that language, with some **Tarsh** mixed in between. They no longer use Tarsh as such, yet do use Tharian if talking to other Humanoids if they are Red Orcs from the Broken Lands. **To create Atruaghin Language the Lakota and Apache Languages were used in a more simplified form in this PDF.**

Trolls have a form of verbal and somatic language recognizable by all Trolls, called Troll Speak, they further rarely form a real language, using only borrowed words. Although incapable of speaking it, they still have a 10% chance of understanding a single Fey/Fairy sentence due their heritage. They may also recognize some words used in Elvish, as this languages evolved from Fey/Fairy over more than 5000 years. In the Broken Lands they are still learning Tharian, and speak it with difficulty.

Gnoll Nithian, they call it **Lugha-Khitab = Spoken Word**, **is taken from Real World Old Egyptian with some Arabic where no original Egyptian word could be recovered.** This is the only written language is the Broken Lands. Gobbleton, Tarsh, Tharian, Red Orc Atruaghin, Yellow Orc Ethengerian, Ogre Sindian, and even Troll do not have a written form. However, Gobbleton, Tarsh and Tharian do use images to picture messages, which could eventually evolve into a written language. All scrolls and other written material is stolen/traded from humans, and either that language is known or a Read Magic or Read Languages is used instead (which explains why these spells are so common amongst Humanoids).

Yellow Orc Ethengerian **is taken from Real World Mongolian.** When these Orks met the Ethies (First Ethengar Humans) they learned the language and it stuck (as they did not commune with Humanoids using Tarsh. Yet Their language was mixed with Tarsh, this is why many of these words found a niche in the Tarsh Language when the other Humanoids found the Broken Lands.

Kobolds mostly speak **the local Human tongue**, (*which by the way is often Thyatian, and this is for game simplicity similar to English, while in fact it is more latin*) mixed with lots of **Gnomish** and **Tarsh**, and preferably the rough and most brutal version of these words and meanings. This language is filled with, yips, whines and barks unlike any other language.

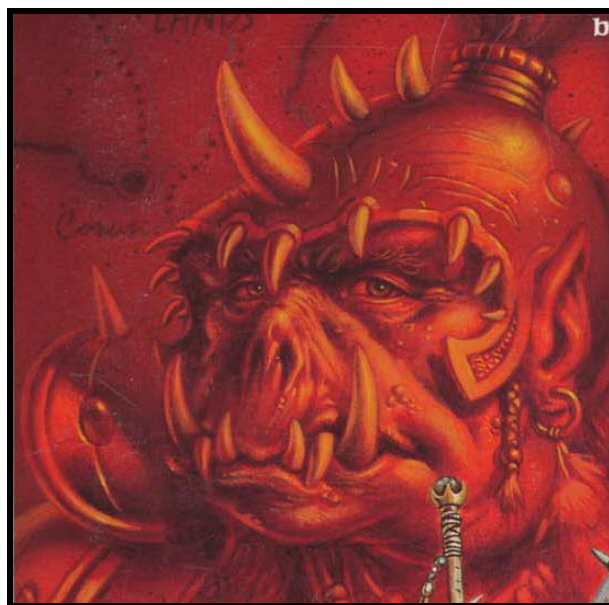
In the Broken Lands the **Orc King Thar** introduced this language based on corrupted **Thyatian**. This language called **Tharian** will certainly still hold many **Tarsh** overlapping or slightly altered words, as well, as some of the **Gobbleton** Language, and many other languages they met over the ages. For more on **Tharian** read this topic; <https://www.thepiazza.org.uk/bb/viewtopic.php?p=310273> by Ashtagon. **Tarsh is NOT Tharian.**

Author: The following text is readjusted by me to fit Mystara, yet is not mine. It is from some lost D&D based source (*possibly a magazine or Forum*). I used the tables given there in the Tarsh Excell sheet, with additions accordingly to expand this dictionary.

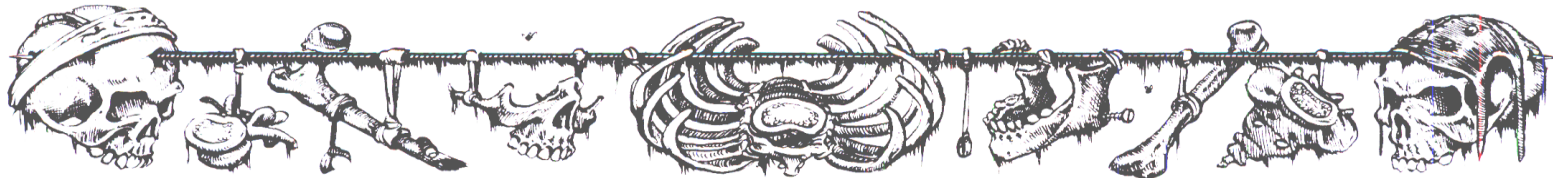
The language we are going to use here to exemplify a language build-up is **Tarsh**, original Orcish, so often named because it is common to all the Orc tribes originating from the hordes around Urzud after the Great Rain of Fire. **Tarsh**, is a well-developed military language, having evolved to meet the needs of intertribal cooperation between all the Beastmen. The Tarsh Language was fully embraced in the time of Urzud era and used by all Beastmen, yet was open to other linguistic influences (and still is).

Generally, the only reason tribes will work together is for warlike purposes, such as civil war or a major raid into civilized territory. The Orcs of Stony Ledge don't want to discuss the fine points of metal work with the Skill Dog Orcs, but they do need to know how, why, and when they are all going to launch a joint charge against the mutual enemy. Kobolds. Hence, the language is full of concepts relating to warfare and military construction.

Most Orcs have protruding fangs, a physical feature which definitely limits the sounds they can make. Many subtle sounds that require a completely closed mouth to produce will be unknown to Orcs, because their fangs literally get in the way. (**Author; and yes I experimented using fake Orc teeth, and trying to pronounce all the vocals humans use as pure as possible. These vocals are pronounced as short as possible. A is thus pronounced as a, and not ej, B is thus pronounced as b, and not Bee, etc).**



Their harsh, savage nature will further lead Orcs to use mostly harsh, guttural sounds. So most sounds are uttered through the Throat, and Tongue, while lip sounds are used less, or are changed in pronunciation. For example eF and Vee become a near soundless W instead, Cee and eeS are no longer differentiated, as are Q (kew), K and C all become K sounds instead, and CH and G become guttural GGs indistinguishable from one-another. Therefore, the dominant consonant sounds in the language are B, D, G, J, K, L, N, R, S, T, W, and Z. the non-dominant (and lost or almost lost) are C, F, H, P, V. The dominant vowel sounds are A (as in at), E (as in egg), and O (as in off), OE (like a monkey does), AI (as in I), the non-dominant (and almost lost) are U, Y, IE, UI, EI.



Remember, the process of gaming language design is arbitrary. You are the designer and authority. It is only necessary that the component parts not be inconsistent. If, by chance, a slight inconsistency does creep in, blame it on interlanguage contamination, which happens in all but completely closed societies.).

Once the basic sounds of the language are chosen, set up a table to help pick syllables, using a matrix something like the one given here, or a similar design of your own creation.

Now, by picking "one from column A, one from column B, and one from column C," you can build dozens of suitably harsh syllables, each one similar in form and sound to the others, such as dug, jeg, zor, ot, and tet. These syllables may be used as complete words, by themselves, or may be put together into longer words.

Many people doubt seriously if Orcs would use more than two syllables to a word, especially in their common, intertribal language (as they think Orcs are less intelligent), yet they are almost on par with Humans. Orcs would mostly use longer words primarily in meanings not time related, like religion, cooking, farming, and making items. Even so, the consonants and vowels from the above given can be combined into more than 40,000 two-syllable words. Tarsh is not be a limited tongue.

When building a vocabulary, if you choose you may have similarities between some words, to show a common root; for example, in **Dengar (Dwarvish)** the verb ak (to cut) was reflected in the nouns bak (cutter) and zak (axe). Such relationships and roots are very easy to develop when designing a language, since one word will suggest another, such as with sleep, bed and blanket. However, root-word organization would not be very prevalent in **Tarsh**. Orcs are not very creative, or lawful, and have evolved from a pack-running, hunting carnivore Beastmen.

Dominant Consonant	Dominant Vowel	Dominant Consonant
B	A	B
D	E	D
G	O	G
J	AI	J
K	OE	K
L		L
N		N
R		R
S		S
T		T
W		W
Z		Z
Non-Dominant Consonant	Non-Dominant Vowel	Non-Dominant Consonant
C	U	C
F	Y	F
H	IE	H
P	UI	P
V	EI	V

Their words may have developed originally from hunting calls and war commands and are therefore arbitrary in nature, at least in the common language. New words are either borrowed from other languages or imposed by a leader strong enough to have his way. Once used by enough Orcs, a word gains the weight of custom and is accepted by the populace. Another thing to consider is whether certain parts of speech have a different word form, making them immediately recognizable for what they are. This may be done by reserving certain syllables for special uses, or by the use of suffixes and prefixes. In **Tarsh**, we will record a tendency for verbs to be of one three-letter syllable, and for connectors such as and, or, but, from, etc., to be of one two-letter syllable. Plurals will be denoted by adding the suffix a to a word, and a female version of a noun will be given an o suffix. All other words, whether nouns or adverbs and adjectives, will be of similar structure, probably of two syllables.

In any language, there must be a way to denote possession and tense. In High Elvish, a relatively more sophisticated language, possession and tense are both shown by using an entirely different word to denote the difference between my possession and yours, as well as a difference between an object of today and the same object tomorrow. In **Tarsh**, we will use a simple modifier in the same manner as an adverb.

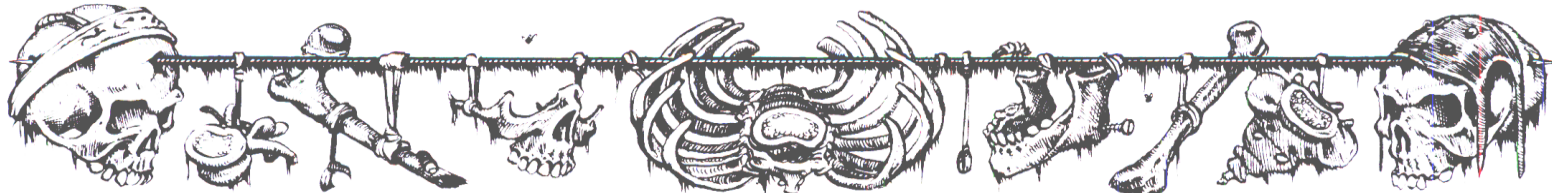
From syllables to sentences

Next, we must determine simple sentence structure, taking into account the culture and attributes of the race and culture using the language. When **Old Dwarvish** was designed, the reputation Dwarves was considered of being materialists, always seeking to amass treasures of gold and finely worked materials. Apparently, physical objects are of most importance to them, and this must be reflected in their language, with the subject and object of a sentence taking the prominent position. In the case of **High Elvish**, the paramount importance to a nearly Immortal people was that of a race of artists, more concerned with appearance and attitude than with actual objects and actions. Hence, the mood of a statement takes grammatical precedence over the subject, verb, and object.

Orcs are not as highly developed as either Dwarves or Elves, however, so we will use the simple egocentric grammar of subject, verb and object, in that order. Words modifying another word will follow it. For example, the English sentence; "*The chief of the Orcs attacked the big fort by the wide river*" would be organized in **Tarsh** as; "*Chief Orcs/attack past/fort big by river wide*". The simple concept is: "*Chief attack fort*". The subject, "*chief*", is modified by "*Orcs*"; the verb, "*attack*", is put into past tense by an adverb; and the object, "*fort*", is modified by the adjective "*big*" and the prepositional phrase by "*river wide*".

We now have the bare skeletal structure of a language. If all you need for gaming purposes are a few fragments of speech or tomb inscriptions, you really don't need to develop a full vocabulary; just follow these rules of construction and the language (or what there is of it) will sound and look consistent. However, if you want to develop a vocabulary for Orcs, let's continue. First, decide what concepts are required by the speakers of the tongue.

Vowels			
a	as aspiration	ah	the H somewhat guttural
e	as the e in	met	but lips held tightly to teeth
i	as the i in	kill	but lips held tightly to teeth
o	long o as in	cold	but very short like a cough
u	long u as in	brute	but very short like a cough
y	long e as in	green	but lips held tightly to teeth
Diphthongs and Letter combinations			
dw	like dv/df		dwarf would be pronounced like dvarf or dfarf
gh		(gg sound as in Dutch)	a strong guttural throat and mouth sound gg, instead
Gg	like gggg	get	front mouth english g
g	as the g in	pleasure	mostly internalized, almost no air passes lips
jh	like the zh in		but teeth together
rr	slight d sound to each r as in spanish pronunciation		
ts	between ts and dz		teeth clenched



As we decided earlier, **Tarsh** is basically a military/hunters language to allow cooperation between tribes in time of war. The Orcs will need to talk about combat (both individual and group), situations, sieges, construction, and possibly hunting. Incorporating these concepts will dictate the vocabulary of the language. Start by making a list of the names of every object, person, direction, etc., that an Orc may have to talk about when in any of these situations, and assign an **Tarsh** word to each, according to word structure as decided earlier; go back to the three-column syllable table. Remember, nouns are usually of two syllables. As you begin this list, keep it in alphabetical order. An Excell Sheet is the easiest method; by keeping files for both English and the language you are working on, to avoid any repetition.

When the noun list is as complete as you want it to be, look it over and add any adjectives that an Orc might need to apply to any of these. For instance, "river" might require "wide and fast" "sword" might need the modifier "sharp". In the case of **Tarsh**, the adjectives have the same syllabic form as nouns. Now, decide what verbs an Orc would need, such as "cut" to go with "sword" and "swim" with "river". These verbs are usually of one three-letter syllable, in the case of **Tarsh**. File these verbs in order with the list: nouns and adjectives, then select adverbs to modify the verbs, such as hard to modify cut. Adverbs have the same form as nouns and adjectives. Now, we need one more type of word to give the language the flexibility it needs: connectors, such as conjunctions (*and, or, if, etc.*) and prepositions (*from, for, and to*). These we have already decided will be of one syllable of two letters only, so assign **Tarsh** translations to these words and file them.

See the following English-to-Tarsh Lexicon; <http://pandius.com/Tarsh.xls> of 1729 words.

Keep in mind close languages affect one another. Gobbleton, and Tarsh will have mutual or readjusted usages back and forth. Tharian, based on Thyatian, will also have seriously affected these languages and Thyatian words will have been added to these languages, often in a more or less corrupted form.

It is possible that Erewan Elven, Glantrian, and Ethengerian will have found places not used by Humanoids before. Especially the Yellow Orcs use Ethengerian. Bugbears and Orcs have more contact with Glantrians and Erewan Elves and are more eager to copy/contort a word for something they have no word for thus far.

The parts of speech abbreviated after each English entry are expressed generally in terms of how the **Tarsh** language uses these words and concepts. For simplicity (because that's the way Orcs would instinctively do it), there is no distinction drawn between nouns and pronouns.

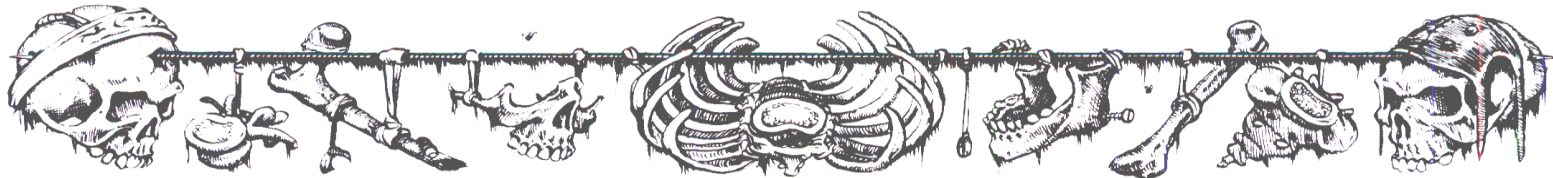
Although a given word may be characterized either as an adjective or an adverb because of its principal usage in English, it can be both parts of speech in the **Tarsh** sentence structure, where the same words are used to modify both nouns and verbs. Words can be easily added to this list as they are required by the game situation. Words on the list can influence the creation of other related words (as with the **Tarsh** words for "hunt" and "hunter"). But don't overdo this; as mentioned earlier, **Tarsh** wouldn't be terribly sophisticated in this respect. Reserve the "related word" privilege for concepts and objects that are near and dear to Orcish mentality, such as *az/aztar, dej/dejad, jar/jardak, and gon/gontad*, to name a few from the list above.



As long as you follow the language's construction and grammatical rules — and avoid outright duplication of words by keeping organized lists — the language can be dealt with and used by players. It can become a major factor in the events of your campaign; for instance, being able to recognize **Tarsh** from previous contacts with the language may provide an important clue to player characters in a perilous situation. To translate an English sentence into **Tarsh** vocabulary and grammar, reorganize the sentence in English first. The sentence; "the officer ordered us to climb the wall" has "officer" as its subject, "ordered" as the verb, and "us" as the object of the verb. The basic **Tarsh** sentence would be "officer order me". The subject is not modified, but the verb is modified by the phrase "(to) climb the wall" and by being placed in past tense by the modifier "dotad". The object is modified by adding the plural suffix, "-a". Translation, direct and indirect. The complete rearranged sentence reads: *Officer order (past) to climb wall us*". A direct translation of this sentence into **Tarsh** yields: *Jeddar jen dotad teg kokad dagada*.

If players ever get too familiar with the language, it may be time to sprinkle your **Tarsh** vocabulary with some "indirect translations," otherwise known as dialects. As the use of a language spreads (and any language worthy of the name "common" would certainly be widespread), differences arise in the way various tribes pronounce various words. For example, one tribe may pronounce the harsh *T* more softly, so that it would be written *TH*; the *K* could become a breathy *KH* at the end of a word only. Much of the Portuguese language is similar to Spanish, with the words shortened, some of the vowels left out. Perhaps one tribe of Orcs speaks this way, so that "gogker" (west) becomes "go'k'r", and "tagrat" (wine) is "t'grat"; in an adventure, this could be a source of friction between tribes that adventurers could exploit. How will you make the most and the best use of the languages you design? That's impossible to predict; there are at least as many ways to use a language as there are words in the language itself. And no matter how much and how well you use authentic languages, one thing is for sure: Player characters in your world will use the languages you designed in ways that you didn't even dream of.

Unless otherwise indicated, letters are pronounced more or less as they are in English.



Dreaded Dire Disease (*Shome papilloma Radiensis virus*)

This disease (actually a affliction of a virus altered genetic by radiance) originates due the radiation of both the Chamber of the Radiance, Chamber of Spheres but also of the radiation remnants from the RCC reactor (destroyed in 1700 BC) in Trollhattan, OGREMOOR, Orcus Rex, Bugburbia, Valley of Khyr, Underground Broken Lands, and partially in Soth Kabree, Erewan, and the western part of Red Orcland and High Goblony. As the reason for this disease is a genetic alteration, it maybe assumed that the region of ancient Blackmoor on North Skothar also has been affected, but to what extent is unknown. There are no other places where this dreaded disease comes to be.

Creatures that can be afflicted are; All rodents like Rats, Rabbits, Mice, any Reptiles like Lizards or Snakes, Bear (all versions), Wolf (all versions), Lion (any version), Bat (Common and Giant bat only), Boar (all versions including swine, pig), Apes, Ogre, Orc, Kobold, Bugbear, Lizardmen (all versions), Weasel, and Humans, can be affected, but thus far this did not happen yet (merchants that regularly travel through the broken lands are at risk to become a bearer). Birds, Fish, other Humanoids including Gnoll, Rakasta, Lupin, and Faenare are immune, as are creatures that did not live a minimum of three unbroken generations within the affected regions, or that have natural magical abilities (like DemiHumans, Fairy, Fairykin, Undead, Lycanthropes, Drakes, Dragons, and most Monsters).

The disease can actually only come forth in creatures that have been exposed to the minute amounts of radiation for several generations, or by insertion from an afflicted individual. For each generation beyond the first an individual lives in the affected area there is a 5% to become a bearer of this disease. If the individual leaves the affected area, it will be cured of the affliction after a period of 10 full lunar cycles when it is only a bearer. Bearers will have no outward effects, or any behavioural effects, but a Detect Disease spell can reveal the affliction.

If a bearer creates offspring, the offspring has a 5% chance to become truly afflicted, if also living in the affected region, but none if outside the region. If both parents are bearers this percentage is 8%. Bearers do NOT spread the affliction in any other way.

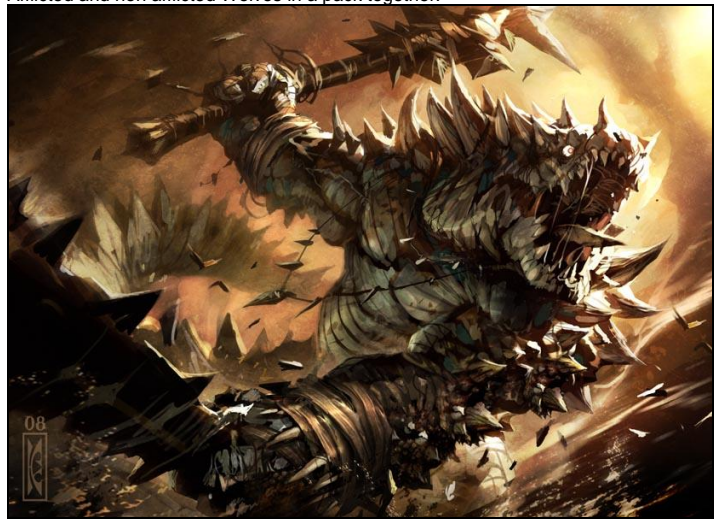
A bearer can be cured by Cure Disease magic; an afflicted creature can wander far, and thus can be encountered in Glantri, Darokin, Ethengar, and even Alfheim and the Shadowlands,



Afflicted Rabbits



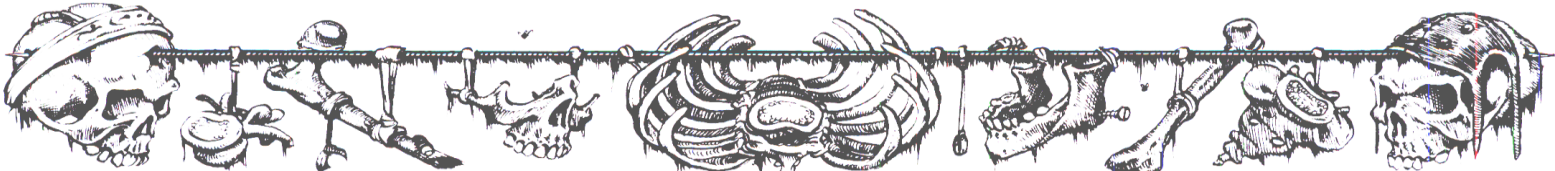
Afflicted and non afflicted Wolves in a pack together.



Violently afflicted Lizardmen

Afflicted individuals become infertile, may grow somewhat (5-20%), their alignment eventually changes to Chaotic Evil, and their disposition becomes violent and aggressive to any other creature than their own due to the continuous pain. As thus an affected Orc will be violent to all non-Orcs, but not to Orcs, Boars and Swine. They also act reasonably normal against bearers and other afflicted, as if they sense the disease within. Small creatures like rodents will still not regularly attack larger creatures.

Their skin will become tougher, **and give the creature an Armor Value of +50% (round UP) to the natural Armor value with a minimum of +1. (For those gamers using no Armor Value rules; each of these points resists/reduces 1 point of damage per attack (1/2 if missile or non-physical magic) to a minimum damage of 1.**



Afflicted Ogre

Afflicted creatures can further infect other creatures to make them bearers by insertion of saliva (through a bite, claws, mutual open wounds, blood-brother rituals, blood transfusion, being eaten, or such).

It will also cause chaotic shaped horn-like bony growths to appear on the creatures back, face, or paws. Any existing horns will increase in size as will teeth. Mostly this will only give the creatures a more violent and gruesome appearance, but it also does increase the damage to the next die (1d4 becomes 1d6, 2d6 becomes 2d8, etc) the creature can do with only its afflicted parts (claws, bite, bear hug). The creature is somehow also affected by the lunar rays of Matera the visible moon. Each full moon these growths will slowly increase in number, size and mass. In game statistics this will be reflected in a +1 higher Armor Class as the creature is more resistant to pain, and a 10% reduced speed for each lunar cycle passed., each two moons the Armor Value increases by +1, to a maximum of -50% movement, an AC bonus of +10, and an Armor Value of +6.

They are further affected as having a biological maximum to Constitution (and hence extra hit points), but natural biological limits apply. An affected Orc will never have a Constitution higher than 18, but there are creatures where Constitution could be 19, 20 or even higher. They lose a Charisma point for each month affected. Strength will be increase by 1d3; Dexterity lowered by 1d3, yet natural limits do apply. Intelligence and Wisdom are not affected.

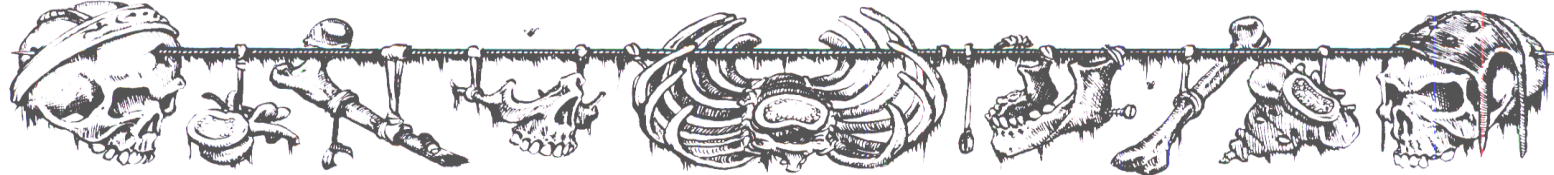
When the creature has a Charisma of 3, he must make a saving throw vs. magic each full moon, or die by the affliction.

Prolific creatures like Rodents or Boars will be more commonly encountered being afflicted (about 90% is bearer and 5% is afflicted). Predators will be rare (about 50% is bearer, less than 10% is afflicted), Humanoids will be very rare (about 25% is bearer but only 2% is afflicted).

Afflicted creatures cannot be cured by most magic of any sort. In fact Healing magic does not work on the creature anymore. Only a Wish or an Immortal Cure all/Heal (this may be from an Artifact or actual Immortal) will cure the individual. A Raised body, or a Clone will have the same disease if grafted from infected flesh. Only a Reincarnation might bring the individual back as this spell creates a new, but random, body.



Afflicted Bear, Polar Bear (seen in North Skothar only), Glantrian Large Ape, Broken Lands Boar, and Broken Lands Rat.



Treasure

Expanded by using adjusted information from of Trifling Treasures Dragon 207

Description explanations divided into two groups; Individual and Group (for the whole family, Tribe, Clan).

If you defeat individual Humanoids, check the table along their Race. If you defeat enough humanoids to gain control of their camp/home/cave/etc, you check also the group column of that race. Keep in mind important treasure there will mostly be hidden, warded, guarded, and/or trapped.

Individual; means all treasure is carried, or kept otherwise close. Mostly treasured, and possessive behavior to often seemingly worthless stuff.

Coins (something most humanoids only see as a human invention and do not understand the function; Called "Human Precious" in all the Humanoid tongues) are not used amongst most Humanoids, other than just to own as humans seem to do (they mostly don't understand the meaning of coins even if explained), and mostly furnished into armor, furniture, curtains, used as **combat trick** or just a nice heap/chest (if it is valuable to humans we own it now). Sometimes it is molten into other shapes, mostly animal figurines (like Gnolls do mostly). Humanoids prefer barter, or service, even if trading with humans. Some individuals do use coins to trade amongst humans, yet rarely understand the value of all the different metals, shapes, coin denominations, and if traded anew amongst humanoids will be become similar to barter losing the value. So Coins as per RC rules under the treasure type will be often (60% or more) reshaped into anything else. DM use your imagination as long as it befits the Humanoids ideologies.

- Treasure Type;** As per [Rules Cyclopedia](#) page 225 the treasure to be found on each individual or within the Tribe's locations combined.
- Broken Lands Armor;** refers to mismatch armor as suggested worn by the Humanoids in [The Orcs of Thar](#) on pages 44-46
- Average armor Elsewhere;** mostly refers to pieces of armor used by Humanoids outside the Broken Lands, self made, or stolen. These may be damaged and have a lower Armor Value (or worse Armor class improvement)
- Broken Lands Weapons;** refers to those given in this document here
- Average Weapon;** is the general weapons used outside the Broken Lands. This may differ on an individual basis of course as the DM determines.
- Food and other;** in % chance as being carried or available. If rolled multiple times, these are available that number of times. You will see items listed you might not know. These are described in this PDF, mostly under the race they are listed.
Bloodskin, Waterskin, Wineskin, as a normal Waterskin, dedicated to that liquid only.
- Other Food;** is the Chance to use the [Other Food Table](#) below. This is rolled on an individual basis only, not for the group.
- Component;** The parts of the Humanoids regularly used as components for Mages. Unscrupulous mages sometimes hunt Humanoids to achieve these. Others abide by chance when they were defeated by others and being present or close enough to harvest afterwards. Humanoids, see this as sacrilege, plunder, or worse, these mages will not be safe if known.
- Honey and stuff related;** Humanoids find these important in their diet and other use. And Stirges, Bees, and other honey supplying creatures are rarely exterminated. <http://pandius.com/maghoneey.html>

All these individual treasures can be placed in the same container, be it pocket, bag, sack, pouch or other, and may thus be merged somehow, or be damaged.

Group means this is the communal treasure for the small tribe/clan/family,

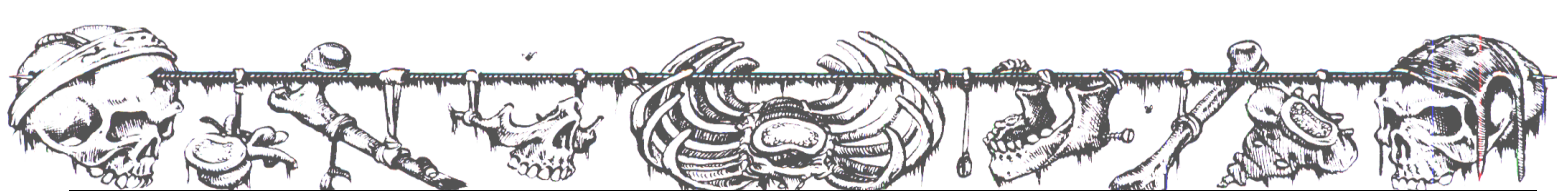
- Broken Lands Armor;** refers to defensive measures like walls, traps, and such, as well refers to mismatch armor as suggested worn by the Humanoids in [The Orcs of Thar](#) on pages 44-46
- Average armor Elsewhere;** refers to defensive measures like walls, traps, and such, yet mostly refers to pieces of armor used by Humanoids outside the Broken Lands, self made, or stolen. These may be damaged and have a lower Armor Value (or worse Armor class improvement)
- Broken Lands Weapons;** refers to those given in this document here
- Average Weapon;** is the general weapons used outside the Broken Lands. This may differ on an individual basis of course as the DM determines.
- Source of water;** Reasonably clean source of standing of flowing sweet water to drink, off flowing residue to wash or do other stuff. If rolled multiple times, these are available that number of times.
- Goat or sheep;** Several goat and/or sheep (10% tribe/lair/camp occupants, not counting slaves), grazing in closure or tended by a slave or low ranked humanoid for milk, meat, or leather. If rolled multiple times, these are available that number of times. Mostly there are a same amount of wandering chickens too, used for meat, feathers or for eggs. These are untended in the lair.
- Farm;** If rolled multiple times, these are available that number of times. However, do not expect neat human farms. These are maltreated, malnourished, and only 25% productive as those of humans. There is always 1 farmer
- Slaves;** 1d3 slaves of (0-55%) Human, (56-70%) Dwarven, (71-90%) Humanoid, (91-95%) Elven (any race), (96-99%), or any other DM choice (a good source for new PC's).
- Fruitrees;** Originally spawned from spoiled seeds, becoming tree, and found to be giving fruits once a year.

Berrybush; Originally spawned from spoiled seeds, becoming bush, and found to be giving fruits over a long period once a year.

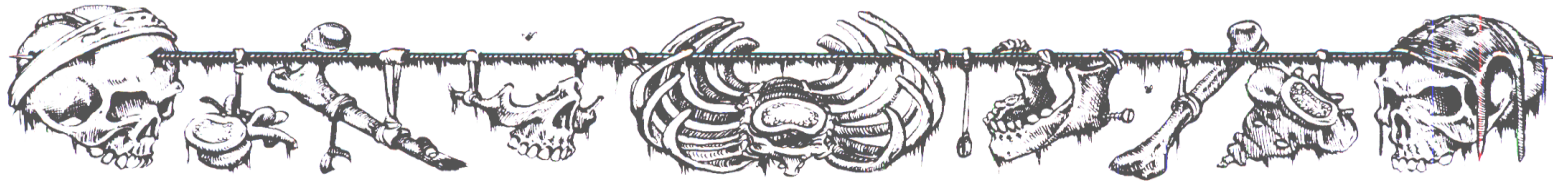
Warmachine; This means there is in that tribal Clan access and responsibility (not ownership) to a single small warmachine. In Broken Lands only Thar has medium or large ones in Udgar. He also owns all warmachines. Examples; **Riyikaa, Baccaratata.** http://pandius.com/WM_2.pdf



War Machine

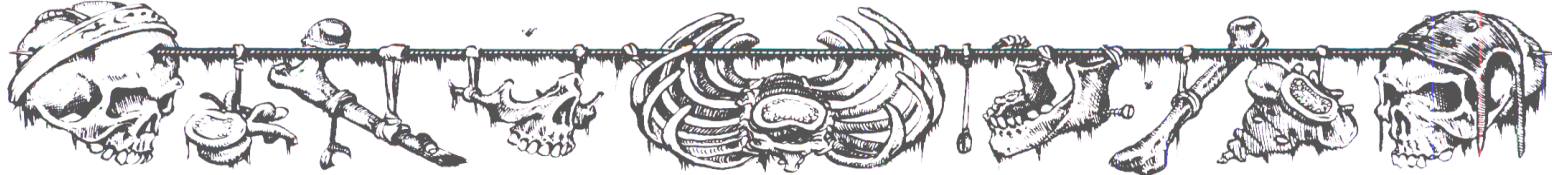


Race		Bugbear		Goblin		Hobgoblin	
Carried/Worn	Chance of Having	Individual	Group	Individual	Group	Individual	Group
Treasure Type		PQ	B	R	C	Q	D
Broken Lands Armor	50%	Chain or better	Defensive Measures	Leather, Chain, Helm	Defensive Measures	Any but Suit	Defensive Measures
Average Armor Elsewhere	45%	Leather or better	Defensive Measures	Leather, Chain, Helm	Defensive Measures	Any but Suit, Plate	Defensive Measures
Broken Lands Weapon	75%	Mace, Axe, Hammer	20% Warmachine	Any small	25% Warmachine	Any Medium	10% Warmachine
Average Weapon	70%	Mace, Axe, Hammer	5% Warmachine	Any small	10% Warmachine	Any Medium	2% Warmachine
Food and other	25%	Melach	Source of Water	Cookies	Source of Water	Arkhi	Source of Water
Food and other	20%	WaterSkin	Goat/Sheep	Bread	Goat/Sheep	WaterSkin	Goat/Sheep
Food and other	15%	Bugbear Yoghurt	Beehive	WaterSkin	Goblin Broth	Cookies	Slaves
Food and other	10%	Bugbear Milk Brew	Slaves	Bugbear Cheese	Bakery	Bread	Bakery
Food and other	5%	Bugbear Cheese	Farm	Chunk of Meat	Farm	Chunk of Meat	Farm
Other Food		50% 1d2	na	50% 1d3	na	40% 1d3	na
Other items		25% 1d2	1d12+1	30% 1d3	2d20	25% 1d2	2d8
Components		Bugbear Hair		None		None	
Will Trade with;		Dairy, Honey		Baking Goods, Fruit		Arkhi, Wool	
Will trade for;		Weapons, Bread, Meat, Metal		Metal, Weapons, Dairy		Dairy, Metal, Weapons, Mounts	
Race		Orc		Red Orc		Yellow Orc	
Carried/Worn	Chance of Having	Individual	Group	Individual	Group	Individual	Group
Treasure Type		U	E	U	E	U	E
Broken Lands Armor	50%	Chain or better	Defensive Measures	None or Leather	Defensive Measures	Leather or Chain	Defensive Measures
Average Armor Elsewhere	45%	Leather or better	Defensive Measures	None or Leather	Defensive Measures	Any	Defensive Measures
Broken Lands Weapon	75%	Karaash Sword	20% Warmachine	Tomahawk, Dagger	10% Warmachine	Spear, Sword	8% Warmachine
Average Weapon	70%	Any	10% Warmachine	Any	4% Warmachine	Any	2% Warmachine
Food and other	25%	Chunk of Meat	Source of Water	Ruorch	Source of Water	Yak Buttertea	Source of Water
Food and other	20%	WaterSkin	Goat/Sheep	WaterSkin x2	Fruittrees	WaterSkin x2	Berrybush
Food and other	15%	WaterSkin	Slaves	Bloodskin(animal)	Pigs	Wineskin	Slaves
Food and other	10%	Wineskin	Source of Water	WaterSkin	Slaves	WaterSkin	Slaves
Food and other	5%	Pouch of Herbs	Pigs	Pouch of Herbs	Berrybush	Pouch of Herbs	Pigs
Other Food		40% 1d2	na	25% 1d2	na	25% 1d3	na
Other items		25% 1	3d4	20% 1	2d4	15% 1d2	2d6
Components		Ears, Tongue		Ears, Tongue		Ears, Tongue	
Will Trade with;		Herbs, Cooking Skill, Recipy		Herbs, Cooking Skill, Recipy		Herbs, Cooking Skill, Recipy	
Will trade for;		Weapons, Armor, Tools, Dairy, Meat		Weapons, Armor, Tools, Dairy, Meat		Weapons, Armor, Tools, Dairy, Meat	
Race		Caymen		Manscorpion		Cyclops	
Carried/Worn	Chance of Having	Individual	Group	Individual	Group	Individual	Group
Treasure Type			K	V	JKMM	E+500gp	
Broken Lands Armor	50%	None	Defensive Measures	None	Defensive Measures	Leather	Defensive Measures
Average Armor Elsewhere	45%	None	Defensive Measures	Rarely top part Scale or Chain	Defensive Measures	Rarely Leather	Defensive Measures
Broken Lands Weapon	75%	Spear, Dagger, Net	none	Warhammer, Waraxe, Spear, Net	none	Giant Club, Bag of Stones	none
Average Weapon	70%	Spear, Dagger, Net	none	Manscorpion Poleaxe	none	Giant Club, Bag of Stones	none
Food and other	25%	Fish Parts	Source of Water	Chunk of Meat	-	Stone Cheese	Fruittree
Food and other	20%	Fish, Salamander	Source of Water		-	WaterSkin	Source of Water
Food and other	15%	WaterSkin	Source of Water		-	Wineskin	Goat/Sheep
Food and other	10%		Slaves		Source of Water		Goat/Sheep
Food and other	5%		Pigs	WaterSkin	Slaves		Slaves
Other Food		30% 1d3	na	5% 1d2	na	35% 1d4	na
Other items		35% 1d3	2d4	5% 1	2d6	20%1d6(no notes)	3d2
Components		Blood, Brain, Skin		Blood, Spine, Scales		Eye, Intestines, Ears	
Will Trade with;							
Will trade for;							
Race		Gnoll		Kobold		Ogre	
Carried/Worn	Chance of Having	Individual	Group	Individual	Group	Individual	Group
Treasure Type		P	D	P	J	Sx10	Sx100+C
Broken Lands Armor	50%	Chain or better	Defensive Measures	Leather, Chain, Helm	Defensive Measures	Any that fits	Defensive Measures
Average Armor Elsewhere	45%	Leather or better	Defensive Measures	Leather, Chain, Helm	Defensive Measures	None, Leather or Chain	Defensive Measures
Broken Lands Weapon	75%	Karaash Sword	18% Warmachine	Any small	21% Warmachine	Any	10% Warmachine
Average Weapon	70%	Any	9% Warmachine	Any small	7% Warmachine	Club, Warhammer	4% Warmachine
Food and other	25%	Lakritss	Pigs	Beans	Source of Water	Sandwiches	Soap Maker
Food and other	20%	WaterSkin	Source of Water	WaterSkin	Fruittrees	WaterSkin	Source of Water
Food and other	15%	Chunk of Meat	Slaves	Fruits	Slaves	1 Jujumoss	5+1d10 Jujumoss
Food and other	10%	Beerskin	Slaves	Chunk of Meat	Source of Water		Fruittree
Food and other	5%	Chunk of Meat	Slaves	WaterSkin	Slaves		Slaves
Other Food		25% 1d2	na	35% 1d4	na	20% 1d4	na
Other items		15% 1d4	2d4+4	40%1d2	10+2d6	Ogre Soap+30%1d2	2d3
Components				Brain, Tail, Hair			
Race		Thoul		Troll		Faenare	
Carried/Worn	Chance of Having	Individual	Group	Individual	Group	Individual	Group
Treasure Type			C	D			
Broken Lands Armor	50%	Any	None	none	None	none	none
Average Armor Elsewhere	45%	Any	Defensive Measures	Rarely Chain to Plate	None	none	none
Broken Lands Weapon	75%	any	None	None	None	Variable	none
Average Weapon	70%	any	1% Warmachine	Rarely Sword/Axe	None	Variable	none
Food and other	25%	Thoul Soup	Pigs	Troll Blood	Fishing net	Whole Seeds	Source of Water
Food and other	20%	WaterSkin	Source of Water	WaterSkin	Troll Art	WaterSkin	Goat/Sheep
Food and other	15%	WaterSkin	Source of Water	WaterSkin	Source of Water	WaterSkin	Berrybush
Food and other	10%	Beerskin	Slaves	Chunk of Meat	Source of Water		Fruittree
Food and other	5%	Chunk of Meat	Goat/Sheep	Chunk of Meat	Troll Art		Source of Water
Other Food		10%1d2	na	10%1d2	na	18%1d3	na
Other items		5%1	6+2d6	5%1	1d4+1d6+1d12	15%1	3+1d6
Components		Blood, Brain, Rotting Goo		Any but Bones		Feathers, Beak, Claws	



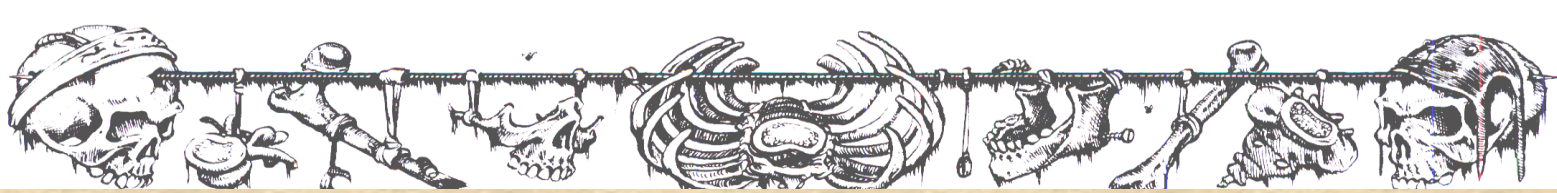
Other Food (1d100) (all these items weigh 5cn or less each individually in total) Average chance 30% of 1d2 (varies upon Race)	
1-2	A shriveled apple
3-4	A handful of dried beans
5-6	A small wicker strainer filled with tea leaves (50% chance used)
7-8	A small sack of dried fruit
9-10	Empty nut shells
11-12	A cookie with a bite taken out
13-14	Cookie crumbs and a dead beetle
15-16	A sticky wad of sweet smelling pink goo (hard to scrape from fingers, hair or clothing. If chewed, it tastes sweet, and bubbles can be blown, but 10% chance of contracting disease) (actually a working Glantrian Invention to keep Orcs from Talking, orcs hate this, yet van't resist trying).
17-18	A head of garlic
19-20	A piece of (sticky) hard candy
21-22	A dried-out hunk of cheese
23-24	A heel of stale bread
25-26	A piece of soggy bread
27-28	A handful of nuts
29-30	A hunk of meat or bread crawling with maggots or weevils (DM's choice)
31	A small wicker basket
32	A oiled cloth packet containing a chunk of smoked fish
33-34	A sausage with a bite out
35-36	Peel from an orange, banana, or other fruit
37-38	A tin labeled "chocolate covered rot grubs" (contents are dead and harmless)
39-40	An awful-smelling hunk of blue-green-gray fuzz (somewhere in the center of the mold is a hunk of cheese)
41-42	A tiny packet of folded parchment (contains salt or pepper)
43-44	1d6 rosehips (useful for tea or itching powder)
45-46	1d6 berries (75% chance 1d4 are smashed)
47-48	A small wooden bowl with scraps of pork rind and beans stuck to the bottom
49-50	A small vial (50% labeled in Glantrian "The Feudal Gourmet's Red Dragon Sauce", filled with a red liquid (as hot as it sounds) 1' firebreath for 1r 1d6 damage)
51-52	A small, stoppered clay jar labeled "honey" (half full, honeycomb included)
53-54	A bag of dried split peas
55-56	1d6 potion-vials filled with liquid (each contains a different type of cordial or liquor, value 1d3 sp each)
57-58	1d10 small, translucent red items, of a rubbery texture, shaped like adventurers (mages, rogues, priests, fighters), cherry-flavored.
59-60	Dried mouse, toad, bug or frog
61-62	A fresh pear, apple, peach, or bunch of grapes
63-64	1d4 Paper packed Toffees, or dried caramels
65	A pipe and a small pouch of pipeweed or Hin tobacco, or Red Orc /Atruaghin smokeweed
66	Small box or pouch of raisins
67	A pig's bladder bearing the painted message "Joyous Day of Birth" in the bearer's language.
70	A packed Sandwich
71-72	1d2 Foodshrooms
73	A drinking horn (still smells of ale)
74	A Steakbone with meat on it
75	A dead frog (can be Food, mostly a toy, trinket, or coloring agent, or component)
76	A dried Steak
77	1d6 dead fireflies (20% chance still glowing for 1d4 rounds) (can be Food, mostly a toy, trinket, or coloring agent, or component)
78	Small bottle of concentrated Vanilla extract
79	1d8 flies without wings (can be Food, mostly a toy, trinket, or coloring agent, or component)
80	A small, stoppered clay Jar of Stirge Honey
81	Roasted Stirge
82	Roasted Bat
83	Dried Snake
84	A dead Spider (can be Food, mostly a toy, trinket, or coloring agent, or component)
85	Dried Cat, Rat, or Dog
86	A dead grasshopper or other bug (can be Food, mostly a toy, trinket, or coloring agent, or component)
87	A small, stoppered clay Jar of Pudding, Custard pudding, or welted grain
88	A live earwig, normal centipede, or other bug (can be Food, mostly a toy, trinket, or coloring agent, or component)
89	A corkscrew
90	Sack of nuts (Sorted or mixed)
91	A cloth packet containing 1d4 tea leaves
92	Drought Pebble (held in mouth during drought to prevent dry mouth)
93-94	A fresh Fish, still on hook & line
95-96	A flattened Rat (stepped upon, why toss food when flat)
97-98	A delicious looking sandwich with sand in between
99-00	Amantra, a deliciously but tiny golden Fungus, or a Black Truffle (dogs, wolves, swine will smell this from afar, Orcs also love the scent up close)





Other Items (1d100) All these items vary in weight, given at the end between (x).

1	A handful of fur		
2	1d6 small painted wooden blocks		
3	A bruised and faded flower		
4-5	1d6 oddly shaped bone dice (DM decides varies or equal= 1d4, 1d6, 1d8, 1d10, 1d20)		
6	A 10' length of string with knots at 1' intervals		
7	A broken tortoise shell comb		
8	A twisted metal fork		
9	A needle and thread		
10	A bit of dry moss (tinder, helpful if it's been raining and the party's tinder is wet)		
11	Two fish hooks with a 5' coil of string		
12	A small leather collar with a brass medallion hanging from it, with "Vicious" engraved thereon		
13	Flint and steel, or A whetstone		
14	1d4 candle stubs, providing 2 rounds of light each		
15	A daisy with two petals left		
16	A brightly painted gourd with a stick attached		
17	A carefully folded parchment packet containing a very pretty dead butterfly		
18	A pair of spectacles with broken lenses		
19-20	A handful of lint		
21	A bloodstained bandage		
22	A wooden token .Good for 1 free drink in The Bowels of the Earth.		
23	A gilded copper piece (actual value 1 cp)		
24	An arrowhead attached to a broken shaft		
25	Toenail clippings		
26	1d8 feathers of a single type bird (x3, and only predatory bird if Red Orcs)		
27	A leaky, half-full vial of sword oil		
28	A handful of burrs stuck to a colorful bit of thread		
29	1d6 crudely carved wooden chess pieces		
30	A citronella candle		
31	A roll of string (1d4' long)		
32	A stick of sealing wax		
33	A lock of hair tied with a ribbon		
34	1d8 tiny pinecones		
35	A small rag doll resembling a bear		
36	A snake's shed skin (5% chance intact)		
37	A piece of chalk		
38	A square of cloth wrapped around a bit of dung		
39	1d3 metal or copper nails 1d8 half-inches long		
40	A Darokinian wig (DM's choice of hairstyle and color. These wigs are popular in upper class society, mostly real world 1600-1850)		
41	A handful of sand, or 1d6 pretty pebbles (no value)		
42	A handful of bark and leaves		
43	A broken quill pen		
44	A scrap of leather		
45	The hind foot of a rabbit (50% dyed a vivid color)		
46	A tiny sliver of used soap		
47	A piece of vellum with a square grid drawn on it		
48	A dart		
49	1d3 live mice or small bird in a small metal cage (poison detectors underground)		
50	A small tin containing a horrid-smelling white paste (50% labeled "Vorgadem's Super-Strength Skunk-Oil Healer."		
51	A brass tin, the lid polished to mirror shine, filled with colored powder and a tiny brush (make up or warpaint) if rolled again always other color		
52	1d8 clay marbles in a leather bag		
53	A vial of dark liquid (50% labeled "Vorgadem's Gray-Away", Glantrian hair dye)		
54	A small length of copper wire (long enough to act as impromptu handcuffs)		
55	A string of tiny glass beads (90% breaks and scatters when examined)		
56	A half-burnt stick of incense		
57	A vial of transparent, foul smelling yellow liquid (cheap Glantrian mimicked Kobold made perfume 50% labeled "Eau de Troll")		
58	A small loop of string with a knot tied in it		
59	A tiny brush and a tin of soft (mustache) wax		
60	A red stocking containing a piece of coal		
61	A broken silver ring with a smashed stone (value 1sp)		
62	A box of white talc, labeled "Vorgadem's Famous Medicated Foot-Powder"		
63	A bone button with colored thread in the holes		
64	A snapped bowstring or 10% a reserve whole bowstring)		
65	A single earring, clay beads strung on copper wire (no value)		
66	A prayerbook (Immortal of DM's choice)		
67	A handkerchief, 1-3 on 1d6 reasonably clean 4-5 Used, 6 Monogrammed		
68	1 A bit of partially started crochet with a crochet hook and a piece of yarn		
69	A brass key (fits no known lock)		
70	A small rectangle of copper with a line of raised numbers punched into it, engraved on the copper is "DDC Express: Don't leave the keep without it."		
71	A strip of cloth an armspan long, 3' wide		
72	A broken glass vial (PC must pass a Dexterity check or take 1 hp damage)		
73	A black half-face mask		
74	A reed whistle		
75	A bracelet of tiny brass bells strung on a brass wrist or ankle chain (value 1sp)		
76	Three 1" red-painted wooden discs		
77	A lace garter adorned with satin rosebuds		
78	A miniature lead figure of an adventurer (25% each fighter, mage, priest, rogue)		
79	A rolled-up pair of filthy, damp, socks		
80	A tiny vial (10% labeled 'Fairy Dust') filled with glitter (mica and colored sand)		
81	A pair of super-thin silk stockings (75% full of runs and holes)		
82	A small, rectangular tin containing a stick of black kohl (make up or Warpaint)		
83	A playing card.		
84	A codpiece of embroidered, but filthy velvet		
85-00	Cryptic notes , can be written on nearly any surface (burned into leather, scratched on rock) but most often appear on vellum or parchment. They can be in any condition (neatly folded, torn and crumpled, bloodstained, soggy, etc.). Examples, but DM should use his imagination based on these;		
1	"Take the first wight after the well".	2	A half-written letter to a lady
3	"Triia Redbunting, Number Four, Street of the Swords, Darokin".	4	A colored chalk drawing of a red dragon
5	"Meet me under the bridge at midnight."	6	"Floor show & Dinner at Dareena."
7	An appointment calendar	8	"Gargolina is looking for you."
9	A religious pamphlet (75% of a PC's rival or enemy faith)	10	a shopping list
11	A smeared note "Ungodly treasure!" is the only legible part	12	A pamphlet detailing local gossip
13	"I'd try the yellow powder."	14	The note contains 1d4 rather stupid puns or jokes, which the DM should detail
15	"3steps right 3steps forward Spin around 5steps forward, bending low. Jump back." (dance instructions, could be mistaken for hidden directions)		
16	A recipe for "Chocolate Covered Rot Grubs in Port".	17	A "Last Will and Testament."
18	The NPC's family tree	19	"The object in question is at the miller's."
20	Song lyrics (15% referring to a quest the PCs had been on previously)		
21	Secret Battle Note (DM prepare this; 50% important to PC's, may be invisible tekst, or secret language)		
22	A miniature portrait of a very attractive member of the same race, but opposite sex of the bearer		



Baba Yaga

251 millions years+ ago

The Great Mother Time

Vivienne, the Great Mother, was the wife of **Gorlois**, a primitive Neanderthal-like Human and mortal Identity of Tempus (*Assumed to be the old name or identity of Khoronus Immortal of Water & Time*), and the Mother of **Morgause** and **Morganna**, as well as a few more children (*she wasn't named the Great Mother for naught.*) **Vivienne** was associated with strong winds and dark forests, connected to the earth, the heavens, and the underworld. She was more a Goddess than Fairy who reigned over time, life, death and the elements. She straddles the boundary between life and death.

At the end of prehistory **Ordana**, a Treant (*some say a "daughter" of Vivienne*) became Immortal sponsored by **Tempus** and **Vivienne**, to become **Mother Nature**.

Terra (*Immortal of Matter*), a friend of the Great Mother, guides a Dinosaur; **Ka** to Immortality using the same nature doctrine of the Great Mother as a guideline.

Some of the Old Immortals; **Valerias** (*Immortal of Love & Weapons*), **Thanatos** (*Immortal of Entropy and Death*), **Odhinn** (*Immortal of Air, War & Wisdom*), **Ixion** (*Immortal of Energy & Sun*), **Ouranos** amongst a few others betrayed the Fairies and killed **Vivienne the Grand Mother**.

Terra and **Tempus** moved along with the other Immortals, yet decide to stay in the background, and opposed the other's deed.

Soon thereafter **Ordana** creates the first Elves in her memory. The Dragons warred against the Immortals and were defeated, losing their Immortality. They started to mate with giant Reptiles and evolved into the the Grey Dragon, and merged with the early High Elves, gaining shapeshifting and more awareness and magical aptitude, bcoming the variant Dragon species we know. The Fairies were exiled from the Immortal Realms.

Morgause Fairy Queen of Winter, became the mother of **Elienor**, Fairy Queen of Summer.

4000BC **Morganna** partnered with **Uther Pendragon, King of Blackmoor** (4000BC) and gave birth to two daughters **Oona** and **Titania**.

4000BC Tales of a ugly, mostly seen as evil witch, a tall, gaunt old woman with immense power become more known in the 1000 years preceding the GRoF. In some later tales a trio of Baba Yagas appear, all using the same name, yet two are actually her daughters **Gvozdenžuba** and **Ježibaba** spawned from mating with a Beastman.



For example, Ivan, a handsome merchant's son, makes his way to the home of one of three Baba Yagas. He journeyed onwards, straight ahead ... and finally came to a little hut; it stood in the open field, turning on chicken legs. He entered and found the first and oldest Baba Yaga the Bony-legged **Babushka**. "Fie, fie," she said, "The human smell was never heard of nor caught sight of here, but it has come by itself. Are you here of your own free will or by compulsion, my good youth?" "Largely of my own free will, and twice as much by compulsion! Do you know, Baba Yaga, where lies the thrice tenth kingdom?" "No, I do not," she said, and told him to go to her second version; she might know.

Ivan walks for some time before encountering a small stilted hut identical to the first. This Baba Yaga (**Gvozdenžuba**) makes the same comments and asks the same question as the first, and Ivan asks the same question. This second but younger appearing Baba Yaga does not know either and brings him to the third, waiting outside, but says that if she gets angry with him "and wants to devour you, take three horns from her and ask her permission to blow them; blow the first one softly, the second one louder, and third still louder." Ivan thanks her and together continue on the journey.

After walking for some time, Ivan and the 2nd Baba Yaga eventually find the stilted hut of the youngest of the three in an open field. This third and youngest of the Baba Yaga's (**Ježibaba**) makes the same comment about "the Russian smell" before running to whet her teeth and intending to consume Ivan. Ivan begs her as a final request to give him three horns and she does so. The first he blows softly, the second louder, and the third louder yet. This causes birds of all sorts to arrive and swarm the hut. One of the birds is the Phoenix (firebird), which tells him to hop as fast as he can on its back or both Baba Yaga's will try to capture the Phoenix to gain its power of Immortality, as well as to eat him. He does so and both the Baba Yagas rush towards him and try to grab him but instead grab the Immortal Phoenix by its tail. The firebird leaves with Ivan, leaving the younger Baba Yagas behind each with a fist full of Phoenix Firebird feathers, leaking fire, transforming them into volcanoes. Why the younger Baba Yaga's desired the Phoenix and were transformed is unknown. Some sages assume both desired to attain Immortality, competing to be earlier than the other, apparently, and both got it in a way unexpected.



Since then only one Baba Yaga is ever heard of. And this is all the Immortals ever know. No spell, Immortal Eye, or even walking around in Mortal identity enables the Immortals to see, or even proof that she exists, or once existed. Baba Yaga surely knows how to hide herself; for who wants to meet its killer twice??

Baba Yaga is on Mystara an Immortal Fairy witch, existing between life and death, using the natural magic of the world, wielding her immense powers to remain hidden, selecting and sponsoring good mortals to rise up and destroy the works of the Immortals.

Baba Yaga has all the Humanoid biological benefits, but mostly appears very old and by most humans even ugly. Her genetic Fairy structure gave her the immense strength of a Beastmen warrior or Ogre, tactics of an Orc, wits and guile of a Goblin, cleverness and sneakyness of a Kobold, regeneration and ugliness of a Scrag or Troll, and an appetite to go with. It is assumed she ate humanoids, as well as adapted to an underwater style of living like many Sidhe did, when they became the victim of vile discrimination by the Humans of Blackmoor. Being a ugly woman, with extraordinary powers, ordinary Humans (*read; mostly technology revering Blackmoor men, with severe religious hatred incited by Immortals, they were unable to learn anything of her, so she must be wrong and dangerous in their opinion*) tried to make her go away in any way possible. During this time people discovered she might be Immortal, but not an Immortal. She overpowered all witches of that era in might and magic, and teaches those beyond, the old known forms of magic, and teaches arts beyond the known forms of magic; natural magic, hoping to release Radiance untainted magic someday (*and this will happen indeed in stages between 1010AC and 1752AC* see; http://pandius.com/Great_School_of_Magic_in_detail.pdf pages 481-497).

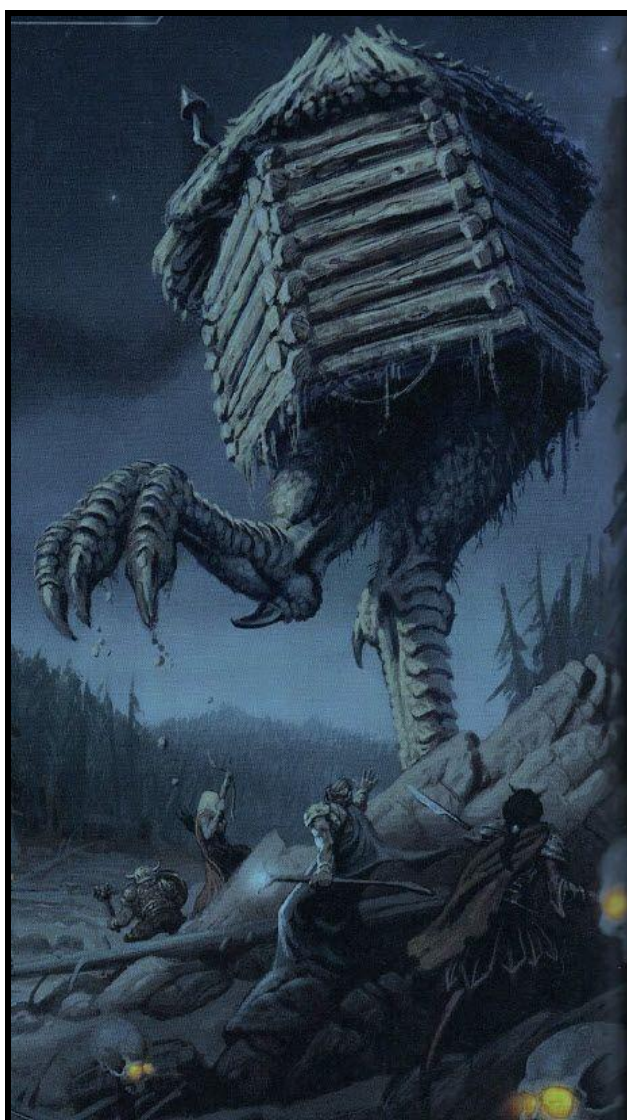
She rules over the elements (*fire, air, earth and water*), but was and still is unknown by all other Immortals.

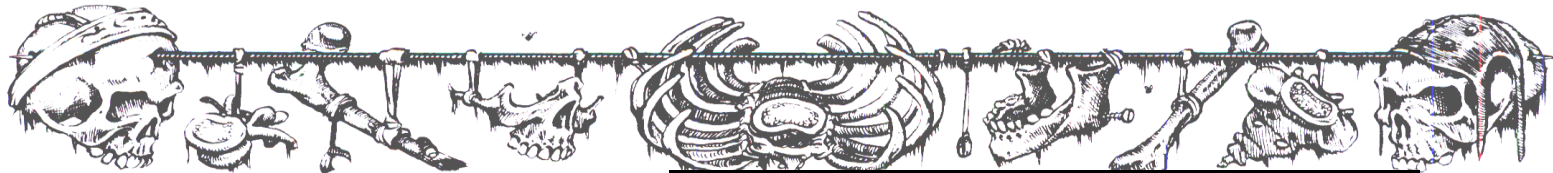
As thus, she is the only apparent Immortal not being part of the known firmament, and not revered or prayed upon by followers. She is assumed to gain her Immortal existence by those who speak her name, tell her story, and need her help (*and this might even be the Planet itself*), and currently she is working on ways to restore magic as it was before it was being affected by technology and the Radiance. She is like nature - hungry, violent and of great impact, but also beautiful in many ways. Her shape on Mystara is her original body aged by hundreds of millions of years, now she might well be the oldest living Human(oid) existing. It is unknown if she even has an incorporeal form, as her Immortality might be very different than normal Immortals.

It may seem strange that anyone would look for Baba Yaga or enter her hut. However, she is wise and is all-knowing, all-seeing and tells the whole truth to those who are brave enough to ask. That may also hold her power; The truth, like nature's magic, is hard and brutal, but also helpful for those accepting it.

Some say that even the mortal forms of the three seers at Yggdrasil are reflections of her, and/or her children, but more logically it is likely she just had great influence upon these wise women who are avatars of three powerful Immortals. Clearly Baba Yaga had great Influence on many later Immortals, but like nature, she was in the background - rarely accepted, yet never fully rejected. Often a hero or heroine enters her hut looking for wisdom, knowledge, truth or help, but always they will learn a vital lesson.

It is not proven, but certainly possible, for Baba Yaga aiding the young Immortals in [IM2-The Wrath of Olympus](#) on Mount Olympus (*Adrizzo's Peak*), to send a message that many Immortals do not mean well, as well as sending/enabling the dark forces of [TSR 1082 Wrath of the Immortals](#) inspiring the mortals to fight against the Immortals. Who can say she has not had her bony finger in the creating of the new Immortal Gareth (see [Poor Wizard Almanac 3](#) and [Joshuan's Almanac](#)) who opposes the Immortals like the new Immortal Benekander from Wotl did.





About Artifacts; There are many - her **flying mortar and pestle**, **Izboushka** her hut (*interior functions somewhat like the Tardis of Dr Who*) always spinning around unless a chant is spoken; "*Domik, Domik, Povernis' spinoy k lesu, a litsom ko mne*". (*Little House, Little House, Turn your back to the forest and your front to me*), her **garden with fence of lighting skulls** as bright as day, **enchanted mirrors** turning to lakes, **combs** that can transform into vast forests, **handkerchiefs** that become rivers, **flying carpets**, and firebreathing dogs and horses (*Hellhounds & Nightmares*). Her faithful servants are the **White Horseman** (day), the **Red Horseman** (dawn) and the **Black Horseman** (night), her soul friends (*three bodiless pairs of hands, which suddenly appear to carry out her wishes*), **Vladimir**; a talking black Cat, **Umin** a talking wise Raven (*Like Huginn and Muninn once gifted by her to Odhinn*) and many more. (All living creatures are Immortal and if slain will be reborn 1d4 weeks later).



Amongst others the **Wool thread** making the **upward flowing Streeel River section of the** Broken Lands.

Her **hiding magical image** of a misguided over-exaggerated witch is further corrupted by tales and hearsaya nose hitting the ceiling when she is lying on the ground, translucent bony body, wooden feet, and horrific claws and teeth.

One last thing to note. Baba Yaga has most of her recent history in the Ethengar region, and though she is not part of the Ethengar firmament, most do respect and honor her. All the cultures in this region - Broken Lands, North Darokin, Glantri, Ethengar, Heldann, South Wendar, Vestland, and Rockhome have legends about her. Yet no Immortal has found proof she actually exists or ever has existed.

As to the DM or others reading all this, It can be clear WHO Baba Yaga actually is now, if you are wise enough to understand the clues given here. Otherwise translate the Russian name Babushka Baba Yaga uses with her other versions from the tale above.



Baba Yaga's Hut as presented as an adventure in the older **Dragon Magazine #83** (*beautifully redrawn in Dungeon 196*) with other information from [TSR09471 The Dancing Hut of Baba Yaga](#) is best used in BECM statistics.

Vasilisa the beautiful on her way back home, after being granted one of Baba Yaga's burning Skulls in her ordeal [which created the current Streeel River](#).

I used the following sources to combine the story above;

The works by Sturm, Chimpman and RobJN regarding the Troll Queen and related information. More on the this; <http://pandius.com/kskato9.html> , <http://pandius.com/triqueen.html>

As well as this very informative video (*there are more interesting videos on D&D suitable monsters*)

<https://www.youtube.com/watch?v=aS4VCxMeWQM>.

http://pandius.com/Immortals_of_Mystara.pdf.

https://en.wikipedia.org/wiki/Baba_Yaga

http://pandius.com/Threshold_14.pdf

Baba Yaga in Mystara here: <http://pandius.com/yaga.html> (Havard) "Yaga as a ancient and powerful Fairy, I think it can fit well with your story".

<http://pandius.com/babayaga.html> (Ohad Shaham) this is in the Ethengar/Broken Lands area, so it fits.

<http://pandius.com/toti.html> (Lost Woodrake) This mention an Immortal/deity named Yaga worshipped by Wood Imps, probably inspired by Havard above.

<http://pandius.com/chron.html> (Roger E. Moore) cited as an Ogre Witch who can travel also in time

http://pandius.com/myst_aps.html (Andrew Theisen) cited because she appears in the Reign of Winter Pathfinder adventure path, see here: <http://paizo.com/pathfinder/adventurePath/reignOfWinter>

<http://pandius.com/tales.html> (Jennifer Guerra) cited in the tale of Vasilisa the Beautiful.

<https://www.thepiazza.org.uk/bb/viewtopic.php?p=183692#p183692>, <https://www.therussianstore.com/blog/tale-of-baba-yaga-the-russian-witch>

<https://www.enworld.org/threads/dancing-hut-of-baba-yaga-on-dmsquid-in-pod-pdf.681751/>

For the Hut

<https://www.drivethrurpg.com/product/143386/Baba-Yagas-Hut>

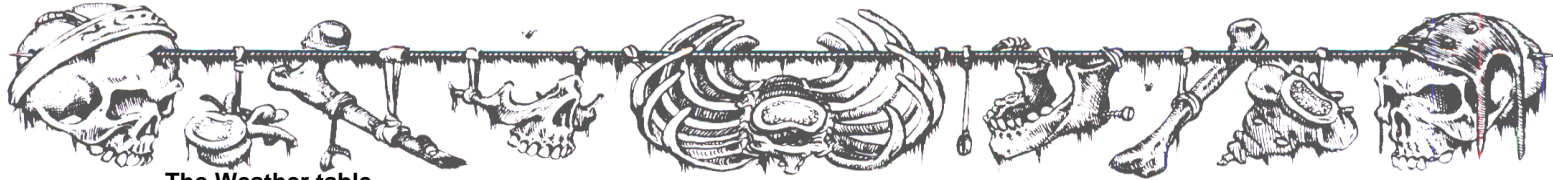
<https://www.drivethrurpg.com/product/389554/DRAGONLOCK-Shadowgrove-Cottage-Baba-Yagas-Hut>

<https://www.drivethrurpg.com/product/348564/Modular-Baba-Yaga-Huts>

<https://www.etsy.com/uk/listing/1054099308/baba-yaga-hut-32mm-print-your-monsters?>

A compatible adventure

<https://www.drivethrurpg.com/product/3759/Dungeon-Crawl-Classics-175-War-of-the-Witch-Queen>



The Weather table

Weather Table for play use	Seasonal Trend:		min/max:		Precip.:		season	Months			min	max	precip.	fog	Other information											
	Altitude:						winter	12	1	2					Degrees latitude:											
	Dominant Wind:						spring	3	4	5																
	Month/Year	Dominant Current:						summer	6	7	8				Degrees longitude:											
	Fog bound:						fall	9	10	11																
Date-Time	min	max	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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MYSTARA GAZETTEER

Expansion & Additions for the Broken Lands



Ya o Dag-hut Gaate Za Pon Iles Tarko, Golin'dar Za Amar Ighom Akross Gobbleton

Me is Dag-hut son of Father Iles Tarko, Goblin of the Great Fortress of Akross Gobbleton.

Ya Eghiku Itst Fard Ski Boo'yagh Monn-sel-Chaat'or Tamm Arax Encam.

I long ago did use Great Power of Djinn to see all.

Ya Laci Russka'nu Giberi-Rhedde El Eghiku Nef Ya El Goblet Nef Thradaask Trav Duurimh Vrotor Saya Lya-orkia.

I saw thee Tigerwoman crawl-walk and looking on me and group of Raiders go home through Red Orkia.

Ta o Gath Ket. Ta o Nie Tamm Kass, Nie Tamm Chaat'oor, Nie Tamm Taarn sa Nohm, Ta o Nie Tamm Faiq.

You were not here. You are not like Us, not like Human, not like Elf or other, You are not like Immortals

Ta o Tamm Sahkamen Aboet Faiq.

You were like Legendary Spirit above Immortals

Ta Arax, El Trav Nie'd'ahr, Ta Rhedde Dubrom El Arax El Inke Bughe'laar Nyss. Sistaan Nie Laci Ta, Ya Fal.

You look, and go away, you wander around and look and make maps, most not see you, I did

Ta Araxrd El Kuurrd Nohm Tamm Ta, Encam Ta Lacird o Skai.

You looked and told others like you, all you saw is great.

Ta Nie Lat Ket, Kaas Lat Ket,....Crey....Ehn Kar Za Taan Ta, Taan Sprell, Kitsch,Suggi, Krkr Mogur, Za Ta Awet Kaas.

You not live here, We live here, ... there...in head of all you, you all Player, Artist, Writer, Dungeon Master, and you know us.

Ta Mags Amardur-ut, Chaat'oor-ut, Za Nohm Xinyhod Tam Bruik, Arax, El Fal. Asme Ya Awett Ta, Ya Arax Ta.

You send peoples, humans and other creatures to use, to see, and do. Only I know you, I saw you

Ta Encam Aboet Golin'dar, Aboet Chaat'oor, Aboet Faiq, Aboet Gebarr-Faiq. Ta Dor Ket El Ta o, Ta Roo, El Ta Nie.

You all above Goblin, above Human, above Immortal, Above old-ones. You never here and yet you were. You are friendly stranger. and you are not.

Ta Fal'tah Awet Skai Ebiku Armdur El Xinhod Suhe. Itst Ta Fal, Ta Arax, Ta Fal, Ya Fal Laci.

You don't knew much of us People and creatures of Broken Lands. Now you do, you saw, you did, I did see you.

Hest Ta Itst Arax Ya? Hest Ta Itst Exe Ya? Awett Ta Itst Aur El Wegg?

Can you now see me now? Can you now understand me? Know you now flaws and missing?

Nasjo Shaash Suhe Aars Ta Tiet Fal Nuhh.

Then come visit the Broken Lands unlike you ever did before.

El Ya Abagh Ta.

And I will see you.