

Creatures From the Cauldron VI

By Michael Berry

Humanoid Spell-casters -----

Armor Class: by armor

Hit Dice: variable

Move: Varies by race and by encumbrance

Attacks: By race/weapon or spell

Damage: by race/ weapon or spell

No. Appearing: 1

Save As: variable

Morale: 9

Treasure Type: (V) B

Alignment: any

XP Value: variable



I. The Evolution of Humanoid Spellcasting In BECMI D&D Mystara.

With the advance of time and events due to the evolving setting due to later products like the Wrath of the Immortals, the Poor Wizards Almanacs/Joshuan's Almanac, and finally the Glantri: Kingdom of Magic 😊, the nature of humanoid spellcasters in detailing a post canon product Glantri became impossible to ignore as those late products made humanoids and humanoid spellcasters a part of Glantri. Yet while the later products introduced humanoid spellcasters to Glantri it did so in a very uncoordinated way with 4 different spellcasting presentations of the Kobold Prince Kol tossed about. With the next installment of Creatures from the Cauldron we dive into humanoid spellcasters as well as the very nature of magic use in the BECMI setting for both evolved from the original rules and setting presentation of not just humanoid spellcasters but the underlying ability to use magic in general.

The history of how humanoid spellcasting was handled in the D&D BECMI Mystaran setting was very different from the elves which was covered in *Creatures from the Cauldron V*. Unlike the evolution of elven spellcasters which had a relatively early change from their original BECMI presentation, the nature of humanoid spellcasters remained constant until nearly the very end of the BECMI run of publications for the Mystara setting. In detailing the changes and evolution of Glantri from *Gaz3* set in the year 1000 to the *AD&D Glantri* setting set in 1013 to beyond starting in 1014 the need for a standardization of the abilities, and limitations of humanoid spellcasters became unavoidable. Thus, as the setting detailing finally moves south into the lands of the humanoids the Glantrian Project is tackling, as the sixth installment of *Creatures from the Cauldron*, the humanoid spellcaster.

Much as with AD&D the original BECMI rules did not make humanoids anything but evil monsters wielding swords and axes. This is rather unsurprising considering the massive influence of Tolkien on the original game and the D&D Tolkienesque racial stereotyping didn't stop with D&D taking the races of middle earth and making them our D&D cute fun loving halflings, noble aloof elves, and hardworking taciturn dwarves, but it also extended to the baddies like Orcs and the various humanoids. Quite simply there was no real nuance to them, they were evil and occasional tools of the real power baddies and exist to kill the good guys and be killed by them. It wasn't until the *Master Rules* set in 1985 that humanoids were allowed some limited spellcasting abilities as a wicca or a shaman. There was no particular explanation of why a humanoid has a more restricted access to magic than humans as both are non-magical races as opposed to nearly all spellcasters (elves, dragons, and select other magical monsters). The most likely reason is since humanoid spellcasters would be like elves and dual classed Fighter-Magic Users it was decided to restrict the magic of humanoids so they could not be as powerful as the much beloved goody two shoes elves were. One very offhand point which will assume massive implications later was made that 1 in 20 humanoids was a spellcaster. As there were not rules based no pre-requisites to being a spellcaster this raises a particular point which again later becomes a profound setting variable one could ask why only 1 in 20 are. Was there a certain distinction that separated those who can cast magic and those that cannot? So, to this point we have a seemingly arbitrary restriction put on humanoid spellcasters based on nothing but a preconceived Tolkienesque ideal of what humanoids should be which are meathead low intelligence warriors and cannon fodder to the good guy heroes and what they should not be, which are possibly powerful spellcasters. The case of shamans and their limited clerical magic was even murkier, even more so than wiccans with their limited spellcasting.

The natural question to ask is why humanoids are not granted clerical magic just as any devout follower of any Immortal, good or evil, would be but instead are relegated to having a 2nd class kind of primitive clerical spellcasting. No explanation or reasoning is given for that very basic question.

Several years after the *Master Rules* set was released, the setting of Mystara started to receive a more substantial detailing than the few paragraphs per location provided in the 1981 *Isle of Dread* module. It is worth noting that no mention was made of the humanoids having an area of region of their own in the Broken Lands as that area was said to be an area inhabited by outcasts and monsters. In 1987 the first four books of the Gazetteer Series were released covering the nations of the BECMI setting (later known as Mystara). The first four detailing the nations of Karamaikos, Ylaruam, Glantri and Ierendi. No real details were provided on humanoids other than in background histories confirming their Tolkienesque role as invaders. However, Gaz3 took the step of making the Broken Lands the lands of tribes humanoids rather than the more general unclaimed lawless badlands of the X1 module. When the Gazetteer series did arrive in the Broken Lands in 1988 with Gaz 10: *The Orcs of Thar* it not only detailed the lands and history of the Broken Lands but also, sort of returning the roots of the original 1974 D&D game, finally gave some options to make more of the humanoids than adversaries for low level adventurers and big picture setting devices for large scale invasions and raiding.

Gaz 10 is a product of one of the most respected and beloved figures of the BECMI Mystara setting, Bruce Heard, and with *The Orcs of Thar* it is not hard to see why as Gaz 10 is chock full of his trademark humor and creativity. Lawrence Schick probably described Gaz 10 best when he wrote *The Orcs of Thar* is "written in a humorous style that presents orcs as lovable goofballs who just happen to enjoy slaughter and pillage" One can debate whether the humor overwhelmed the substance of the product instead of merely flavored a serious and brilliant setting detailing as he did with Glantri in Gaz3 but disregarding the goofball/tongue in cheek nature of Gaz 10 the nuts and bolts of what it presents is substantial and a big step forward for the BECMI setting. In addition to the actual mapping and detailing of various tribes the Broken Lands, the *Orcs of Thar* makes the first step, which was soon followed a year later by the Creature Crucible series, in expanding the available racial options beyond the Tolkienesque options which were the only ones previously made available by the rules by providing rules, complete with XP and level charts, for common humanoid types as PC options. Also included were a chart racial modifiers for each type of humanoid covered in Gaz 10.

One of the lamentable lost opportunities of Gaz 10, especially in light of future products which just did so, was the failure of the product to account for the possibility of humanoids being able to become traditional magic spellcasters. Humanoids in Gaz 10 are still only able to cast magical spells as wiccans and most disappointing perhaps was the failure to expand clerical spellcasting beyond the primitive shaman spellcasters, as by this point in the evolution of the game and setting the Immortals had been fully introduced including many for the humanoids. Though an explanation was attempted for the wicca, no explanation was even attempted to explain why the humanoid (or other chaotic) immortals could not (or did not) grant their followers the same clerical magic that any other immortal could grant their other

mortals followers. Unlike humanoid shamans however Gaz 10 at least makes an attempt to explain why humanoid wiccans have limited magical spellcasting abilities.

Gaz 10 offers far more detail than was given in the *Master Rules* set regarding wicca spellcasters. Humanoids advance in levels as per their individual humanoid types but in order to advance in level as a wicca they must earn extra experience per their level as a wicca. Humanoid wiccans do not have spell books but instead use a gri-gri which functions as a spell book substitute for the largely illiterate humanoids. The level limitations of the *Master Rules* set are amended in that a humanoid can advance past those maximum levels with the risks of adverse penalties via the Personal Sacrifice Chart included in Gaz 10. A small section describes the limited magic items that wiccans can create. One might get a tad bit of amusement trying to figure out why humanoids only get 1 XP earned per 1000 gp spent in magical item creation when magic users get a direct 1 XP earned per 1 gp spent when creating a magic item per the magic rules of Gaz 3 created by the same author. Discrimination I tell you, but it does not stop there, call it Tolkienesque discrimination, or call these rules inconsistencies but they have only just begun.

For the first time in BECMI D&D a minimum required Intelligence score is needed for a humanoid to become a spellcaster and that starts getting on soggy ground especially when one considers those racial modifiers in that chart. It was stated they were all **suggestions** which is a good thing I suppose as Gaz 10 goes on to say that ability scores should be viewed *in a purely humanoid context* which means? What? An 18 STR Ogre in a *humanoid context* is what? A 21 STR Human, or a 16 STR Human? It makes zero sense as ability scores are a standardized measure of an ability, between 3-18, providing either specific benefits (or penalties) to an ability based on that score. Serving also as a point of comparison between characters of a specific ability. There simply has never been any basis for different contexts for viewing ability scores which takes us to the last thing to look at with Gaz 10's detailing of Humanoid characters, intelligence. Intelligence is the measure of how smart or cunning a character is, not how well educated they are. No other spellcaster has INT restrictions put upon them so a 6 INT human can master the intricacies of a formal magical education, yet an 8 INT humanoid cannot learn a 'primitive' form of spellcasting. Again, as with the Ability Scores, it does not make sense. Gaz 10 dabs its toes into the intelligence of humanoids as a last stand of Tolkienesque discrimination against humanoids by going on about their illiteracy and some notion about being unable to understand the concepts of a 17-18 INT score. Gaz 10 probably just forgot in a last stab at holding to Tolkienesque stereotypes of humanoids that intelligence and education are two very different things. Not covered at all was what happens when a humanoid receives a proper education from a traditional spellcaster.

The notion of non-traditional BECMI D&D character classes that Gaz10 introduced was expanded upon by the Creature Crucible (PC) series which started a year later in 1989 with *PC1: Tall Tales of the Wee Folk*, and followed by *PC2: Top Ballista*, *PC3: The Sea Folk*, and finally *PC4: Night Howlers*. While none of the PC directly covered humanoids there were some were some important points to make mention of regarding the subject of humanoids and spellcasting. In PC2 gnomes are finally introduced to BECMI D&D as a possible character class. Though most gnomes in the Mystaran setting are portrayed as dwarf-like, though with important differences, PC2 introduces the skygnome as urbanites inhabiting the flying

city of Serraine. One of the primary differences between dwarves and gnomes being their resistance to magic, PC2 gives gnomes the ability to cast magic spells, unlike dwarves, but again only as wicca. The urban aspect to placement of the skygnomes becomes an important factor later in the evolution of BECMI with regards to these skygnomes. It was unmentioned in Gaz10 as they were not introduced until PC2 but it was stated that the Broken Lands were the home to largest numbers of faenare in Mystara are natural born spellcasters. The next installment of the Creature Crucible series *PC3: The Sea People* was notable for being the first BECMI product to introduce with the Tritons a non-human, non-elf full-fledged spellcaster. It is also worth noting that while humanoids could be dual shamans and wicca the Triton also were the first BECMI creature that have the ability to cast magical spells as a magic user AND clerical spells as a cleric. One might wonder if someone thought that a mistake for it is worth noting that in 1993's DMR2: *Creature Catalog* it is stated that Triton can be **either** be a magic user or a cleric but not both. The final Creature Crucible *PC4: Night Howlers* featured lycanthropic player characters and detailed a section of western Glantri. In an important step that does not directly affect humanoids but opens the door to later changes that will, PC4 made the first change to the written rules of non-human/elf spellcasters from the Master Rules set and allowed magic-user lycanthropes in were-form to cast spells if they have reached a certain level of experience.

Another notion that Gaz 10, nor the Creature Crucibles, did not touch was the question of how prevalent magic use was among the races including humanoids. In fact, no definitive guide had ever been given to humans or the setting in any rules or Gazetteer (including the paradise for wizards that was Gaz3 Glantri). Thus, with nothing written contradicting or amending it, humanoids were still capped by the 1 in 20 mention in the *Master Rules* set. That general Mystaran question and how prevalent are magic users in the Mystaran setting finally came to head a year later when the *Dawn of the Emperors* (DotE) Boxset was released. In addition to covering the Empire of Thyatis the product detailed the vast and magically powerful Alphatian Empire. Ever since the scope of the empire became apparent with map included inside the cover of the *Master Rules* set and with the details included in the adventure module CM1 *Test of the Warlords* which introduces the ruling council of Alphatia which is made up of *a 1000 M36 magic-users*. The resulting 'Alphatian conundrum' has been one of the most hotly debated aspects of the entire Mystaran setting and continues still today.

With a 1000 M36 ruling council and presumably tens of thousands Arch-Mage how did the expansionist Alphatians with their mind-boggling magical power not conquer the whole of the Mystaran world?

While DotE did a very nice job detailing Thyatis you really did not get the sense that Thyatis militarily could counter the magical firepower of Alphatia and at this point in the history, of the back history of Mystara products, the Dragonlord Chronicles had not been written which detailed the Kingdom of the Dragons and wars Alphatia and the Kingdom of Dragons fought checking the westward expansion of the Alphatians (see the upcoming Creatures from the Cauldron VII: Draconic Spell-casters). It is highly likely the author of DotE was well aware of that conundrum among players and instead of presenting a Gaz 3 worthy detailed exploration of this Empire of Magic and its characters he spent most of the space allotted to Alphatia indirectly highlighting the points (general decadence and disinterest of the Wizards) that worked against the Alphatian Empire in why it has not simply walked over the rest of the world.

However, that might have not seemed enough (and years of discussion have shown it has not) to solve the Alphantian conundrum in the minds of players and critics of the setting so the author for the first time slapped a percentage limit on the number of spellcasters in Alphantia, likely an attempt to further make this magical empire of over 7 million residents less a threat to achieve global dominion. DotE stated that *only* 20% of Alphantians were magical spell-casters. That was an asteroid strike in terms of Mystaran setting detailing, for it was not merely stated that only 20% did cast magic but that only 20% of the population were born with the trait to learn magic. Left unsaid naturally was what exactly that trait was that separated the magically inclined from those that regardless of intelligence could not cast magic. That topic will be further discussed in the next section with how it pertains to the humanoids after a top line of 20% was established for magical ability, thus the potential number of magic-users, by the magically inclined Alphantians (and the Flaemish of Glantri). Thus the 5% magical ability for the humanoids mentioned back in the *Master Rules* set still is in play and has not been superseded. Before leaving Alphantia it is also worth noting as a bit of foreshadowing for what later products were bringing to Glantri, that in one of the kingdoms of the Empire of Alphantia any sentient species, humanoids and monsters included, was considered a citizen with spellcasters considered aristocrats (and potentially nobles!). Unfortunately for setting guidelines for detailing the setting and the future events of Glantri very little practical information, guidelines, or details were given on this new and quite radical Mystaran setting concept.

The last few years of products produced by TSR for BECM I D&D in the early 90's was largely, with one major exception, dominated by products dealing with the fallout and changes to the Mystara setting after the events of 1992's *Wrath of the Immortals* (WotI) product. However, that one exception, *The Champions of Mystara* (CoM), fittingly as it was one of the last products produced for Mystara under the BECM I rules was the one that gave the last word on humanoid spellcasters. CoM answered the question that Gaz 10 created yet failed to answer as it had made lack of education/literacy the primary reasons for their inferior/primitive spellcasting abilities. The question naturally was, what happens when humanoids DO have the access to training and education by full (human or elf) spellcasters? That question was answered in CoM with the nation of Graakhalia which was made up of gnolls and elves living together with 1 in 5 gnolls not just being able to cast magic spells but as full spell-casters not merely as wiccans. CoM seemingly makes it crystal clear that with proper (human or elven) training and education humanoids could become traditional spellcasters. It is worth noting in an interesting departure from Gaz10, that CoM stated these Graakhalian gnolls advance per the BECM I elven experience and spell table but ignored the gnoll XP/HD charts from Gaz 10.

Thus, a summation of humanoid spellcasters in the Mystaran setting could be viewed that unsurprisingly **very** few humanoids had access to education and training by human or elven spellcasters but for those that did, they COULD learn to cast spells, and advance in power just as normal spellcasters can. So as a result, the pathway was opened by CoM to allow for the very rare cases where individual humanoids might have access to training and education from a human or elf master be allowed to become full capable spellcasters like humans and elves. All while keeping the traditional primitive spellcasting of the *Master Rules* set and Gaz 10 for those that do not. Interestingly though, while one could write off the notion of the existence of large numbers of educated and well-trained full-fledged humanoid

spellcasters as just a product of the unique Graakhalian society, those other early 1990's products mentioned earlier which examined the changes to the Mystara setting post-WotI created a 2nd large scale societal intersection of humanoids and the means for proper training and education to become full-fledged spellcasters in the land of Gaz3, the Principalities of Glantri.

The first two *Poor Wizard Almanacs* (PWA), covering the years 1010 and 1011, had the major plotline of the Kobold chieftain and spellcaster Kol IV displacing King Thar and becoming King of the Humanoids and the Broken Lands and finally in the last month of the last detailed BECMI year becoming a Prince of Glantri with Glantri annexing parts of the Broken Lands and becoming the Principality of New Kolland. However as most everyone knows, later canon products tended to forget, overlook, or blatantly ignore certain defining bedrock concepts of Glantri established in Gaz 3. While not as bad as the boondoggle that was the Principality of Fenswick that was an impossibility to exist by Gaz3, in Kol's case one had to be a wizard, a 9th level spellcaster, to become a noble in Glantri. While exceptions are occasionally made to the rule of being graduates of the Great School of Magic there is no exception to the one that requires a noble to be a 9th wizard, and none would be made for Kol. The two volumes of the PWA still give the Gaz 10 stats of Kol who is a low 5th level wicca. Perhaps it was not completely ignored for as AD&D Mystara reared its ugly head on Glantri starting in late 1993 Kol did not just get level changes but eventually a whole genetic change! Whoo hoo!

In the first AD&D Mystara products for AD&D that followed the ending of TSR's production of BECMI products. In both, 1994's PWA3 covering the year 1012 and 1995's *Joshuan's Almanac* (JA) covering 1013 Kol retconned first into a **lower-level** 4th level mage witchdoctor then with JA got blown upwards into a 10th level mage witchdoctor. To put the cherry on top of the mess that was Kol and humanoid spellcasters, and what he was, was the favorite product of Glantrians fans, the infamous *Glantri: Kingdom of Magic* 😊 also from 1995 in which the writer obviously just threw up his hands and said fuck it seeing that Mystara was a dead setting in the eyes of TSR and just made Kol a deformed Shadow Elf of commensurate (and legal) level to be a Prince of Glantri making him a 10th level elven wizard.

It is easy to forget, and your humble author is no exception, that while production of new Mystaran material ended and even TSR the very producer of the game folded, material for the setting continued to be printed. In 1997 the first release of Wizards of the Coast who bought out TSR earlier that year was issue #237 of *Dragon Magazine*. In it was an article, a sequel companion article written by Bruce Heard to the *Voyages of the Princess Arc* series that detailed the origin and various clans of the lupins. In addition, rules were provided for making Lupin player characters and involve allowing the humanoid Lupin the ability to become full spellcasters. The real bombshell however was in the origin of the lupin for they were a cross between gnolls and the highly magical, created directly by an immortal, hutaakans. As was explained in the Principality of New Kolland writeup, the origin and history of the kobold race was not detailed in official products and was left to fandom to explain. As the lupin and kobold were so closely related it was detailed that the kobold split off from the lupin race to become a more feral rather than civilized race. However, the blood of the immortal created highly magical race continues to flow today in not just the lupin race but in its kin, the kobold race.

So, in a detailing of 1014 (and beyond) Glantri, what is to be done with not just with Kol but current and future humanoid spellcasters? The DotE first broached the existence humanoid/monster citizens and spellcasting humanoid/monster aristocrats in the highly magical setting of Alphatia but offered no practical or logistical guidance on the details. That follows in the next section where we tackle not just the late evolution of latent magic ability, humanoid spellcasters, and their place in Glantrian society but also address some of the logical faux pas and omission of earlier releases.

II. The Humanoid Citizens of Glantri and Their Ability to Use Magic.

When detailing the Principalities of Glantri in the year of 1014 and beyond with the addition of humanoids of the Broken Lands the sad truth is, as noted above with the detailing of Alphatia, no guidance was provided on how humanoids and their magic users would integrate into a predominantly human nation of magic users as legal citizens. The only Mystaran nation of note that also had a significant mixture of human and humanoids was the lands of Hule but as with Alphatia no detail was provided by canon products on how those citizens of different races mixed and interacted. The best guide would be to look at the lycanthropes of Morlay-Malinbois which was covered in great detail by PC4. Generally, both are considered 'monsters' by common Glantrians and were attacked and killed with impunity prior the enfeoffment of Morlay-Malinbois and New Kolland. After the enfeoffment of Morlay-Malinbois and later New Kolland, with both lycanthropes and humanoids becoming citizens, the legal status of lycanthropes and humanoids changed from illegal to semi-legal depending on the jurisdiction.

Note that Glantri has a large number of humanoids that have long lived within Glantri and have been accepted into society and accorded the full status of Glantrian citizens nationwide. The lupin of northern Glantri and rakastas of western Glantri will be covered later in the document in addition to other humanoid groups that are neither seen as citizens nor deemed 'monsters' such as the mugumba of southwestern Glantri. As they will be directly addressed by race, assume any mention of 'humanoids' refers only the 'monster' humanoids of the Broken Lands

It is an important point that in the current time of detailing, 1014, neither the Council of Princes nor the Parliament has passed any laws making lycanthropy legal or granting humanoids full citizenship. A measure proposed in 1013 by Prince Malachie making lycanthropy legal throughout all of Glantri barely failed at the Council falling one vote short of being referred to Parliament. Several proposals to extend full citizenship to humanoids by Prince Kol have received little support other than of Princess Dolores. Naturally in the Principalities of Morlay-Malinbois and New Kolland lycanthropes and humanoids enjoy the full protection of Glantrian law under their respective Princes as normal Glantrian citizens. However, they can be still deemed by other nobles as illegal by other rulers who not only can make their own laws that apply within their dominions but control the levers of the constabulary and judiciary as long as it does not directly contradict Glantrian law (ie.. cannot make laws legalizing slavery). Thus, other dominions can and have passed laws that apply to their dominions.

The Principality of Erewan for example has laws on the books declaring lycanthropy illegal thus any were-creatures found within its border can be attacked and killed and face no prosecution by the judiciary of Erewan. It goes without saying that regardless of a citizen or New Kolland or not, that any humanoid found within the borders of Erewan would be attacked and could be killed with no legal repercussions. Outside of dominions in the Free Territories of Glantri the status of humanoids (as well as lycanthropes) is very much a grey area with Free Provinces that are aligned to either Prince Malachie (or Princess Isidore) or with Prince Kol generally recognizing their status as Glantrian citizens. While others follow the guidance of the Council of Princes based on the proximity of them to lands of the lycanthropes and humanoids. The following chart summarizes the legal status of both lycanthropes and humanoids in Glantri circa 1014.

General Guide to Legal status of Lycanthropic Citizens (1014)				
full citizens with complete protection under Glantrian law	full citizens with general protection under Glantrian law	semi-citizens with some protection under Glantrian law	semi-citizens with few protections under Glantrian law	non-citizens with no protection under Glantrian law. Considered as 'monsters' and attacked on sight
Morlay-Malinbois, Nouvelle Averoigne, New Kolland, Fausseflammas, Amboise, Isoile FP, Moulins FP	Aalban, Berrym, High Sonden, d'Ylourgne, Adlerturm, Brulefer, Nandin, Sherlin, Uigmuir, Glantri City, Black Mountains FP, Hiboux FP, West End FP	Bergdhoven, Blackhill, Caurenze, Sablestone, Westheath, Hightower, Egorn, Fallsburg, De Glace FP, Taterhill FP	Klantlyre, Krondahar, Fenswick, Dunvegan, Nordling FP, Nyra FP, Two Volcanos FP	all other regions of Glantri

General Guide to Legal status of Humanoid Citizens (1014)				
full citizens with complete protection under Glantrian law	full citizens with general protection under Glantrian law	semi-citizens with some protection under Glantrian law	semi-citizens with few protections under Glantrian law	non-citizens with no protection under Glantrian law. Considered as 'monsters' and attacked on sight
New Kolland, Blackhill, Uigmuir, Borderlands FP	Soth-Kabree, Southern Hills FP, Glantri City	Nathrat, Nyra FP, Silver Sierras FP	Hightower, Rittenour, De Glace FP	all other regions of Glantri

Determining both the potential and existing numbers of humanoid spell-casters in Glantri can be gleaned from the limitations that both the *Masters Rules* set and *Champions of Mystara* established that *Dawn of the Emperors* codified as canon that the ability to cast magic spells is a genetic trait that one is born with or not born with, thus are unable to cast magical spells regardless of intelligence. The specific nature of that trait was covered in the Great School of Magic section on page 39 of the [Citadel Quarter](#).

A level of 20% was set for the Alpathian population (and by extension the Flaemish of Glantri). The question that immediately came up when trying to model the rest of Mystara based upon that figure

was whether to set that level as top-line or a bottom line. The answer as far as the modelling we have done was an obvious one as alluded to in the section above that a setting overrun with magic-users and high-level ones posed severe issues in balance and plausibility to many. It is worth noting that Alphatia's Council of 1000 wizards which posed **such** a problem to so many was only 0.014% of its population. In real world terms, by percentage of population there are 7 times more billionaires on earth than there are M36 in Alphatia. So instead of creating a reverse problem by having nations have far more magic users by percentage than Alphatia thus posing even more vexing a problem, like Thyatis and its *thousands of M36* and why it couldn't conquer little Ylaruam or the rest of the known world. Say 40% of its population of five million were capable of casting spells then it would have 1429 M36 it was decided to set that Alphatian 20% as the top line for magical ability in the Mystaran setting and work down from there. Setting 20% for the topline for magical ability for the Alphatians, in addition to not creating other balance or plausibility issues, allows them to retain their implied special high magical affinity as outer-worlders who are not originally from Mystara.

When calculating the number of magical spell-casters in Glantri, a hodge-podge of many cultures with many of them being outer-worlders we assigned a percentage based on a descending Alphatian and Flaemish maximum of 20%. In addition to what was possible, how many had the trait, we also assigned a catch rate which recognized that not every person that had the trait for casting magic spells would be recognized and educated to become a spell-caster and looked something like this:

Examples of Magical Ability by Ethnicity/Nation (circa 1000)				
Group	Ability to cast magic spells by %	Education Rate by %	Approximate # Spell-Casters	Approximate number of M36
Alphatian Empire (7,100,000)	20	75	1,065,000	1,331
Glantrian Alphatian (64,829)	30 (population in Glantri descended from a high percentage of Alphatian military wizards)	85	16,532	49
Flaemish (201,788)	20	95	38,340	115
Averoignian (75,472)	15	80	9,057	28
Sindhi (600,000)	10 (due to consolidation of those with the trait for magic use into the Jadugerya caste)	90	54,000	68
Thyatian Empire (5,200,000)	7.5 (slightly higher than the Mystaran norm due to significant imprint of Alphatians and Ylari bloodlines)	75	292,500	585
Karameikos (300,000)	5 (the Mystaran norm for magical ability)	50	7,500	9

Thus, with variance among humans established from a canon established a top line 20% magical ability for the Alphas and a 5% set as the baseline for magical ability for standard Mystaran humans, it does seem strange to also have all humanoids with the same percentile chance thus we are introducing a variance among humanoids as canon did with humans. The percentage of Gnolls was established by canon at 5% and using that as the top line percentage for humanoids and working downwards from that top line. However as noted above there are also other non-human/elf races that reside in Glantri with full citizenship status and need to be accounted for potential magic use.

The two largest groups, the Rzechians and Orkarians, which came to far western Glantri during the invasion of the Overlord in 512, were previously covered in *Creatures from the Cauldrons III* and *IV* and have extremely low percentile abilities for magic use and are agrarian as well as pacifistic in nature. As they are never found as adventurers or combatants, they were not accorded player character options or level advancement. The next two largest groups of non-human/elf citizens of Glantri proves much more of a challenge. As of the latest census in 1000 there are some 7000 lupin and 1000 rakasta citizens of Glantri. Both have been placed within Glantri by demographic projects on the basis of their inclusion in the module X2: *Chateau d'Ambreville* yet have had no further canon mention. Fandom has confirmed the lupin presence in Glantri by establishing locations and various types/breed that reside in Glantri but apparently has said little about the rakasta of Glantri. The challenge of how to handle lupins and rakastas comes as a result of both races being introduced in D&D modules and were not part of the BECMI rules set thus were not explicitly given the ability to cast spells, even as mere wicca. Given that both races are intelligent, even deemed highly intelligent in the case of the rakasta, we are going to assume that both races can have the genetic ability to cast magic spells as wicca, or in the right circumstances (like in Glantri) where proper education and training are available as traditional spell casters. A final case in non 'monster' humanoids living in Glantri would be the beaver-like mugumba which were introduced in *Champions of Mystara* and are not covered by the BECMI rules sets. There is no canon basis for the mugumba in Glantri, but fandom has put them in southwest Glantri. They are not classified as citizens but are not treated as hostile. CoM does allow for ability of the mugumba to cast magic spells, as wicca.

Estimates provided to us in advance of the upcoming census in 1015 by Yylid , the Minister of Records, based on tax receipts in 1013 there are just over 22,000 humanoid citizens of Glantri formerly of the Broken Lands with the vast majority living in New Kolland. The census of 1000 showed some 7000 lupin and 1000 rakasta residing in Glantri. Estimates are there are some 250 mugumba living along the Red River in southwest Glantri. If one uses the 5% CoM gnoll ability to use magic as a baseline for most of the humanoid races one can set the percentile abilities of each non-human/elf groups in Glantri. However due to the hutaakan bloodlines the lupin and kobolds share they have a much higher rate of magical ability than even the (non-magical) gnolls from which they partially evolved have.

Magical Ability by Glantrian Humanoid Type (1014)							
Race	Kobolds (12,000)	Lupin (7,000)	Goblin (4,800)	Bugbear (1,800)	Rakasta (1,000)	Lizard Man (1,000)	Orc (900)
Ability to cast magic spells	12%	12%	3%	4%	5%	4%	3%
# Of Wicca/ Traditional Spellcasters	352/8	359/145	36/0	18/0	21/9	10/0	7/0
Race	Hobgoblin (600)	Troglodyte (450)	Gnoll (300)	Mugumba (250)	Faenare (200)	Ogre (200)	Troll (50)
Ability to cast magic spells	4%	2%	5%	3%	100%	2%	1%
# Of Wicca/ Traditional Spellcasters	6/0	2/0	4/0	2/0	0/200	2/0	0/0

Much as in the modeling of numbers of human spellcasters we have done in Glantri and the earlier chart not every humanoid that has the ability to learn to cast magic spells will do so. Though Prince Kol is working to improve to catch and education rate of his population only 1 in 4 humanoids with the ability to cast magic does so in 1014 though that rate will improve dramatically in the years to come. The lupin and rakasta have a much higher rate of catch and education at 60% but still lower than the 75% average of the human population of Glantri. Of the humanoid spellcasters of the former Broken Lands only a small handful of kobolds are traditional spell casters as they, including Prince Kol, were trained by humans. Most lupin and rakasta are also wicca as while they are full citizens of Glantri they do not regularly mix with human society. Full-fledged spellcasters from those two groups are taught by the few lupin or rakasta that have ventured out into human society and learned their magic from humans.

As we covered previously humanoids can in the right circumstance learn how to cast magical spells as traditional spellcasters though they are extremely rare in the Mystaran setting. As we just saw the vast majority of ‘monster’ humanoid magical spell-casters in the Glantrian setting in 1014 will be of the wicca class introduced in the Masters Rules set and further detailed in Gaz 10. Only the gnolls of Graakhalia were specifically detailed as full spell-casters and it was implied but not directly detailed that such spellcasters would have existed in the Alpathian nation of Limn. As was made clear in CoM the ability to cast spells as a traditional magic user is a product of having access to proper education and instruction that few humanoids had. Yet in Glantri that access to education and instruction does exist for humanoids now that the rules have established that humanoids indeed can be full-fledged spell-casters.

In addition to the lupin and rakasta of Glantri as covered in the last section, the skygnomes of the flying city of Serraine though not detailed as having the ability to cast magical spells as normal spell-casters in PC 2: *Top Ballista* would be a natural addition to the list of non-human/non elves to have access to the education and training to become full magical spell-casters. In Glantri with the enfeoffment of New Kolland the ‘monster’ humanoids who have the latent ability to cast magic will increasingly have the opportunity to learn traditional spellcasting as the Graakhalian gnolls did under the elves and the

humanoids of Limn likely did under the Alphatian educational system. The fandom almanacs wrote in the events of first the decision to accept humanoids of the former Broken Lands into the Great School of Magic and then their actual entrance. However, it must be noted that those humanoids do face obstacles to receiving formal education that the lupin, rakasta, gnolls of Graakhalia, or potentially the skygnomes of Serraine did not have to face that will whittle down the potential numbers of full-fledged spellcasters from the humanoids of the former Broken Lands. Much of that revolves around the very inconsistent BECMI application of 'intelligence' into the magical spell casting equation.

As is well known and covered to a point earlier. A minimum Intelligence score is not required of humans to become magic users even though they have to undergo rigorous education and training to first become magic-users and presumably advance in levels as magic users. Though there is not a minimum INT needed, the rate of XP gains as presented in Gaz3 will penalize a low intelligence magic user substantially as once they advance past basic mastery of magic since most of their XP will come from creating magic items and discovering spells thus making it very difficult (ie. Prohibitively expensive) for 'unintelligent' magic users to successfully research spells and magic items and gain levels as ones Intelligence directly affects the chances of success. Yet minimum Intelligence values are slapped upon humanoids for their primitive wicca spellcasting that needs no formal education or involve even being considered 'literate'. It is very obvious why there was no minimum Intelligence score given to human magic users as they are player characters and if one wants to be a magic user and rolls up an 8 INT for their character? It is recommended and will be detailed here that the very same principal should apply to humanoid characters but with a very big caveat. Humanoid wicca just as human magic users do not have to have a minimum Intelligence score, however in order to receive the proper education and training to become a full-fledged spellcaster the humanoid must be intelligent enough to 'unlearn' all that he knows and be receptive to human schooling and training and not just be literate but able to speak a human language and read texts and scrolls in human languages. Thus, for the sake of creating full-fledged humanoid spell casting character classes in Glantri they must have a minimum Intelligence of 13 until they are fully integrated into human society and educated as human/elves are from birth as the Graakhalian gnolls were, and the skygnomes of Serraine have been many centuries. It will likely take a century or more of being a part of Glantri before the humanoids of the former Broken Lands will be able to remove the INT minimum to receive the necessary education and training, they need to become full-fledged spellcasters. For those that do have the minimum INT score they can receive training in Glantri by Glantrians to become full-fledged spell casters.

III. Humanoid Magical Spell-Casters

The last details that need to be addressed before introducing the humanoid spellcaster is determining just what class magic using humanoids are, and how those humanoid spellcasters advance in levels with the associated gains in hit points. As we saw earlier CoM had the Graakhalian gnolls advance as dual classed fighter-magic users using the same charts as elves. While that fit the setting and worked well for the gnolls whose base 'fighter' hit points are based on d8 it might not fit smaller humanoid types.

The first question is relatively simple to answer for only humans have been able to advance as purely magic users and thus were the only ones to this point (see Creatures from the Crucible VII) who could ever possibly achieve the ultimate mastery of magic. There is little basis to allow humanoids such an

ability so all educated and trained humanoid spellcasters, both 'civilized' ones such as lupins/rakasta and 'monstrous' ones such as gnolls/kobolds advance as a dual classed fighter/magic-user just as wicca do. As far as the XP charts and HD/HP gained it is recommended that only the Graakhalian gnolls advance as elves due to their long history of interaction with and immersion in elven culture. For those using the model of elven spellcasting explored in *Creatures from the Cauldron V* both the gnolls and Graakhalia use traditional human spell lists as obviously their spellcasting does not mirror that of woodland elves. For all the humanoids of Glantri the XP and Level charts from Gaz 10 are used for humanoid spellcasters. One might remember from Gaz10 that humanoid wicca had extra XP added in addition to normal XP which was needed to gain the next level. The same can easily apply to traditional spellcasters. In Gaz10 a chart was provided for wicca level advancement using magic-user and elven XP as a guide we can create extra XP values needed for humanoid spellcasters to advance in levels

If we go back to the Gaz 10 charts and add columns for the three other humanoid types found in Glantri (use Faenare as presented in PC2) and include the small chart for spellcasting XP with an additional column for full spellcasters it would look something like this.

Humanoid Experience Table											
	Kobold		Goblin		Orc		Hobgoblin		Mugumba/Troglodyte		
Level	XP	HD	XP	HD	XP	HD	XP	HD	XP	HD	
Teenager									-1,500	d8
0 (NM)	0	d4	0	d8-1	0	d8	0	d8+1	0	2d8	
1	500	2d4	800	2d8-2	1,000	2d8	1,200	2d8+2	1,500	3d8	
2	1,000	3d4	1,600	3d8-3	2,000	3d8	2,400	3d8+3	3,000	4d8	
3	2,000	4d4	3,200	-	4,000	-	4,800	-	7,000	-	
4	4,000	5d4	6,400	4d8-4	8,000	4d8	9,600	4d8+4	15,000	5d8	
5	8,000	6d4	13,000	5d8-5	16,000	5d8	19,000	5d8+5	31,000	6d8	
6	16,000	7d4	26,000	6d8-5	32,000	6d8	38,000	6d8+5	63,000	7d8	
7	30,000	8d4	55,000	-	64,000	-	76,000	-	129,000	-	
8	60,000	9d4	110,000	7d8-5	130,000	7d8	150,000	7d8+5	259,000	8d8	
9	120,000	+2 HP*	220,000	+2 HP*	260,000	+2 HP*	300,000	+2 HP*	519,000	+2 HP*	
+1 level	+100,000 XP		+160,000 XP		+200,000 XP		+240,000 XP		+300,000 XP		
	Gnoll/Lupin		Lizard Man/Rakasta		Bugbear		Ogre		Troll		
Level	XP	HD	XP	HD	XP	HD	XP	HD	XP	HD	
Whelp									-35,200	3d8+2
Youngster				-2,400	d8+1	-4,800	2d8+1	-26,400	4d8+2	
Teenager	-1,500	d8	-1,950	d8+1	-1,200	2d8+1	-2,400	3d8+1	-17,600	5d8+3	
0 (NM)	0	2d8	0	2d8+1	0	3d8+1	0	4d8+1	0	6d8+3	
1	1,500	3d8	1,950	3d8+2	2,400	4d8+2	4,800	5d8+2	35,200	7d8+4	
2	3,000	4d8	4,000	4d8+3	7,200	5d8+2	14,200	6d8+2	105,600	8d8+4	
3	7,000	-	9,000	-	16,600	-	33,200	-	246,400	-	
4	15,000	5d8	20,000	5d8+3	35,600	6d8+2	71,200	7d8+3	528,000	9d8+5	
5	31,000	6d8	42,000	6d8+4	73,600	7d8+3	145,200	8d8+2	828,000	10d8+5	
6	63,000	7d8	85,000	7d8+4	147,600	8d8+3	295,200	9d8+3	1,128,000	11d8+5	
7	129,000	-	170,000	-	297,600	-	595,200	-	1,428,000	-	
8	259,000	8d8	350,000	8d8+5	597,600	9d8+3	895,200	10d8+3	1,728,000	12d8+5	
9	519,000	+2 HP*	710,000	+2 HP*	897,600	+2 HP*	1,195,200	+2 HP*	2,028,000	+2 HP*	
+1 Level	+300,000 XP		+329,000 XP		+340,000 XP		+360,000 XP		+400,000 XP		
* Constitution bonus no longer applies; +2 hit points per level thereafter											

Humanoid Spell Caster Experience Table		
Spell Casting Level	Extra Experience Required Humanoid Wicca	Extra Experience Required Humanoid Magic-User
1	1,000 XP	1,500 XP
2	2,000 XP	3,000 XP
3	4,000 XP	6,000 XP
4	8,000 XP	12,000 XP
5	16,000 XP	25,000 XP
6	32,000 XP	50,000 XP
7	64,000 XP	100,000 XP
8	130,000 XP	200,000 XP
9	260,000 XP	400,000 XP
10-20	+200,000 XP	+300,000 XP

Humanoid wicca are handled exactly as detailed in Gaz 10 with a few minor alterations which will be explained shortly. Humanoid shaman and clerical magic will be detailed in section IV but as per Gaz 10 humanoids may also be wicca and shaman. Humanoid magic-users may not cast clerical spells and are considered a dual classed fighter/magic-user. Humanoid wicca and magic-users gain experience not by the section in Gaz 10 but by Gaz3 on page 60 with some slight alterations. While per Gaz10 a humanoid wicca can only create limited magical items in the form of amulets full-fledge humanoid magic-users can create magical items as humans/elves can with the same restrictions and with the same chances of success and failure. Gaz3 in creating the special system for gaining experience for magic-users made noted that the accumulations of knowledge and spells was the primarily pursuit of magic users whereas for humanoid magic users due to their martial nature combat and slaying 'monsters' is the primary purpose of the humanoid magic-user, so the Gaz3 experience sections apply to humanoid spell-casters as follows:

Gaining Spells - Same as Gaz3

Enchanting Items - Same as Gaz3

Getting Treasure - Same as Gaz3

Acquiring Rare Books - In an adventure: ½

By trade, purchase, theft: 1/20

Slaying Monsters - full XP

Needless to say, humanoid magic-users learn and use magic just as normal magic-users and elves do per the BECMI rules thus have spell books, not gri-gri, and must be fluent in a human language or the elven language as humanoid languages are too simplistic to convey the complex scientific and arcane concepts involved in traditional (non-wiccan) magical spell casting. The humanoids languages may eventually evolve over time to incorporate such complexities but at this point and time cannot. Thus, the first step for any humanoid with the ability to cast magical spells, who has the required intelligence, is to learn a human language (often Thyatian common) or the elven language. Level advancement for humanoid spell-casters is handled just as they are for wicca. It is worth noting again that nearly all humanoid spellcasters are wicca but if they have the required Intelligence they may become humanoid magic-users after receiving the proper training and education. Any wicca that begin the actual magical

training under a master, or at a school of magic, temporarily lose their ability to cast spells either until they become 1st level magic users or stop their training after which they revert back to their previous wicca level. Any Gaz 10 offered an example which we'll change slightly and look at here to illustrate how humanoids will often progress as magic users in Glantri.

Troonh is a 7th level kobold warrior and 5th level wicca (KO7/W5) who has an INT of 14 who would need 62,000 XP to become an 8th level kobold and 6th level wicca, 30,000 XP to become an 8th level kobold and 32,000 XP to become a 6th level wicca. She was sponsored by Prince Kol to attend the Great School of Magic to receive schooling to become a 1st level magic user. After first receiving a year's worth schooling and education and learning to speak Thyatian Upon she started her magical education at the Great School of Magic. She loses her wicca spellcasting while undergoing traditional magical training. She will need and will get during her year-long term at the Great School of Magic the equivalent of 31,500 XP. 30,000 XP to become an 8th level Kobold and 1,500 XP to become a 1st level magic user. After completing the year long term as a full time student at the Great School of Magic Troonh would be a KO8/M1, an 8th level Kobold and 1st level humanoid magic-user. Differences in levels may not be made up and any experience applied must go to both her humanoid class and his next level of magical spellcasting. If Troonh ever decided to become a wicca again she would lose her magic-user abilities and any levels gained while accumulating the 1,000 XP to become a 1st level wicca again.

Humanoids per Gaz 10 have 4 skill options and gain new skill choices at level 4, level 8, and at additional higher levels. Humanoid magic-users may (if trained from their youth as shown above) advance up to level 20 and gain access to new levels of spells just as elves do and do not have racial limits put upon their maximum level as wicca do thus do not have to ever roll upon the Personal Sacrifice table as wicca do. Like elves a humanoid at level 10, regardless of their lower level as a magic user (or wicca), must decide to focus upon advancing further as a fighter or a magic-user (wicca) thus can gain Fighter Combat Options as shown per the chart below. If a humanoid chooses to advance as a fighter beyond level 10, they may no longer progress as a magic-user (wicca) and conversely if they choose to advance as a magic-user (wicca) they do not gain Fighter Combat Options upon reached the levels shown below once reaching that level in their humanoid class. Humanoids have 2 initial weapon mastery slots and gain new weapon slots at level 4, level 8, and additional slots at higher levels. A continuation of the above example illustrates that choice nearly all humanoids of Glantri who came to their magical education later in their life will have to face.

Troonh in 1019 has now become a KO10/M3 and like dual-classed elven fighter/magic-users must irrevocably decide how she chooses to advance. She can choose to progress as a fighter thus upon gaining 100,000 XP and reaching the 11th level of experience as a Kobold she becomes a KO11/M3 gains the Fighter Combat Options with two attacks but can no longer advance as a magic-user. Troonh can also choose to advance as a magic-user and upon gaining 112,000 XP she would become a KO11/M4 but does not gain the Fighter Combat Options or the possible two attacks per round.

High Level Humanoid Ability Chart				
Humanoid Type	All Humanoids		Humanoid Fighters	
	Additional Skills	Additional Weapon Choices	Fighter Combat Options/ Two attacks possible per round	Three Attacks possible per round
Kobold	420,000 XP +800,000 XP	1,220,000 XP +1,000,000 XP	320,000 XP	1,020,000 XP
Goblin	700,000 XP +640,000 XP	1,340,000 XP +1,000,000 XP	540,000 XP	1,660,000 XP
Orc	860,000 XP +800,000 XP	1,660,000 XP +1,000,000 XP	660,000 XP	2,060,000 XP
Hobgoblin	1,020,000 XP +960,000 XP	1,980,000 XP +1,250,000 XP	780,000 XP	2,460,000 XP
Gnoll/Lupin/ Troglodyte/Mugumba	1,419,000 XP +1,200,000 XP	2,619,000 XP +1,250,000 XP	1,119,000 XP	3,219,000 XP
Lizard Man/ Rakasta	1,697,000 XP +1,316,000 XP	3,013,000 XP +1,250,000 XP	1,368,000 XP	3,671,000 XP
Bugbear	1,917,600 XP +1,360,000 XP	3,287,600 XP +1,500,000 XP	1,577,600 XP	3,957,600 XP
Ogre	2,275,200 XP +1,440,000 XP	3,675,200 XP +1,500,000 XP	1,915,200 XP	4,435,200 XP
Troll	3,228,000 XP +1,600,000 XP	4,828,000 XP +2,000,000 XP	2,828,000 XP	5,628,000

If using the magical systems as presented in [Creatures from the Cauldron V](#) the types of spells a humanoid magic-user can learn will depend on their education and training. Though entirely possible that a humanoid might receive magical training from a sylvian elf and learn to cast the druidic system of traditional elven spellcasting it is highly unlikely that any elf for the foreseeable future would take a humanoid as a student thus humanoids will learn the magic of humans and have access to all the spells a human magic-user can cast.

Though it will likely be many years before any humanoid magic-users are invited to join any of the Secret Crafts of the Great School of Magic it will eventually happen, likely in the Secret Craft of Earth Elementalism due to the shared Thyatian cultural (and training) of Prince Kol and the majority Kobold pool of potential spellcaster, and as we saw with the elves in [Creatures from the Cauldron V](#) the elves were not accounted with their different levels for rising in the circles of the Secret Crafts. As noted on the elven XP chart in Cauldron V elves, and now humanoids, gain access to the 4th circle of a Secret Craft at the 13th level of spellcasting and the 5th circle at the 16th level of spellcasting.

While the XP/HD chart is used as presented the racial ability chart could use a few changes thus if we eliminate the racial maximums, tweak the actual modifiers, and add a few humanoids missing from Gaz10, the following chart can be used to handle any humanoids that might be found in Glantri.

Humanoid Racial Ability Modifiers (max. 18, min. 3)						
Abilities/Race	Str.	Int.	Wis.	Dex.	Con.	Chr.
Kobold	-4	-	-	+3**	-	-
Goblin	-3	-	-	+1	-	-
Orc	+1	-	-	-1	-	-
Hobgoblin	+1	-	-	-1	+1	-
Gnoll	+1	-	-2	-	-	-
Troglodyte	+1	-2	-4	-1		-1
Lupin	-	-	+1	-	+1	-
Mugumba	+1	-	-	-	-	+1
Lizard Man	+1	-	-	+1	-	-
Rakasta	-	+1	-	+3**	-	+1
Bugbear	+2	-	-4	-	+1	-
Ogre	+3*	-2	-4	-1	+2	-1
Troll	+3*	-4	-6	-2	-	-2

* Have a minimum strength of 9

** Have a minimum dexterity of 9

IV. Humanoid Immortals and Clerical Spell-Casters

While the primary focus of *Creatures of the Cauldron VI* (and naturally a detailing of the Glantrian setting) is magical spellcasting if one wants a complete look at humanoid spellcasters one cannot ignore clerical spellcasting. As alluded to in the first section the lack of true clerical spellcasting with humanoids has never been explained, or even attempted to have been explained, and has never felt right especially as a whole pantheon of humanoid immortals was created as the setting evolved. As with humanoid magical spellcasters one can keep the shaman from the *Master Rules* set and from *Gaz10* but selectively add true humanoid clerics to reflect special humanoids who not just have superior abilities but have also caught the attention of not just patron immortals but those who immortals who are interested or sympathetic to the humanoids.

In the Racial Ability chart from last section, we not only did away with the racial maximums for intelligence, the Prime Requisite for magic-users, but also did so for wisdom but passed along some alterations to the modifiers from what *Gaz 10* presented to reflect the lack of intelligence and wisdom of some of the more violent, impulsive, and less intelligent brutish races especially types like Ogres and Trolls. A quick look at what *Gaz 10* and the *Codex of the Immortals* from the *Wrath of the Immortals* box set is probably in order before going too far into humanoid clerical magic use. A series of humanoid immortals were detailed and had among their followers the following humanoid types that resided in the Broken Lands.

Bartziluth - Bugbears

Wogar - Goblins, Atruaghin Orcs

Yagrai - Ethengarian Orcs, Hobgoblins

Jammudaru - Ogre,

Karaash - Common Orcs,

Ranivorius - Gnoll

The Shining Ones - Kobolds
 Bagni Gullymaw - Trolls

With the changes in the Broken Lands since Gaz10 with the events of the Wrath of the Immortals and Poor Wizards Almanacs only the Kobolds, Goblins and Bugbears remain in any significant numbers in the Broken Lands which has been annexed by Glantri with the Principality of New Kolland and Borderlands Free Province created out of the Broken Lands west of the Vesubian River. One immediate change, and the one that always begged for change was the immortal of the kobolds. Unlike most of the humanoid types from Gaz10 the kobolds already had a significant presentation and presence in Gaz7: *The Northern Reaches* who were tied strongly to the immortal The Shining One. The kobolds of the Broken Lands have a strong Thyatian influence in Gaz10 which will be covered in great detail in the [Principality of New Kolland](#) writeup from Pandius Press. As The Shining One is not seen as a good fit for the kobolds of the Broken Lands a good change to reinforce the Thyatian imprint and provide some basis for the events that are part of the history of the kobolds of New Kolland is to have an immortal involved that has her hand in the affairs of the kobolds of New Kolland. The obvious choice is an immortal that only is a prime immortal of Thyatis but one whose teachings explain their successes militarily in spite of their obvious weaknesses, the immortal Vanya.

It is suggested that much like wicca were handled in section III above, humanoid shaman from the *Master Rules* and from Gaz10 not only continue to be found with the humanoids of Glantri but also are the overwhelming percentage of clerical magic spellcasters. In introducing humanoid clerics, we can take the position that these are the shaman who have either by natural ability or by deed caught the attention of an immortal and given the 'normal' abilities of a devout follower of an immortal that humanoid followers of immortals probably should have always had or been given in Gaz10 but would involve too much to eliminate now. These humanoid clerics are, nearly without exception, influential advisors to not just Prince Kol but also the leaders of the other humanoid tribes thus are very rare and yet very powerful for they will be handled differently, due the immortal involvement, than how we handled former wicca that become magic users. Assuming a 5% rate of magic use from the Master Rules and applying that determining how many shaman each group of Glantrian humanoids may have.

Shaman and Clerics by Glantrian Humanoid Type (1014)							
Race (Immortal Patron)	Kobolds (Vanya)	Lupin (Saimpt Malinois)	Goblin (Wogar)	Bugbear (Bartziluth)	Rakasta (Ninfangle)	Lizard Man (Ka)	Orc (Vanya)
Rate of Shaman (population)	4% (12,000)	0% (7,000)	5% (4,800)	2% (1,800)	0% (1,000)	2% (1,000)	3% (900)
# Of Shaman/ Traditional Clerics	480/17	0/300	240/11	36/2	0/50	20/1	27/2
Race (Immortal Patron)	Hobgoblin (Wogar)	Troglodyte (Ka)	Gnoll (Vanya)	Mugumba (Terra)	Faenare (Ordanna)	Ogre (Jammudaru)	Troll (Bagni Gullymaw)
Rate of Shaman (population)	4% (600)	2% (450)	5% (300)	3% (250)	100% (200)	2% (200)	1% (50)
# Of Wicca/ Traditional Spellcasters	24/1	9/0	15/1	2/0	200/0	4/0	0/0

For the vast majority of uncivilized humanoid most clerical spellcasting is done by shaman. In extremely rare cases a young (NM level) humanoid might be chosen by an immortal to serve as their mouthpiece to their humanoid clans but in nearly all other cases clerics will be chosen and granted their special abilities by immortals from shaman that have proved to be especially talented or have done a great deal and attracted the attention of the immortal. Unlike those that make the step from wicca to magic-user, a shaman chosen to become a cleric by an immortal is immediately granted the powers (and level) that corresponds to their previous level as a shaman. Humanoid clerics are handled just as magic-users and must gain enough experience to reach their next humanoid level plus the additional XP needed to gain the next level as a spellcaster. As Gaz 10 made the XP needed the same for both wicca and shaman we will do the same for the additional XP for clerics as is needed for magic-users. Humanoid clerics are notated in their stats with a C and followed by their level so a 8th level Orc that is also a 2nd level cleric would be listed as a OR8/C2. Unlike shaman, humanoid clerics have all the abilities of human clerics including the ability to turn undead.

Since kobolds will be not only predominant humanoid magic-users in Glantri in the years to come the humanoid clerics of Vanya will also be the most common humanoid clerics found in Glantri so we will take a closer look at what one can do with such clerics. An interesting notion was put forth in Gaz13 that we expanded upon in *Creature from the Crucible V* that immortals can, and if they can then they probably would, grant clerical magic tailored to the immortal and the purposes and goals of that immortal. Clerics of Vanya could easily be handed much the same way. Take for example the tried-and-true BEHCI Clerical Spells List.

Common Clerical Spells of the BEHCI Game (from the D&D Rules Cyclopedia)						
1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells	5th Level Spells	6th Level Spells	7th Level Spells
Cause Fear	Bless	Cause Disease	Animate Dead	Cause Critical Wounds	Aerial Servant	Earthquake
Cause Light Wounds	Blight	Cont. Darkness	Cause Serious Wounds	Commune	Animate Object	Holy Word
Cure Light Wounds	Confuse Alignment	Continual Light	Create Poison	Create Food	Babble	Life Drain
Darkness	Find Traps	Cure Blindness	Create Water	Cure Critical Wounds	Barrier	Obliterate
Detect Evil	Free Person	Cure Disease	Cure Serious Wounds	Dispel Evil	Create Norm. Anim.	Raise Dead Fully
Detect Magic	Hold Person	Curse	Dispel Magic	Finger of Death	Cureall	Restore
Light	Know Alignment	Growth of Animal	Neutralize Poison	Insect Plague	Find the Path	Survival
Prot. From Evil	Resist Fire	Locate Object	Prot. From Evil 10' Rad.	Quest	Remove Barrier	Travel
Purify Food and Water	Silence 15' Rad.	Remove Curse	Speak with Plants	Raise Dead	Speak with Monsters	Wish
Remove Fear	Snake Charm	Speak with Dead	Sticks to Snakes	Remove Quest	Word of Recall	Wizardry
Resist Cold	Speak w. Animal	Striking		Truesight		

As one might clearly see, the spells really don't give a hint of flavor of a Cleric of Vanya or any specific immortal for that matter. As Gaz13 and *Creatures from the Cauldron V* knocked the shackles off the BEHCI Cleric in allowing tailored, specific spell lists, to allow their clerics to further the goals, needs and desires of the immortal. Of course, if one is content to have clerics (and humanoids) just be generic 2nd class spellcasters in the D&D setting and good for little but being baddies in the Glantrian setting or just being a healthcare provider giving out healing spells to fellow adventuring or pulling some M-Americana

and bankrupting Mystaran Joe Six-Packers after charging them outrageous fees for saving their lives hahah... but if one wants a Cleric of Vanya to be... *a Cleric of Vanya* one can subtract some BECMI spells that don't really fit, add in some in that might fit better from the [voluptuous](#) list of clerical spells assembled by the Glantrian Mistress of Cartography and resident expert of Clerical Magic at the Great School of Magic, Robin of Groningen, and if one did they might come up with a list like this.

Spells of the Clerics of the Immortal Vanya						
BECMI Spells in Red						
New Spells in Black from PAGES OF VIRTUE - page number in parenthesis						
1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells	5th Level Spells	6th Level Spells	7th Level Spells
Call Upon Faith (pg. 230)	Aid (pg. 204)	Cont. Darkness	Cause Serious Wounds	Cause Critical Wounds	Animate Object	Conjure Greater Earth Elemental (pg. 264)
Cause Fear	Bless	Continual Light	Circle of Privacy (pg. 249)	Commune	Cureall	Enhanced Spell Turning (pg. 458)
Cause Light Wounds	Blight	Create Campsite (pg. 273)	Create Water	Create Food	Enchant Weapon (pg. 309)	Holy Word
Ceremony	Confuse Alignment	Curse	Cure Serious Wounds	Cure Critical Wounds	Find the Path	Major Curse* (pg. 369)
Command Word (pg. 258)	Death Prayer (pg. 286)	Enthall (pg. 310)	Dispel Magic	Dispel Evil	Forbiddance (pg. 326)	Obliterate
Courage (pg. 271)	Draw Upon Holy Might (pg. 303)	Fellowship (pg. 317)	Drain Protection (pg. 303)	Flame Strike (pg. 322)	Imbue Purpose (pg. 347)	Raise Dead Fully
Cure Light Wounds	Flame Blade (pg. 322)	Know Destiny (pg. 355)	Energy (pg. 310)	Protection from Poison	Ivy Siege (pg. 352)	Regenerate (pg. 422)
Darkness	Free Person	Locate Object	Free Action (pg. 327)	Quest	Mass Charm	Restore
Detect Magic	Hesitation (pg. 342)	Mend Bones (pg. 374)	Heroism (pg. 342)	Raise Dead	Monster Mount (pg. 386)	Travel
Detect Poison (pg. 293)	Hold Person	Remove Curse	Minor Ward (pg. 383)	Remove Quest	Remove Charm	Siege Wall (pg. 450)
Light	Know Alignment	Strength (pg. 471)	Neutralize Poison	Spell Turning (pg. 458)	Summon Earth Elemental	Survival
Morale (pg. 387)	Renew (pg. 425)	Striking	Prot. From Evil 10' Rad.	Truesight	Superheroism (pg. 480)	Wish
Remove Fear	Silence 15' Rad.	Telepathy (pg. 487)	Prot. From Lycanthropes (pg. 408)	Vanya's Sword of Fire (pg. 482)	Word of Recall	Wizardry

In the Codex of the Immortals in the *Wrath of the Immortals* boxset the clerics of some of the immortals were given some special attributes done in an effort I suppose to address the 'generic cleric' problem I've mentioned. Clerics of Vanya are given several such attributes and allowed to use swords, daggers and lances. The same would apply to humanoid clerics of Vanya.

While not as great in population as the kobolds in Glantri the goblins have a significant presence and hold true to the faith in their patron immortal Wogar.

Spells of the Clerics of the Immortal Wogar						
BECMI Spells in Red						
New Spells in Black from PAGES OF VIRTUE - page number in parenthesis						
1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells	5th Level Spells	6th Level Spells	7th Level Spells
Call Upon Faith (pg. 230)	Aid (pg. 204)	Call Pack (wolves) (pg. 229)	Accelerate Healing (pg. 201)	Cause Critical Wounds	Animate Object	Enhanced Spell Turning (pg. 458)
Cause Fear	Bless	Create Campsite (pg. 273)	Cure Serious Wounds	Commune	Barrier	Feeblemind (pg. 315)
Cause Light Wounds	Blight	Curse	Create Water	Create Food	Cureall	Holy Word
Ceremony	Draw Upon Holy Might (pg. 303)	Enthall (pg. 310)	Cure Serious Wounds	Create Normal (wolves) Animal (pg. 275)	Find the Path	Major Curse* (pg. 369)
Command Word (pg. 258)	Find Traps	Fellowship (pg. 317)	Dispel Magic	Cure Critical Wounds	Forbiddance (pg. 326)	Obliterate
Courage (pg. 271)	Fortifying Stew (pg. 327)	Growth of Animal	Divination (pg. 302)	Dispel Evil	Mass Charm	Raise Dead Fully
Cure Light Wounds	Free Person	Hold Animal (pg. 342)	Free Action (pg. 327)	Protection from Poison	Monster Mount (pg. 386)	Regenerate (pg. 422)
Detect Magic	Hesitation (pg. 342)	Locate Object	Helping Hand (pg. 340)	Quest	Remove Charm	Restore
Detect Danger (pg. 288)	Hold Person	Mend Bones (pg. 374)	Heroism (pg. 342)	Raise Dead	Speak with Monsters (pg. 457)	Travel
Detect Pits (pg. 293)	Renew (pg. 425)	Remove Curse	Minor Ward (pg. 383)	Remove Quest	Superheroism (pg. 480)	Survival
Detect Poison (pg. 293)	Resist Fire	Strength (pg. 471)	Neutralize Poison	Shout (pg. 449)	Survial (pg. 480)	Transformation (pg. 502)
Remove Fear	Silence 15' Rad.	Striking	Prot. From Evil 10' Rad.	Spell Turning (pg. 458)	Tame Animal (pg. 486)	Wish
Resist Cold	Translate (pg. 503)	Thunder Drum (pg. 495)	Summon (wolves) Animals (pg. 473)	Truesight	Word of Recall	Wizardry

Wogar was probably deemed a lesser immortal in the Codex and thus no special attributes were given to them. However, the Codex does mention Wogar and references the *Hollow World* boxset which

provides more information on the immortal. It is worth noting that some, myself included, have scratched their heads at some of the leveling of the various immortals. Ordanna? Founder of the elves and worshipped by them for millennia has less power than Ilsundal. A much younger elf who is only worshipped by a fraction of the elves upon Mystara. Wogar in the Codex is a bare initiate even after being an immortal for 2000 years and the immortal patron of pretty much every goblin on Mystara. The Hollow World boxset corrects that by making him an immortal of some power, equivalent to major players on Mystara such as Vanya. Considering who and what Wogar was it is not hard to come up with a special attribute to for clerics of Wogar. Clerics of Wogar receive a permanent +2 bonus to their dexterity score and the Riding Monster (Wolf) general skill.

Needless to say that if humanoids are not welcome yet in most parts of Glantri then their clerics (and shaman) are even less welcome. Though clerics are now legal, even if heavily licensed and taxed, the clerics of the humanoids rarely leave the halls of power of the humanoid leaders in Glantri and generally remain in the lands of the humanoids and only rarely accompany Prince Kol to Glantri City.