



THRESHOLD

Issue # 18

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Issue #18: first published: January 2018; revised June 2022

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Editorial Credits

Threshold Editorial Team:

Allan Palmer (AllanP)
Giampaolo Agosta (Agathokles)
John Calvin (Chimpman)
Francesco Defferrari (Sturm)

Editors Emeriti

Andrew Theisen (Cthulhudrew)
Ashtagon
Angel Tarragon (The Angelic Dragon)
Geoff Gander (Seer of Y'hog)
Håvard
Jesper Andersen (Spellweaver)
Joseph Setorius (Julius Cleaver)
Leland (Argentmantle)
LoZompatore
Micky
Robert Nuttman (RobJN)
Simone Neri (Zendrolion)
Thorfinn Tait (Thorf)
Troy Terrell (CmdrCorsiken)

THRESHOLD logo designed by Thorf

Editor-in-Chief, Issue 18:

Francesco Defferrari (Sturm)

Layout:

Allan Palmer (AllanP)

Art:

I. Calvin
Leandro Abrahão
V Shane (C) 2001-08

Cartography:

Thorfinn Tait
Irving Galvez
John Calvin
Leandro Abrahão
Matthew Fleet
Francesco Defferrari (Sturm)

Additional Reviewers & Proofreaders:

Allan Palmer (AllanP), Caroline Regina,
David Finch, David Insley,
Harri Maki (hihama), Nicola Valpiani,
Robin, Simone Neri,
Shawn Stanley

Thanks To: The Mystara Community, for your support, hard work, and dedication to Mystara.

The aims of *Threshold* magazine:

- to provide a venue for community members to present material
- to promote the Vaults of Pandius and the material there
- to increase the exposure of existing and new articles
- to encourage authors to revisit and revitalise existing articles
- to motivate interest in Mystara in general

To the Savage West!

Here it is - the second issue dedicated to Western Brun, as the material submitted by contributors for issue #17 was too much to fit into just one edition. A bit of pride for the editorial team that our fanzine is still going so strong in its fifth year, with 18 issues produced and more to come. Obviously most of the praise goes to the contributors in the Mystaran community, who enjoy writing and reading this magazine!

The current issue is focused on the Savage Coast, the region of the continent presented in the original module X9: *"The Savage Coast"*, developed in the *"Voyages of the Princess Ark"* series by Bruce Heard, and then gathered in the *Savage Coast* and *Red Steel* boxed sets. As we said in the previous editorial, the region was heavily inspired by the American West, Northern and Southern, with pistols, cowboys and gauchos, plus a mash-up of cultures inspired by other regions of the real world, including the cat-like rakasta, the dog-like lupins and the turtles. The prominence of humanoid animals is indeed an important feature of the setting and the first article of this issue looks at them, in particular the less known intelligent humanoids which were featured in the *Red Steel Monstrous Compendium*.

Then we will explore in detail one of the Savage Baronies with a Torreon mini Gazetteer, and go to uncharted lands with a the description of the mysterious Trident Isles and an in depth examination of the great Northway Lands, the region of the Savage Coast as it was originally presented in the module X9.

The last installment of the Unknown World Trail Map will take us to the wilderlands of the Atruaghin lands, Sind and the Adri Varma plateau.

To complete the issue we have an article continued from issue #16: *"Dwarven Families Extended"*, presenting the most prominent clans and families of Rockhome; and the third instalment of the BC 2300 adventure path, *"Engdyr's Game"*, continuing from issues #16 and #17.

Enjoy your voyage to the Savage Coast and always remember that Here Be Dragons!

Francesco Defferrari (Sturm)
Issue #18 Editor-in-Chief

This Issue's Contributors

Giampaolo Agosta (a.k.a. *Agathokles*) agrees with Schiller that “man is only completely a man when he plays”. Therefore, he makes a point of taking gaming seriously, and real life casually. Besides Mystara, his gaming interests include (among others) *Dark Sun*, *Planescape*, *Ravenloft*, *Birthright*, *Call of Cthulhu*, *Star Wars* and *Witchcraft RPG*

Hausman Santos is an art educator and drawing professor. An enthusiast in Mystara since 1995 when he met in Brazil the AD&D boxed set of “*Karamaikos: Kingdom of Adventure*”.

He has narrated campaigns for game groups in Thyatis, Alpathia, Rockhome and Glantri and keeps some of these groups since 2002. He manages a page for Mystara Brazilian fans on the internet. Currently he has gathered much of the material that he developed into game sessions with his group from projects like the *Mystaran Almanac* and discussed with the members of the Old Almanac Team about the old and unfinished plotlines (around AC 1016-1017) in order to resume them.

Irving Galvez (a.k.a. *Oleck*) Mexican player since the early 80s, amateur Mystara writer since 1996. The time passes and when the days of fantasy flew away with the age and you reach the stage of responsibilities, work, family and everyday problems, you look back and take those dusty books of D&D, and escape a moment to your childhood. Keep on playing!!!

I. "**Meandrathel**" **Calvin** enjoys drawing fantasy, and animals that can kill. Namely wolves, dragons, horses, and most large felines. Human animal hybrids are not excluded either; she often draws human

versions of her favorite animals. She does, however, despise drawing things that are unbearably cute. It's a pretty awful thing to do.

John Calvin is fascinated by the depth of Mystaran history, and has always wanted to share that more fully with players. To that end he has been developing sub-settings like *The Hollow Moon* and *Mystara 2300 BC*.

Matthew Fleet lives in the United Kingdom, and has been playing RP games since 1984, when he got the D&D red boxed set for Christmas. His favourite RP systems include *D&D* and *Warhammer*. He is an active member of the *Piazza* Mystara community, and posts there under the name of *Carillion*. In his spare time, he enjoys cartography, reading about the classical world, studying economics, and avoiding Twitter.

Even though *Sturm* (a.k.a. **Francesco Defferrari**) loves any alternate world, he believes Mystara is incomparably the best for its vibrant community endlessly delving into ethnography, linguistics and history just to make a little sense of it. Something like the real world, but with dragons.



Mapping the world of Mystara
ONE hex at a time...

A COMMUNITY project at The Piazza



OldDawg Presents: GazF



CONTINUING the
Gazetteer Tradition BEYOND
the KNOWN WORLD



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<http://www.pandius.com>



*FROM
THE VAULTS
OF PANDIUS*

Some features in issues of Threshold carry a “From the Vaults of Pandius” tagline. As one of our stated aims is “to promote the Vaults of Pandius and the material there”, we hope you will enjoy these revised or extended treasures from that [website](http://www.pandius.com).



FROM the
Mystara
FORUM at



Some features in issues of Threshold carry a “From the Mystara Forum at The Piazza” tagline. These Discussion Boards are an active and dynamic home of creativity for the Mystara community and many other game worlds. We hope you will enjoy the articles that have arisen from that [website](http://www.theplazza.co.uk/bb/index.php).



The Piazza
The Premier community
for discussion of
D&D Campaign Worlds
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CALL FOR CONTRIBUTIONS

The Threshold editorial team invites all fans of the Mystara setting to submit contributions to the magazine's next issue. We are especially looking for contributions fitting the following themes:

Issue 19 - Planes and the Immortals

Immortal plots and schemes may drastically alter the lives of those living on Mystara, but their reach extends far beyond the imagination of mere mortals. Roam through the infinite planes of the multiverse, stepping into the homes of the immortals themselves... and whatever else lurks beyond!

Proposal Deadline: January 15th 2018

Manuscript Deadline: February 10th, 2018

Issue Published: by April 21st, 2018

Call for proposals for main themes of forthcoming issues (2018):

Issue 20 - Skothar

Where ancient Blackmoor once laid, the most unknown and mysterious continent of Mystara!

Proposal Deadline: April 21st, 2018

Manuscript Deadline: May 15th, 2018

Issue Published: by July 21st, 2018

Issue 21 - Specularum

Discover the history, personalities, organizations and locales of Specularum, the city on the mirror bay, capital of the Grand Duchy of Karameikos. This issue aims at giving a new life to the vaporware "Fantasy Cities #1: Specularum" supplement.

Proposal Deadline: July 15th, 2018

Manuscript Deadline: August 10th, 2018

Issue Published: by October 21st, 2018

Articles about other topics are still welcome and the editorial team will evaluate their publication for any upcoming issue, taking into account available space and the issue's theme.

Threshold accepts and invites submissions of extended or revised versions of works having appeared on *The Piazza* or *Vaults of Pandius*.

Contributions may include, but are not limited to: Articles: short stories, short adventure modules, NPCs, historical treatises and timelines, geographical entries, new monsters and monster ecologies, etc.; and Illustrations: portraits, maps, heraldry, illustrations, etc.

The *Threshold* editorial team strives for edition neutrality, but edition specific articles (e.g., conversions) are also accepted. statistics for new monsters and NPCs may be included in articles (e.g., adventure modules, new monsters or NPCs) in any version of Dungeons & Dragons. The editorial team also offers help in providing conversions to some specific rules set. including BECMI/RC, 2nd Edition, 3rd edition/Pathfinder. However, this material should be limited to a minimum. For most NPCs, it is sufficient to mention class, level, and alignment. For important NPCs, a one or two line stat block may be included.

Previous Issues

Previous issues of **THRESHOLD** - the Mystara Magazine, are available for download from the [Vaults of Pandius website](#).

Also available at the same location are higher resolution versions of the maps that were included in the issue's PDF, allowing greater detail to be viewed.

[# 1 - "Karamaikos"](#)

[# 2 - "Vaults of Pandius"](#)

[# 3 - "The Sea of Dread"](#)

[# 4 - "Return to Dread"](#)

[# 5 - "Exploring Davania"](#)

[# 6 - "The Northlands"](#)

[# 7 - "Exploring Norwold"](#)

[# 8 - "Warlords of Norwold"](#)

[# 9 - "Hollow World"](#)

[# 10 - "Elven Realms"](#)

[# 11 - "Thyatis & Alphatia"](#)

[# 12 - "Ages Past"](#)

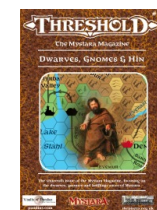
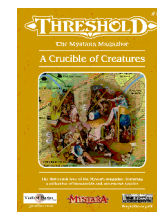
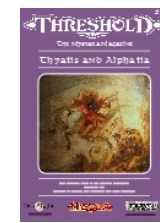
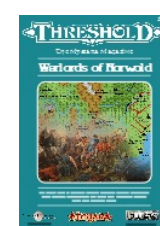
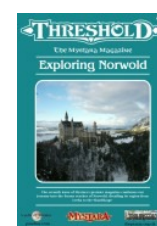
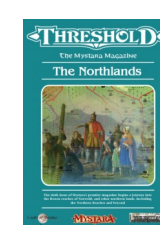
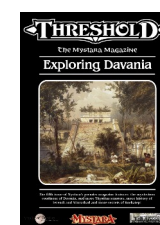
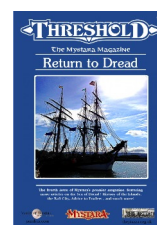
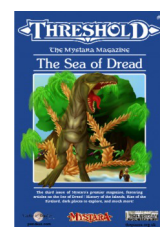
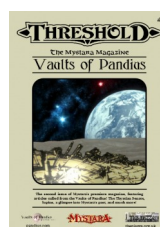
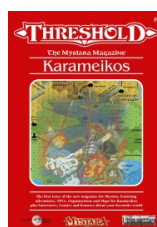
[# 13 - "A Crucible of Creatures"](#)

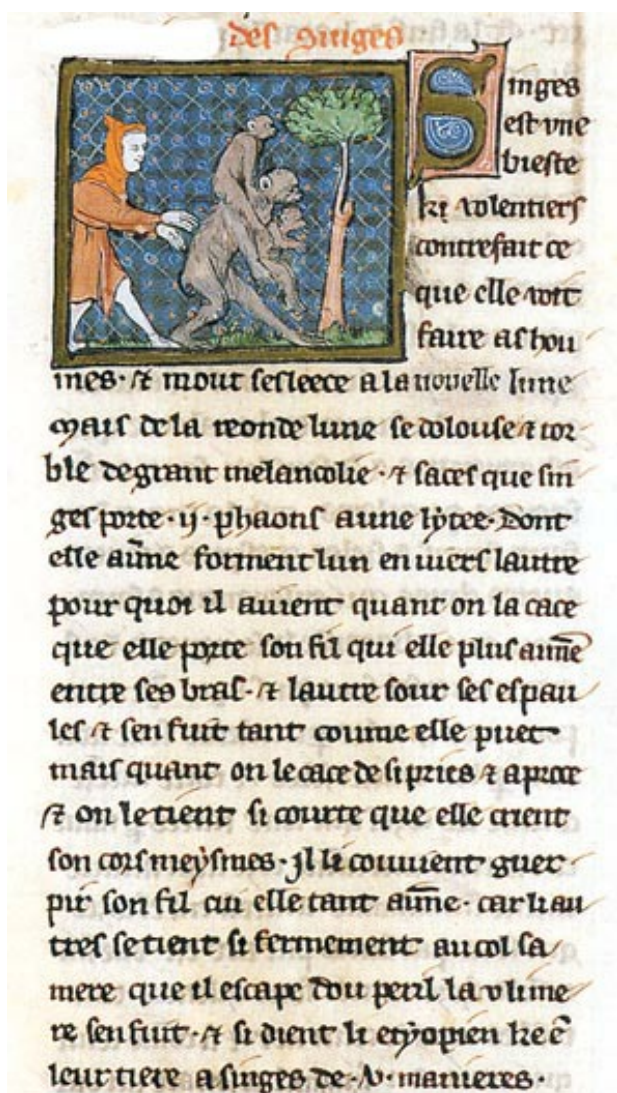
[# 14 - "the Shadowdeep"](#)

[# 15 - "Mystarospace"](#)

[# 16 - "Dwarves, Gnomes & HIN"](#)

[# 17 - "Western Brun"](#)





Page from a bestiary, a book describing non human creatures

People of the SAVAGE COAST

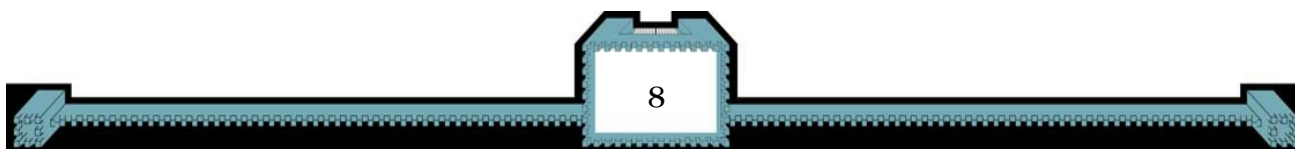
A Creature Crucible FOR THE MINOR RACES OF THE WEST

by Francesco Defferrari (Sturm)

INTRODUCTION

The aim of this article is to be a Creature Crucible, on the model of the canon supplements PC1: *Tall Tales of the Wee Folks*, and the others which describe non-human races, PC2: *Top Ballista*, PC3: *The Sea People*, PC4: *Night Howlers*, about faeries, gnomes and races of the air, underwater races and wercreatures. Similar articles have already appeared in Threshold issues: #13 (Undead of Elegy Island by Giampaolo Agosta, John Calvin and me) and #14 (Deep Hollow by Giampaolo Agosta and John Calvin, about races of the Shadowdeep). This time we will focus on the minor intelligent races of the *Savage Coast Monstrous Compendium Appendix*¹,

¹ Official TSR product which used AD&D statistics, only [released online](#) and available here in the Vaults of Pandius



detailing the places they inhabit in the Savage Coast and statistics to use them as player characters under BECMI rules.

The Compendium includes several intelligent creatures, but many of them will not be the focus of this article because they have been already detailed in canon Savage Coast products (or in the “*Voyage of the Princess Ark*” series in *Dragon* magazine and in the boxed set “*Champions of Mystara*”).

Therefore this article will not be about aranea, caymen, ee'aar, enduks, gatormen, goatmen², lizardmen, lupins, manscorpions, phanatons, rakastas, turtles, wallaras because they all have their countries in the Savage Coast and the Arm of the Immortal and have been therefore already detailed in several canon and fan sources. Instead, this article will focus on fachan, sea hermits, jorri, kla'a'tah, krolli, mythu'nn folk, neshezu, omm-wa, snappers and wurmlings, creatures who appear in the Compendium but have not been detailed in other canon products, and the mugumba mud-dwellers, which only appears on page 57 of the *Explorer's Manual* book in the “*Champions of Mystara*” boxed set.

² They were not detailed in the original “*Voyages of Princess Ark*” series. but more recently Bruce Heard wrote quite [a detailed description of them and related subraces](#), goatlings, ovinaurs and caprines, in his blog.

THE PEOPLE OF THE LAND

This first part will describe the intelligent races which live on land, or mostly on it, in the Savage Coast and the Arm of the Immortals and therefore could be encountered in the region during adventures or while exploring the remote wilderlands in which they live.

Fachan

Fachan³ are related to ogres and possibly to other aberrant giants such as cyclops, ubue and ettins. They inhabit barren mountains, often near to orc and ogre tribes. The area where they are more common in the Savage Coast is the region between Eusdria, Renardy and Dunswick, particularly the Niedegard mountains between Eusdria and the Texeiran Protectorado da Presa and the coastal mountains in turtle territory near Dunwick. They are often hunted by humans, lupins and turtles both for their aggressive behaviour and because some of their organs can be used to create magical objects.

Fachan as PCs

The strange nature of Fachan makes quite dubious players could be interested in playing one of them, but as they are intelligent humanoids the possibility should not be excluded, either for a small fun section with a group of Fachan PCs hunting “civilized” races or to play a strange, non-chaotic evil Fachan who will struggle a lot

³ See [their entry](#) in the Savage Coast compendium.



Depiction of a Fachan

more to gain acceptance among the civilized races than any beautiful dark elf.

Fachan have a movement of 100 feet per turn (33 per round) +2 bonus on strength with a

minimal value of 16, and a -2 penalty on dexterity and charisma.

Fachan spellcasters and Immortals

Rarely, a Fachan may be intelligent enough to become a shaman or a wicca. Use the rules for humanoid spellcasters in PC1 *Tall Tales of the Wee Folks*, page 20. Fachan usually worship the Immortals followed by local orc and ogres, as Hel, Jammudaru and Karaash.

Skills, language, equipment, magical items and the Red Curse

Fachan have exceptional hearing and so they often learn skills which they can use along their main ability, such as Disguise, Hunting, Nature Lore, Signaling, Snares, Survival, Tracking (int), Danger Sense (wis), Alertness,

Table: Fachan Character Class

Level	XP	AC	HD	Damage	Powers
Whelp	-192,000	7	4d8+1	1x1d6 kick or weapon	1 Legacy Infravision 60'
Youngster	-88,000	6	5d8+1	1x1d8	+1 Legacy (max 2)
Teenager	-44,000	5	6d8+1	1x1d10	Hurling rocks 1d4+1 +1 Legacy (max 3)
NM	0	4	8d8	1x2d6	Hurling rocks 2d4+2 Surprised only on a 1 1d4+1 Legacy (max 5)
1	192,000		9d8	1x2d6	
2	492,000		10d8	1x2d6	
3	792,000		11d8	1x2d6	50% chance +1 Legacy (max 6)
4	1,092,000		12d8	1x2d6	
5	1,392,000		13d8	1x2d6	
6	1,692,000		+2 hp	1x2d6	
7	1,992,000		+2 hp	1x2d8	50% chance +1 Legacy (max 7)
8	2,292,000		+2 hp	1x2d8	
9+	+300,000	3	+2 hp	1x2d10	

Hide in Shadows⁴, Mountaineering, Stealth (dex), Endurance (con).

Fachan speak their own language, which is however similar to Ogrish and Giantish. They also normally speak the language of the humanoid or giant group among which they live, if any.

Even if fachan do not produce weapons more complicated than clubs, they love to obtain metal, steel and red steel weapons, and this is usually the main reason for their alliance with giants, ogres and orcs.

Fachan wear cinnabryl when it can be found, and their hearing organs may be made into a potion of clairaudience. The hide of a fachan's hand can be made into a single gauntlet of fachan power (as gauntlet of ogre power, but just on one hand). Potion of strength may also be produced using fachan's muscles. Some fachan spellcasters are intelligent enough to create magical items. Girdles of giant strength created by a fachan spellcaster could occasionally be in possession of a fachan clan head. Fachan in the Legacy regions naturally acquire 1d4+1 Legacies⁵ and are always searching for cinnabryl, but many become afflicted as they often do not acquire enough cinnabryl through raiding, trade or mining. Therefore

⁴ See complete BECMI "[Index of Skills](#)" including those appearing only in Gazetteers and other supplements by Pasi Anias and Mischa E Gelman in the Vaults

⁵ See the chapter about The Curse and The Legacies in the "*Red Steel*" boxed set or in the "*Savage Coast*" Campaign Book, Characters of the Savage Coast, also available in the [Vaults of Pandius](#). A list of Legacies is on page 59 of the "*Red Steel*" boxed set or page 70 of the "*Savage Coast*" Campaign Book.

a large number of them is weak, stupid and has to suffer deformities which make them even more strange and hideous to other intelligent races.

Fachan lands and society

Fachan typically do not claim any land as a people, but live in tribes formed by extended family groups, who can fight among themselves as often as they fight other races. Fights among fachan however are rarely to the death, and they often allies with local orcs, ogres and giants, accepting a sort of subordinate position as long as they can enjoy the protection given by a larger group. Fachan in fact do not care much for treasures and are happy to leave them to their humanoid allies, but are eager to obtain more food and weapons. Hunted to extinction in several regions of the Savage Coast, particularly after the arrival of the Espans, the land where fachan are more common now are the **Niedegard mountains**, where they can hide easily from Eusdrian and Texeiran hunters among ogre and giant tribes. Small groups also live in the hilly region of the **Yazak Steppes**, north of Eusdria and Renardy, among the Huptai hobgoblins. More live near the Dunwick coast, in small family group quite endangered by the hunt of the Lawful Brotherhood. A more numerous population inhabit the **Forbidden Highlands** of Wallara, where phanton and chameleon men leave them alone. The aranea of Herath however often organize expeditions to capture fachan specimen to use for magical components. Fachan chiefs may be either males or females. As it happens among ogres, females can be as big and strong as males, or even stronger. Fachan normally build only crude huts and

eat food raw as often as cooked. They have a good knowledge of edible and medicinal plants of the land where they live. They do not domesticate animals normally, but sometimes they learn to handle cows from ogres and wolves and bears from giants.

Fachan personalities

Uk'thrug (Fachan 9) is a smart fachan tribal leader who has managed to gather several clans and families together in the Yazak steppes, hoping to gain more bargaining power with his Huptai allies. The fachan of the steppes have no legacies, as they live outside the cursed region. Uk'thrug has heard something about his cousins to the south and would like to meet some of them. He plans to capture some people from the south to obtain their help, maybe by keeping one as an hostage while the others bring some southern fachan to him.

Sha'kam (Fachan 8/Wicca 5) is an intelligent fachan female who has great influence on several clans of the Niedegard mountains, including the Purple stripes Ogre tribe to whom the fachan are allied. She has also obtained a decent amount of cinnabryl to protect most of her people from the worst afflictions, and she plans a great raid on nearby Protectorado da Presa to obtain much more. She has the Bite, Disrupt, Meld, Plant Form and Stone Shape legacies, but no afflictions yet.

Adventure ideas

PCs could be captured by Uk'thrug and sent to meet Sha'kam, having a hard time to prevent the alliance between the two powerful fachan groups and their humanoid

allies, which could bring to the fall of the mainland territories of Protectorado Da Presa or even a danger for Dunswick and Eusdria.

PCs could be sent by Dunwick to track and kill the last fachan in the Turtle tribelands, from Mount Aa to Mount Utt. Some turtles may object to the extermination of family groups, even if they are fachan, and the PCs themselves could have moral doubt on how to treat young fachan.

Jorri

Even if they spend quite some time in the sea, the Jorri⁶ are considered land creatures because they dwell near the coasts and in particular in the proximity of rivers. Their dens are typically built on river shores and sea beaches. Some Jorri subspecies live also far from the sea along the main rivers of the Coast. Jorri have good relations with local sailors as they are known to help victims of shipwrecks, so many Savage Coast nations protect them and punish those who try to



Delta de Pozaverde, an ideal habitat for jorri

⁶ See their entry in SCMC:
<http://pandius.com/jorri.html>

harm them. Slavers, tyrants, pirates and other criminals however may not be so thoughtful.

Jorri as PCs

Jorri are curious creatures and it is not unheard of for some of them to try the adventuring career, even if they could have some difficulties in adjusting to wearing clothes and bearing weapons. Jorri however are intelligent and can learn quite fast. Still they inevitably wish to return to their family and home eventually, if they have one. Jorri-only adventuring groups are not recorded in any nation history, but nothing says one will not exist one day.

Jorri have a movement of 100 feet per turn (33 per round) on the ground, 180 feet per turn (60 per round) swimming, and a +1 bonus on dexterity and a -1 penalty on strength.

Jorri spellcasters and Immortals

Jorri shamans and wiccans are quite rare, but druids are more common. Jorri do not lack the intelligence to become wizards and clerics, but their training is normally less formal than the one followed by humans and other more common races. Use the rules for humanoid spellcasters in PC1 *Tall Tales of the Wee Folks*, page 20. Many Jorri worship Protius, Sinbad or other Immortals connected to the sea. Djaes, Terra and Ordana are also worshipped in Jorri communities. Jorri are polytheist and can worship several of these immortals at once.

Skills, language, equipment, magical items and the Red Curse

Jorri are quite versatile creatures and can pick up any skill as appropriate to their culture. They do not forge metal weapons and live in simple den, but may have objects

Table 2: Jorri Character Class

Level	XP	AC	HD	Damage	Powers
Teenager	-1,200	6	1d8+1	4x1d2 claws /1x1d3 bite or weapon	Hold breath 10 minutes Swim 120'(40)
NM	0	5	2d8+1	4x1d2/1x1d3	Lock bite (See SCMC)
1	1,200		3d8+2		
2	3,600		4d8+3		
3	8,400		-		
4	18,000		5d8+4		
5	37,200		6d8+5		
6	75,600		7d8+5		
7	152,400		-	4x1d3/1x1d6	
8	306,000		8d8+5		
9+	+300,000	4	+2 hp		



A jorri sailor on a ship

and weapons traded with other races of the Savage Coast. Their preferred skills however are those based on Dexterity (Acrobatics, Dodge, Evade, Harpooning, Hide in Shadows, Hunting, Juggling, Rapid Fire, Rope use, Surprise).

Jorri speak their own language but commonly they speak, or at least understand, Verdan. Many of them may also speak Espa and other languages of the Savage Coast.

Jorri do not use clothes and do not forge stone and metal weapons, but they have spears and bows, and a particular kind of crossbow which can shoot three 1d4 projectiles, to defend their homes if

necessary. They also use spear-throwers to fish underwater or fight against echyans and other monsters of the sea. Occasionally Jorri spellcasters enchant such weapons for heroes, adventurers and chiefs. Jorri rarely use armor, but often employ enchanted bracelet or necklaces which provide protection against weapons (bonus to AC) or against particular elements or attacks.

Jorri have just a small chance to develop Legacies (10%), even if many of them live inside the Legacy regions. If a Jorri develop a Legacy, he or she may choose to accept the Affliction if it isn't very severe, but the community will mobilize to acquire cinnabryl to heal a Jorri severely impaired by an Affliction.

Jorri lands and society

Jorri communities are common in several regions of the Savage Coast. Many Jorri live in **Cape Korcula** between Zvornik and Hoja. Some of them have escaped from the northern coast controlled by Hule, as they refused to act as spies for the Master. They are often allies of the City States, Vilaverde and Texeira against Hulean plots in the region.

Several Jorri live in the **Guadalimas** coast north of Narvaez, which they left refusing to submit to the state religion of the barony. They often provide assistance to rebels and afflicted.

A great number of Jorri lives in the **Delta de Pozaverde** in Gargoña and all along the rivers which flows into it, in Guadalante, Saragon, La Pampa Rica and Torreón, while few live in the Rio Guadiana in Narvaez for

the religion problems explained above. A relevant number of Jorri lives on the **New Hope River** from Cimarron to the Orcish territories north of Robrenn. They usually have neutral relations with humanoids but are willing to help humans and other races which could find themselves hunted in the region.

Some more Jorri live also near the **Bastião do Tartarugas** and have friendly relations with local turtles and Vilaverdans. A few Jorri live along the coasts of Robrenn and Eusdria, but many more in **Helmet Bay**, mainly in the Tortles Coast and in the Ilhas Gémeas.

A few live along the coast of Bellayne, but a much greater number among the many islands of **Terra Leaoça**. Very few Jorri, if any, live in Herath, as they fear the local wizards.

Even less survive on the coast of the Dark Jungle, which was once a land heavily inhabited by them. Now however most of the Jorri have migrated north to **The Horn** and the Wallaran coast.

Many more Jorri communities live along the Arm of the Immortals and the Yavdlom Peninsula.

Jorri have good relations with Tortles and Omm-wa, but are enemies of Sea hermits and Snappers. They know of the existence of other sea creatures and occasionally come into contact and trade with merrow and kna. They know of the existence of other Undersea races but they rarely have relations with them. Due to their semi aquatic nature, the Jorri however could be the ideal means with whom a DM could introduce Savage Coast players to the people of the Undersea.

Jorri can communicate with normal otters, seals and beavers and use them to better surveil the area near their dens. Jorri youngsters often have animal friends, including small amphibians and reptilians. Jorri practice some agriculture near coasts and rivers but their main diet is still made of fish, crustaceans and algae. They can eat raw food but prefer to cook at least once a day in the evening. Jorri do not use money or gems but they may have some for trading with other cultures. Most of their culture is oral, but they are able to produce some books in the shape of scrolls made with paper obtained from algae. They also typically build tools made of wood and shells for a variety of uses, as forks, knives and anything else they may need. Jorri who travels among other races easily adapt to local custom, wearing clothes and using money.

Jorri personalities

Sesialein (Jorri 7/Shaman 5) is the leader of the Jorri of Helmet bay and live with her familiar group in the eastern Ilha Gémea. She is particularly active in fighting Sea hermits hunters along the Dunwick coast and is trying to establish an alliance with local omm-wa, tortles and Dunwick and Texeiran authorities.

Toshirin (Jorri 8) is one of the few jorri who drive and command a ship, the Sea Otter, with a crew composed of jorri, tortles, lupins, rakasta, neshezu, wallaran and humans. He is very active against Herathian and Hulean ships and Dark Jungle orcs and for this reason he is protected and even financed by other Savage Coast nations, particularly Texeira and Vilaverde.

Adventure ideas

PCs could meet a rare group of Jorri adventurers tasked with retrieving an important artifact which was stolen from their land. The Jorri will need assistance to speak, travel and live in an unfamiliar land, and also some help against powerful enemies.

PCs are travelling on a ship targeted by Toshirin. Probably the Jorri pirate has a good reason to do so: maybe the ship, unbeknownst to the PCs, is carrying slaves, a captive, a Hulean agent or something else morally ambiguous the PCs will have to face.

Krolli

Krolli⁷ are winged lizardmen native to the Arm of the Immortals. They live mostly in the mountains around Aeryl and south of Eshu. They have good relations with many races, not only Ee'aar elves and enduks, but also with wurmlings, pegataurs, dragons, other lizardkin and humanoids. Many Krolli are trained as warriors, but they are very interested in trade, so they prefer to maintain cordial relationship with everyone, when possible. Krolli may be related to pteryx⁸, a winged reptilian race that now mostly survive only in remote areas of Davania, the Hollow World and the Hollow Moon.

⁷ [Their entry](#) is in the SCMC under lizardkin
⁸ See [original entry](#) by Sharon Dornhoff and more material in Threshold issue [#5](#) and [#9](#) and in other "Once in a Blue Moon" articles by Chimpman in issue [#2](#), [#4](#), [#10](#) and [#13](#)

Krolli as PCs

Krolli may be easily encountered in the Savage Coast as followers and bodyguards of wurlings or enduks. Most of them are interested in trading rather than adventuring, but they could be also encountered alone or in a group during a mission for their masters. Some sages speculate that krolli are so willing to serve other races just to learn more about other lands and then establish their own trade networks. It is possible they are indeed doing the same in other regions, such as Gombar and Suma'a or the Yezchamenid empire.

Krolli have a movement of 100 feet per turn (33 per round) walking and 180 per turn (60 per round) flying, and a +1 bonus on constitution and a - 1 penalty on charisma.

Krolli spellcasters and Immortals

Krolli can become wizards, clerics or druids, but most of their spellcasters are clerics of Ka. They are indeed almost monotheistic in their devotion to the reptilian immortal, but also pay homage to other immortals, mainly Ixion, Ordana, Djaea, Ilsundal and Palartarkan. Almost 5% of the Krolli population are clerics.

Skills, languages, equipment, magical items and the Red Curse

The Krolli preferred skills come from Strength, Constitution and Wisdom, as their culture is heavily influenced by warriors and clerics, mostly Intimidation, Muscle, Ram, Rip, Wrestling (Str), Alertness, Bravery, Danger Sense, Detect Deception, Healing, Self Control (Wis), Endurance, Resist Exhaustion, Stamina, Quick Charge (Con).

Table 3: Krolli Character Class

Level	XP	AC	HD	Damage	Powers
Child	-4,000	3	1d8	2x1d4+1 claws /1d2+1 bite or weapon	Jump
Teenager	-2,000	4	2d8	2x1d6+1/1d4+1	Glide
NM	0	5	3d8	2x1d8+1/1d6+1	Fly Airborne attack Acute sense
1	4,000		3d8	2x1d8+1/1d6+1	
2	12,000		4d8	2x1d8+1/1d6+1	
3	28,000		-	2x1d8+1/1d6+1	
4	60,000		5d8	2x1d8+1/1d6+1	
5	124,000		6d8	2x1d8+1/1d6+1	
6	252,000		7d8	2x1d10+1/1d8+1	
7	508,000		-	2x1d10+1/1d8+1	
8	808,000		8d8	2x1d10+1/1d8+1	
9+	+300,000		+2 hp	2x1d12/1d10 (progresses to 3x1d12 at level 15, 3x2d8 at level 25, 3x2d10 at level 35)	

Krolli have their own language but often speak at least two others, commonly Elvish, Enduk, Wurmling and Espa, at least those who travel around the world.

Krolli prefer to use their four claws and their bite to attack, and rarely use weapons. When they have weapons, they prefer spears, to be thrown at their enemies while flying. They often use shields, as they understand how useful they can be against magic and missile fire.

The most common magical items Krolli carry are enchanted shields and amulets of protection. They only wear light armour, if any, to not hinder their ability to fly.

Krolli live outside the Legacies Regions, so they normally do not develop Legacies or Afflictions, but they know about the Red

Curse and always require the needed amount of cinnabryl for protection, if travelling in the cursed nations.

Krolli lands and society

Krolli live in the **Arm of the Immortals**, in communities called eyries which are typically on the tallest mountains. They live in the Yezchamenid Empire only in small numbers, as they always refused to serve in its armies, differently from Pegataurs. They are more numerous in the unclaimed lands of the peninsula, particularly south of Eshu. When possible they try to get along with other races living in the same region, including dragons, mountain and cloud giants, hivebroods, rakasta and humanoids. Their best relations however are with elves, enduks, the tanagore of Gombar and Suma'a, the gyerians of Adilli and the wurmlings of the

east (for Krolli, i.e. the Yalu bay and the Savage Coast). They do not trust either the Tanagoro humans of the south⁹, the humans of Nastoreth¹⁰ and the Jakar rakasta, and therefore few Krolli live in the Southern part of the Arm.

The krolli eyries are quite complex structures built mostly with woods on the tallest mountains, and all the eyries of a region normally communicate with one another through light signals, to trade, to warn others of dangers or simply to chat. Krolli practice some horticulture on their mountains and can forge metals, even if they use little weapons and armors, and do not use coins among themselves. Krolli domesticate animals, mostly different species of birds and small pterodactyls which live in the Arm. They get along with rocs, griffons and hippogriffs, but have sometimes violent confrontations with the more aggressive manticores, chimeras and hydras.

Krolli Personalities

Vadruk (Krolli 9) is a powerful warrior that normally lives in Richland, Yalu Bay, in the Haze area but outside the Legacy regions. He is the krolli who helps other of his race find employment with wurmlings or other races, and intervenes personally if he finds out a krolli is in danger or has been cheated by someone. He appreciates the philosophy of the Lawful Brotherhood and has helped the organization many times in the past, as much he is considered something of an informal member.

⁹ See the article “The Southwestern Arm of the Immortals” by Atila Pires dos Santos in the previous issue of Threshold.

¹⁰ Created by Geoff Gander, see [“Nastoreth \(Kingdom of\)”](#) in the Vault of Pandius

Ashak (Krolli 5/Cleric 8 of Ka) lives in Um-Shedu, the Nimmurian city occupied by the enduks. She mostly coordinates krolli who do not work as bodyguards but are rather employed by the enduks for delicate missions in the Savage Coast.

Adventure ideas

PCs could get in the way of a wurmling crime lord in Eusdria or in another Savage Coast nation and meet krolli warriors for the first time. The next time they meet krolli on a different agenda, bodyguards for the Lawful Brotherhood or the enduk, they may find difficult to believe not all krolli are “evil” or hostile.

PCs could encounter a wounded and afflicted krolli abandoned by his/her former employee. If they help him or her get home, they could have a chance to visit the mysterious western lands of the Arm.

Mugumba mud-dwellers (Kasturi)

Kasturi is the name these creatures use for themselves, and they do not like much the name given to them by Yavdlom inhabitants¹¹. They do not like much either that the name given to beavers in thyatian and mileanian (castor) is so similar to their own, while they call normal beaver “sikastru” meaning “small, minor kasturi”. Contrary to a widespread belief, kasturi do not live only

¹¹ See [their description](#) in the 3ed conversion by Jamie Baty in the Vaults and [BECMI statistics for Mugumba PCs](#) by Havard



A kasturi pirate

in the Serpent Peninsula, but also in many other regions of Brun¹² and, possibly, Skothar and Davania. They have a matriarchal, peaceful and reclusive society.

Kasturi as PCs

Kasturi rarely become adventurers. They led a peaceful life and normally they value too much their work in the native community to

¹² See also [this discussion](#) and [this discussion on](#) the Piazza forum about the possibility of placing a community in Glantri too.

leave it for any reason. However outcasts exist and accident happens, as do attacks of hostile people, therefore some kasturi adventurers do exist, motivated either the need to learn or find something for the community, to track a missing family member or an hated enemy¹³.

Kasturi have a movement of 120 feet per turn (40 per round) on the ground and a initial 60 per turn (20 per round) swimming, and a +1 bonus on intelligence and no penalty.

Kasturi spellcasters and Immortals

Kasturi have spellcasters, mostly female clerics of Ordana, Terra or Djaea, but clerics of other Immortals, druids and wizards are not unheard of, males included. The kasturi society encourages the development of such abilities for the benefit of the community. The worship of entropic immortals however is strongly discouraged, and extremely rare.

Skills, language, equipment, magical items and the Red Curse

Preferred kasturi skills are Engineering, Hide (int), Swim and Woodcutting (dex) but they can also learn any other skill. They speak their own language and often they do not learn others, due to their relative isolation. However kasturi adventurers or travellers will be provided with some magical mean to understand and speak foreign languages or will quickly learn what they need.

Kasturi prefer to use wood and stone weapons, but they know metal is stronger

¹³ The [Mugumba character class](#) was created by Havard, but here I eliminated the water breathing spell-like ability at level 7.

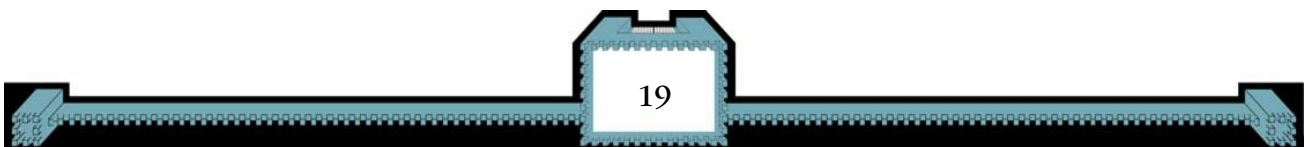




Table 4: Kasturi Character Class

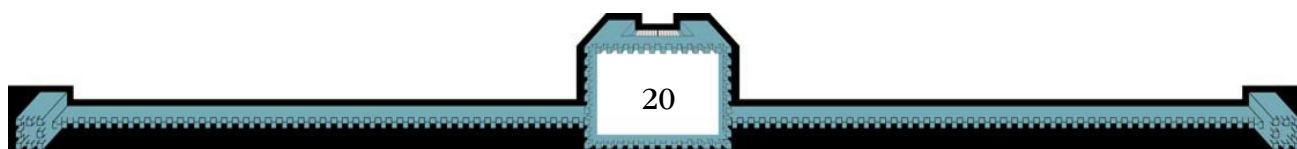
Level	XP	AC	HD	Damage	Powers
Child	-3,000	9	1d8	2x1d2 claws	Swim 60' (20)
Teenager	-1,500	7	2d8	2x1d3	Hold breath
NM	0	6	3d8	2x1d4	Engineering
1	3,000		3d8	2x1d4	
2	6,000		4d8	2x1d4	
3	12,000		-	2x1d4	Camouflage
4	24,000		5d8	2x1d4	
5	48,000		6d8	2x1d4	Swim 120' (40)
6	96,000		7d8	2x1d6	
7	192,000		-	2x1d6	
8	384,000		8d8	2x1d6	
9+	300,000		9d8 +2 hp for each level after	2x1d18 (progresses to 2x1d10 at level 15, 2x2d12 at level 25)	

and are able to work it into weapons, even if they may have little if any in their wetlands home and could be forced to obtain some through trade. The axe is their preferred weapon, but they also use bow and arrows. If necessary they wear armour made of algae and weed which can be thick as leather armour or even as chainmail. These items can also be enchanted by the spellcasters in the community if a kasturi adventurer needs them.

Many kasturi communities are outside the Legacy Regions, but also those who are inside them rarely develop Legacies (only a 5% chance, even less than jorri). Anyway kasturi clerics and druids in the region know of the Red Curse and the appropriate spells to keep it at bay and cure afflictions.

Kasturi lands and society

Kasturi communities can be found in all the wetlands of the Savage Coast, the Yalu Bay and the Arm of the Immortals. Differently from jorri who live on the coast and are commonly known by sailors, kasturi typically have isolated inland communities, and therefore may go unnoticed by nearby human nations. Kasturi have normally good relations with jorri, rakasta, lupins and torles, while the relations with other inhabitants of the wetlands, such as lizardmen, caymen, gatormen and frogfolks vary from region to region. Small kasturi communities exist in **Las Ciénagas**, the marsh east of Torreon, in the **Guadalimas** north of Narvaez and in the **Delta de Pozaverde** in Gargaña. Others live along the **New Hope River** west of Cimarron and north of Robrenn. Like the jorri, they try to remain on neutral terms with the local goblins, gnolls and orcs as much as possible. The western territories have big swamp who



are inhabited by relevant kasturi populations. One is in **Ator**, where the local kasturi have submitted to gatormen rule, providing tools and engineering skill to defend the bayou if necessary. Another is in the heart of the **Dark Jungle**, where the local kasturi have no choice but to lend the same service to the dragon lord Pyre. Two more are in **Forbidden Highlands**, in the swamps east of Nimmur: the local kasturi have established friendly relations with phanatons, wallara and the enduks of Um-shedu, but they do not fight against manscorpions unless they are forced to defend their communities. More kasturi live in the big **Yazak swamps** between Richland and the city of Yazak. They are often caught in the local struggle between the Lawful Brotherhood and the Chaotic Sisterhood, even if they would very much prefer to be left alone. Lastly two important communities live in the eastern Arm of the Immortal, in the **Rot Swamps** west of Porto Maldição and in the **Grubb Nest Marshes** of the Western Orclands. Despite being menaced by trolls, orcs and hivebroods, in the first case, and by orcs, manticores and hydras, in the latter, they have managed so far to survive and preserve their independence.

Kasturi society is matriarchal and matrilineal, with the communities ruled by sisters who oversee the complicate hydraulic operation the kasturi love to have around their villages. Such pools are created to have food and clean water in otherwise hostile swamp environment, to keep pests and predators away and to defend the community from floods and enemies. It is therefore extremely hard to attack a kasturi community without falling prey to some “water trap” they have prepared. The kasturi also use normal



Woods felled by kasturi workers

beavers, copyu and other local rodents as allies and sentries. They do not keep animals for meat and milk but practice aquatic and semi-aquatic agriculture and eat fish, snakes, eels, and many plants (roots, fruits, berries, and nuts), which are often farmed inside or around their pools. They are wary with foreigners and slow to grant their trust, but can become very reliable friend if they decide a visitor is not a threat to their community.

Kasturi Personalities

Sho'trok (kasturi 5/wizard 9) is a rare example of kasturi adventure, very world wise, who can often be encountered in Richland but is known to travel from the Serpent Peninsula to the Arm of the Immortal, and sometime employ adventurers of other races for his purposes. Even if it is hard to pinpoint his true age, Sho'trok seems quite old and experienced.

Jei'akila (kasturi 4/cleric 5 of Djaea) is a kasturi female travelling with a kasturi male bodyguard, Ko'kriom (kasturi 8), to find knowledge and help in Robrenn, Eudria and

other nations of the Coast on benefit of her people under the yoke of Pyre in the Dark Jungle.

Adventure ideas

The New Hope River in Cimarron is noticeably drier than normal in the middle of the spring, after many days of rain. The Earl sends the PCs to investigate and they soon discover a Kuttai chief has enslaved the kasturi of the Sierra Desperada, forcing them to create an enormous dam to flood Cimarron and raid the Country after the disaster. The Kuttai are too many to be fought by the PCs alone and there may be not enough time to raise an army in Cimarron. But maybe the Blue Feet goblins and the Long Legs gnolls could be open to bargain.

Porto Maldição has been invaded by kasturi refugees from the Rot Swamps. An army of trolls and hivebroods have pushed them out of their homes, and the former Vilaverdan colony will be the next to fall, unless help can be obtained or the mastermind behind the enemy army can be stopped.

Mythu'NN folk

Mythu'nn¹⁴ are tiny creatures only 6-9 inches (15-23 cm) tall. Their ability to become invisible and cast dimension door at will make them more similar to sprites and pixies than other races, so sages speculate they may be related to pookas. Mythu'nn live in the highest mountains around Aeryl, the homeland of the Ee'aar elves in the Arm of



High peaks in the Arm of the Immortals

the Immortals, but reports of several travellers mention them in all the Endworld line highest peaks and possibly even in the Black Mountains.

Mythu'nn as PCs

Mythu'nn are curious creatures and love to travel, so they are known to accompany good natured adventurers, especially Ee'aar elves. They may be more cautious to trust adventurers of other races, unless they have proven to be respectful and trustworthy. Being accompanied by a mythu'nn will grant a +3 on the reaction table to any adventurer encountering elves, treants, faeries or fairy folks. Mythu'nn PCs or companion will want to return to their original home after a year or so of adventuring, to return to their family and narrate their experiences in the wider world.

Mythu'nn have a movement of 60 feet per turn (20 per round) when walking but have a Sprint special ability, meaning they can run at 360 feet per round¹⁵ for a maximum of 5

¹⁴ See [their entry](#) in the SCMC at the Vault of Pandius

¹⁵ Mythu'nn movement is indicated as 60 feet per turn, but the description says they can run so fast it may be hard to see them,

Table 5: Mythu'nn Character Class

Level	XP	AC	HD	Damage	Powers
NM		0 3	1d4	1d2 with weapon or unarmed combat	Invisibility Dimension door Infravision 120' Sprint 360' Good luck to friends (see SCMC)
1	3,000		2d4	1d2	
2	6,000		3d4	1d2	
3	12,000		4d4	1d2	
4	24,000		5d4	1d2	
5	48,000	2	6d4	1d4	
6	96,000		7d4	1d4	
7	192,000		-	1d4	
8	384,000		8d4	1d4	
9+	+300,000	1	9d4 +1 hp for each level after	1d6 (progresses to 1d8 at level 15, 1d10 at level 25, 1d12 at level 35)	

rounds, then they have to rest for 5 others to run again. Mythu'nn have a +2 bonus on charisma and a -1 penalty on constitution and strength. Their maximum strength is 11.

Mythu'nn spellcasters and Immortals

Mythu'nn normally do not become spellcasters and do not worship Immortals, as they normally consider their innate magical abilities more than enough to escape any trouble. However some mythu'nn becomes wizards, clerics (of nature immortals) or druids and usually there is almost one in each community. These mythu'nn spellcaster almost never leave their community as they provide any magical service the rest of their people may need, but their apprentices often travel with adventurers to learn more of the world.

hence I decided to give them this special ability.

Skills, language, equipment, magical items and the Red Curse

Mythu'nn have a high dexterity (+5 to the roll, 8 to 23, average 16) and can run at a very high speed for 5 rounds, so they have great advantages in any Dexterity skill. They also have an advantage of +3 when using Charisma skills with humans and demihumans (including "demianimals" as lupins, rakasta and others, but excluding humanoids), beside their reaction bonus toward elves and fairy folks, due to their "cute" appearance. They have obviously at a disadvantage if they try to use Strength skills on creatures bigger than them, but they can learn normally any Intelligence or Constitution skill.

Mythu'nn have their own language but they have to speak very slowly for it to be understandable by other races. Sprites and pixies can partially understand the mythu'nn

language. They quickly learn other languages however if they travel with other races.

Mythu'nn normally carry little equipment if any, but those who defend their mountain homes or travel with adventures often have magical spears with metal points and defensive amulets, created by the spellcasters in their communities. These objects will hardly be usable by human sized creatures. Mythu'nn never acquire legacies or afflictions and have no need of cinnabryl, even when travelling the Legacy regions. This property is not yet widely known in the Savage Coast, but it is imaginable that Herathian and other nations wizards could be very interested in studying a mythu'nn to understand why they have this particular resistance.

Mythu'nn lands and society

Mythu'nn live mostly near Aeryl in the **Arm of the Immortal** and in other peaks of the **Endworld line**, but small communities would be also present in the **Black Mountains** and on the most remote peaks of the **Eusdrian mountains**. Mythu'nn are ignored by giants and dragons, as they are too small to be of any concern. Likewise humanoids rarely know of the existence of the mythu'nn and if they do, they do not bother them out of superstitious fear. Yet mythu'nn have enemies. In the Arm of the Immortals the worst is the tyminid and other flying predators, such as griffons, manticores and chimeras, may also occasionally hunt the mythu'nn. In Eusdria and the Black Mountains the most serious dangers could be giant bats, hawks, owls, rats and weasels, centipedes, spiders and scorpions, but mostly only if the mythu'nn venture to lower

heights, or adventurers hoping to profit from the mythu'nn' magical capabilities.

Mythu'nn Personalities

Ikchi'v'lin (mythu'nn 2/wizard 2) is a young apprentice now in Dunwick with a group of local adventurers which includes a Ee'aar elf. Most people will mistake him for a familiar, but Ikchi'v'lin is willing to explain who he is in the right circumstances (for example, to people who have helped his group overcome some obstacle or defeat some enemy).

Se'ish'v'kla (mythu'nn 5/cleric 7) is a rare example of experienced mythu'nn spellcaster which live outside her community. She is indeed a sort of ambassador among the phanatons of Jibarù, who regards highly her and the mythu'nn. Se'ish'v'kla has another reason to be in the region, as her son went missing in some unspecified place of the Savage Coast during an adventure, and she is gathering all possible clues to track and save him.

Adventure ideas

PCs visiting Jibarù could meet Se'ish'v'kla and receive from the task of finding her missing son. The young mythu'nn could be lost in the Badlands or Terra Vermelha, or even in the Dark Jungle, captured by Pyre and his orcs.

PCs could be sent to the Arm of the Immortal in search of the reclusive mythu'nn. Maybe their employer is an Herathian mage in disguise, who wish to discover and exploit the magical secrets of the diminutive folks.

Neshezu

Neshezu are intelligent forest dwellers vaguely similar to orangutan, goblins and orcs. They are described as evil in the Savage Coast Monstrous Compendium entry¹⁶, but that could be considered a biased description from Herath, as they are the true masters of the western Herathian forest. Neshezu could be only a subspecies of other monkey and ape-like creatures living in Mystara. Rock baboons appeared in the original red D&D Basic Set and in the Rules Cyclopedic: they are described as more organized than animals, but not enough to form a complex society. However the Vanara from Indian mythology appeared in D&D 3ed Oriental Adventures and the Hadozee appeared in the D&D 3ed supplement Stormwrack. Vanara are curious, honest and loyal creatures modelled on Eastern mythologies, while Hadozee are described as a seagoing people. Cold dwelling ape-like creatures, the Taer¹⁷, appear in the Forgotten Realms campaign setting, similar to but more intelligent than the Snow Apes and White Apes appearing in the red D&D Basic Set. While Vanara and Taer would be more appropriate in Skothar or other lands, Hadozee could be used as the coast dwelling and seafaring neshezu. They could also be present in northern Davania, in either way not unknown in the Savage Coast.

Neshezu as PCs

Neshezu do not leave often their jungle, but adventurers may exist, either exiled by some powerful chief, or survivors of clans wiped out by Herathians or a rival neshezu clan, or

¹⁶ The [original entry](#) in SCMC

¹⁷ See [their description](#) in the Forgotten Realms wiki



Deep jungle in Western Herath

captives captured by Herathians or Dark Jungle orcs. The DM may also decide to use the same statistics for Hadozee, which should be more similar to chimpanzee in appearance. Hadozee could also simply be the name of the coastal dwelling and seafaring neshezu.

Neshezu have a movement of 60 feet per turn (20 per round) walking and 150 per turn (50 per round) brachiating. Neshezu have a +1 bonus on strength and constitution and a -1 penalty on wisdom and intelligence.

Neshezu spellcasters and Immortals

Neshezu can become spellcasters, normally each tribe has at least a shaman or a wicca with one or two apprentices. These spellcasters are often female, as such studies fit well with the poison lore which is exclusively pertinence of female neshezu. Neshezu druids are always female and expert in poisons, but they will also defend the jungle from Herathians, orcs and humans. Neshezu worship several immortals, mostly Hel, Masauwu, Talitha, Jammudaru and



Table 6: Neshezu Character Class

Level	XP	AC	HD	Damage	Powers
NM	0	6	1d8	1d8 (sabre) or other weapon or unarmed combat	Hide (forest) Climb Infravision 60'
1	1,000		2d8	1d8	
2	2,000		3d8	1d8	
3	4,000		3d8	1d8	
4	8,000		4d8	1d8	
5	16,000		5d8	1d8	
6	32,000		6d8	1d8	
7	64,000		6d8	1d8	
8	130,000		7d8	1d8	
9	260,000		7d8	1d8	
10+	+200,000		+2 hp for each level after	1d8 (progresses to 2 attacks at level 15, 3 attacks at level 25, 4 attacks at level 35)	

Karaash, all known with their local neshezu names. Worship of other immortals, mainly Ka, Ordana, Djaea, Terra may occur too among individual rebellious neshezu or whole tribes who hope to gain an advantage against competitors. Coastal dwelling neshezu (hadozee) often worship Protius and Calitha.

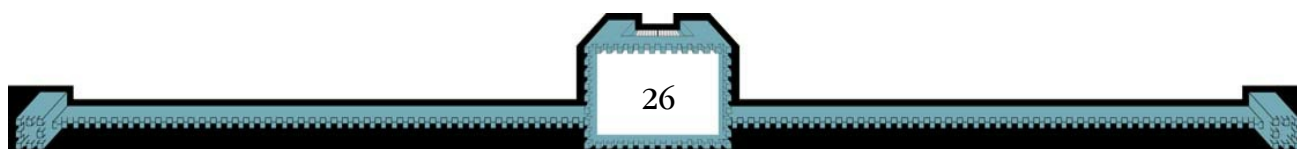
Skills, language, equipment, magical items and the Red Curse

Neshezu of the jungle often learn the most useful skills for their environment, such as Lumberjack, Wrestling (str), Hunting, Nature Lore, Odour tracking, Orientation, Snares, Survival, Toolmaking, Tracking, Woodsmith (int), Alertness, Animal empathy, Danger Sense (wis), Acrobatics, Blind shooting, Climbing, Dart, Dodge, Evade, Find traps, Net making, Surprise, Treewalking (dex) Endurance, Stamina (con), while neshezu of

the coast (hadozee) may also pick Navigation, Sailing, Shellworking, Shipbuilding, (int) Fishing, Weather (wis) Harpooning, Knot tying, Net making, Rope making, Seamanship, (dex) gain trust, persuasion, singing, storytelling (cha).

Neshezu have their own language and those living in the jungle rarely learn another, but the most intelligent ones living near Herath or the Dark Jungle may be able to learn Herathian or Orcish. The Hadozee of the coast normally know also Verdan and Espa, and they may also know Herathian, Bellaynish and Renardois.

Neshezu do not normally use armour, or only leather, but sometimes use shields and they always use weapons, scimitars, daggers and even wheellock pistols. They normally obtain the latter from merchants on the coast or through hadozee piracy, but have their



own forges to produce steel weapons, even if they often have to buy iron on the coast or through Nimmur or the Forbidden Highlands. Scimitars, daggers and shields may be enchanted by neshezu spellcasters. Blowguns with poisoned darts too are used by the neshezu and are sometimes enchanted too.

Neshezu live outside the Curse area, but they do not acquire Legacies even if travelling in the affected regions.

Neshezu lands and society

Western Herath is a huge region of more than 24,000 square miles which is claimed by the magocracy in name only, but is in truth the region inhabited mostly by neshezu. Other races may inhabit this jungle too (rakasta, lizardmen, manscorpions, wallaras, phanatons, aranea and orcs) but neshezu are the dominant power almost everywhere.

Western Herath has a small coastal area of about 16 miles which is inhabited by hadoze and a safe port for pirates of the whole Savage Coast. Small groups of neshezu also inhabit the forests of Nimmur and **Jibarù**, the **Dark Jungle**, the Wildwoods of northern Herath, the **Wyndham forest** of Bellayne and the forests of **Shazak** and Cay. These group are often endangered or subject to the main local population. Some hadoze inhabit the coasts of the Arm of the Immortals.

Neshezu of the jungle are aggressive and often behave like pirates, using ambushes, hit and run tactics, poisoned weapons and darts, traps and nets to rob or capture members of other races. They have infravision and prefer to attack at night and hide during the day. Neshezu villages are built in the treetops on platforms of wood and woven vines, and they move through vines when possible.



Neshezu in a Herathigan drawing

They do not care much for money and gems except as bargaining tools, and prefer to take weapons and other equipment. They also take captives, to ransom them with weapons and other useful equipment, such as iron ore, red steel, liquors or jewels. They are capable of forging their own weapons if needed, but prefer to steal or buy them when possible.

The hadozee of the coast are willing to trade and share bounty with the neshezu of the interior, but they have a much less aggressive attitude toward strangers, alternating piracy with legitimate trade with Texeiran, Vilaverdan and other nations' ships.

Neshezu Personalities

Shavla (Neshezu 5/ Shaman 9) is the matriarch of the Purple Sabers tribe, who live just beyond the coast and have therefore privileged access to hadozee and human traders and raid in Herath and the Dark Jungle. A great expert of poison, Shavla has become chief of the tribe after the death of her husband many years ago, defying neshezu's patriarchal customs. Her tribe grows in power daily and she is contemplating the unification of the whole Western Herath under her absolute rule, forcing the Herathians and other nations to recognize her dominion.

Kushu (Hadozee 7) is a pirate king and trader on the coast, with different personalities as appropriate to the situation. Sometimes he is a legitimate trader with Espa and Verdian ships, sometimes he is a pirate or a privateer, captain of the Blood Monkey, and sometimes the owner and manager of Cutthroats Haven, a cove for pirates, a village

and an inn on the Herathian coast. Kushu is willing to ally with Shavla, thinking he can use her rise to his benefit.

Adventure ideas

PCs could meet representatives of Shavla on a diplomatic mission to Bellayne, arrived to propose an alliance to the rakasta kingdom. Shavla hopes Bellayne will support and recognize her dominion to gain an advantage over Herath. If her representatives fail, they will go to Vilaverde. Anyway, much espionage and ambushes will happen.

PCs could be hired to retrieve a captive or an important object supposedly taken by the infamous hadozee ship Blood Monkey. If they will manage to track Kushu they will have to bargain with him. What if the object or the person has already been sold to a neshezu tribe of the interior jungle?

WURLINGS

Wurlings are a strange, ancient race of intelligent worms who can grow to 50 feet of length (15 meters) and 15 tons of weight¹⁸. They have a brown, leathery hide. They are highly intelligent and are masters of subterfuge and blackmail, so in the Savage Coast they are often leaders of Thieves Guilds and other not completely legal organizations. Wurlings can live up to 1,500 years and are hermaphroditic. Even if they aren't social creatures, they often they have a younger offspring with them and several retainers and underlings, up to 200 or more.

¹⁸ See [their entry](#) in the SCMC. Wurlings are clearly inspired by the [Hutts](#) of Star Wars



book depiction of a wurmling

Wurmlings as PCs

The most probable wurmling PCs will be a “young” who just turned 100 years old and therefore has left his parent and is now out in the world to establish his own lair and gain his followers. This process could be an interesting adventure in its own right. Despite their size, wurmlings can move quite fast, either slithering or rolling.

Wurmlings have a movement of 240 feet per turn (80 per round) slithering or rolling, 30 feet per turn (10 per round) burrowing in loose ground. They have a +2 bonus on intelligence and a -2 penalty on dexterity.

Wurmlings spellcasters and Immortals

Being highly intelligent, wurmlings can become excellent wizards, thus becoming even more powerful and dangerous. They rarely, if ever, become clerics or druids, or maybe they have clerics and druids only in their mysterious underground homeland. If the wurmlings worship the Immortals, or one in particular, no one knows nothing about that.

Skills, language, equipment, magical items and the Red Curse

Wurmling have thief abilities as a thief of equivalent level, and are immune or resistant to many illusion and mind altering abilities. They also learn many skills, in particular those related to intelligence and charisma, such as Appraising, Bargaining, Gambling, Knowledge, Negotiation, Poisons, Science, Signalling, Snares, Torture, Trapbuilding (int), Danger sense, Etiquette, Philosophy, Lore, Self-control (wis), Forgery, Lockpicking (dex), Deceive, Gain Trust, Oration, Persuasion (cha). They have their own language, but rarely have cause to use it on the surface, and rather learn local languages. They normally speak from 5 to 7 languages, usually Espa, Verdan, Renardois, Bellaynish and others.

Given their power and intelligence, wurmling often acquire a variety of magical items, mostly protection and scrying items, and a wurmling in danger will surely have at least a teleport, dimension door, turn rock to mud or an invisibility spell to go away as quick as possible. Their vaults are indeed extremely rich in coins, gems, jewelry, cinnabryl, red steel and magic, but to enter into such vaults is never an easy task, and typically involves facing multiple traps and guardians.

Wurmlings gain permanent legacies as Inheritors and normally have 5 to 7 of them, and require cinnabryl to support them. The most common legacies among wurmlings are Anti-Poison, Crimson Fire, Digging, Farsight, Red Shield, Shape Stone, and Temperature.

Table 7: Wurling Character Class

Level	XP	AC	HD	Damage	Powers
Whelp	-1,024,000	8	4d8	1x2d4 bite/1x1d4 tail or weapon	Roll over 4d4 Spell immunities Magic resistance 8% Infravision 180'
Youngster	-480,000	7	6d8	1x2d6/1x1d6	1 Legacy Roll over 6d4 Magic resistance 12%
Teenager	-240,000	6	8d8	1x2d8/1x1d8	3 Legacies Roll over 8d4 Magic resistance 16%
NM	0	5	10d8	1x2d8/1x1d8	4 Legacies Roll over 10d4 Magic resistance 20%
1	1,024,000		11d8	1x2d8/1x1d8	5 Legacies Roll over 11d4 Magic resistance 22%
2	1,324,000		11d8	1x2d8/1x1d8	
3	1,624,000		12d8	1x2d10/1x1d10	Roll over 12d4 Magic resistance 24% +1 Legacy
4	1,924,000		12d8	1x2d10/1x1d10	
5	2,224,000		13d8	1x2d10/1x1d10	Roll over 13d4 Magic resistance 26%
6	2,524,000		13d8	1x2d10/1x1d10	
7	2,824,000		14d8	1x2d12/1x1d12	Roll over 14d4 Magic resistance 28% +1 Legacy
8	3,124,000		14d8	1x2d12/1x1d12	
9+	+300,000	3	15d8	1x2d12/1x1d12	Roll over 15d4 Magic resistance 30%

Wurmling lands and society

The only widely known wurmling lives in **Eusdria**, maintaining a contraband trade of red steel from Withimer to the Heldannic Knights, even if the Eudrian authorities have not been able to pinpoint on him any illegal activity. Sages speculate wildly about the nature and the presence of wurmling in the Savage Coast. They are suspected to be in control of many undercover organizations dealing with contraband and illicit activity in all the main cities of the region, but in a way they behave as a lawful and honorable organization, upholding their word and demanding the same to their “customers”. Therefore some say they are in truth the “shadow branch” of the Lawful Brotherhood. For others, they are instead the forefront of a vast underground civilization who is trying to take control of the whole Savage Coast. Others suspect they may be secretly agents of Hule or the Chaotic Sisterhood, Herathian spies, or pawns of some power in the Dark Jungle or the Immortal Arms. Others say they are already the true mastermind of the whole region and they always have been, as they are the most ancient race living here. No one knows the truth about the wurmling, except them, and they do not tell it to anyone.

Wurmling Personalities

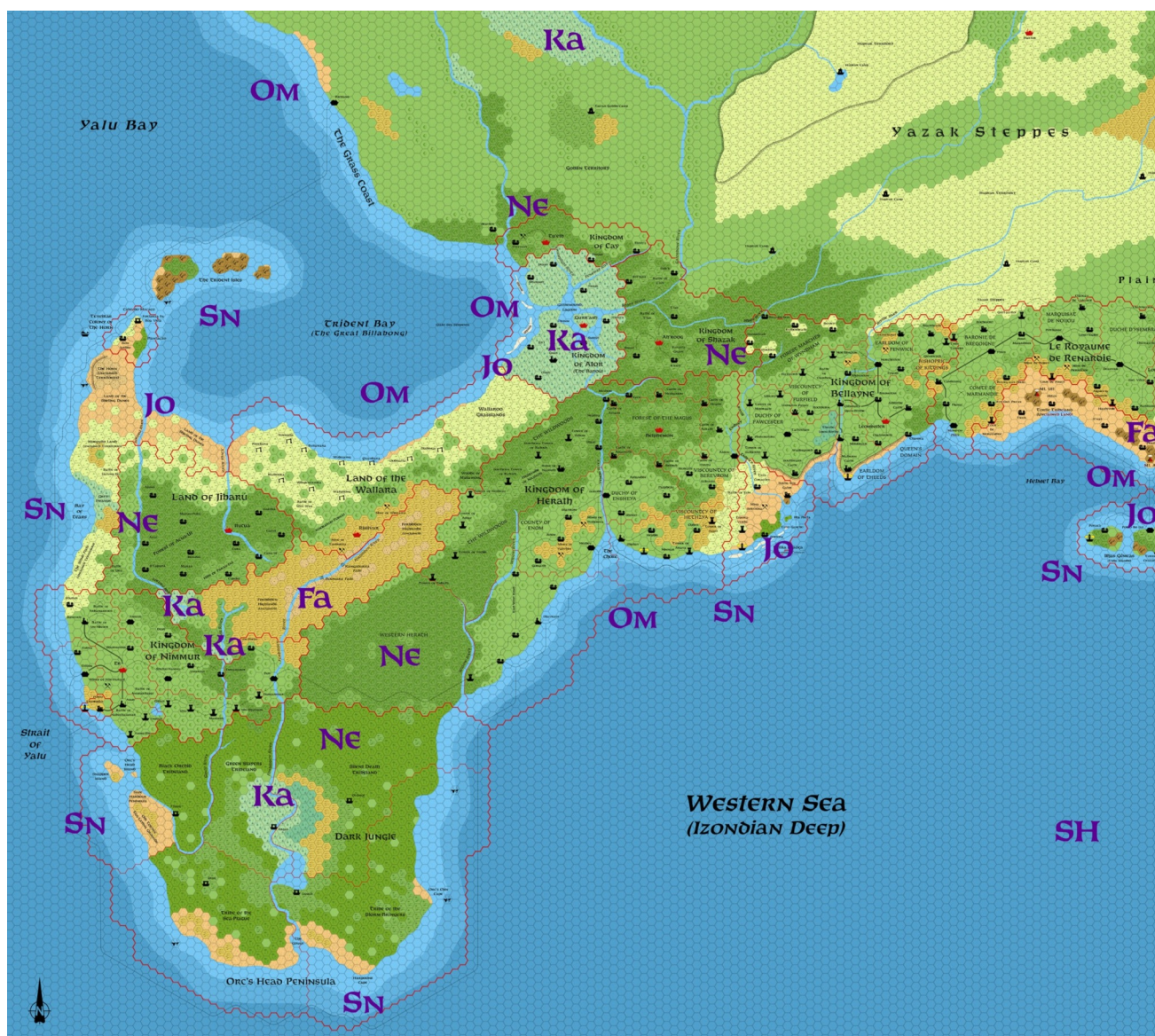
Hujav (Wurmling 8) also simply known as “The Leader” is the head of the underground organization which dominates contraband and other illicit activity in Withimer, Eusdria, but also maintains a legitimate business operating both in Withimer and in the capital Gundegard, and in other cities too. Hujav supplies small quantities of red steel to Heldannic Knights and Thyatians

Adventure ideas

A young wurmling could employ the PCs to help him establish his new lair in a Savage Coast city not controlled yet by one of his race, if the PCs are willing to take any job without moral problems. If they are instead more law-abiding, they could receive the same task from the Lawful Brotherhood, which for some unknown reasons prefer the wurmling to the existing Thieves Guild, on the paycheck of Hule or the Chaotic Sisterhood. Otherwise the PCs could be hired to avoid the establishment of the wurmling lair. But what if the wurmling’s enemies are much worse than him?

In a rare case, a immature wurmling much younger than 100 years old (and with much less than 10 HD) could join the PCs if his parent and his organization have been completely destroyed. Such a young wurmling could need assistance from other members of his race, but would they be willing to give it? And if yes, at what price?

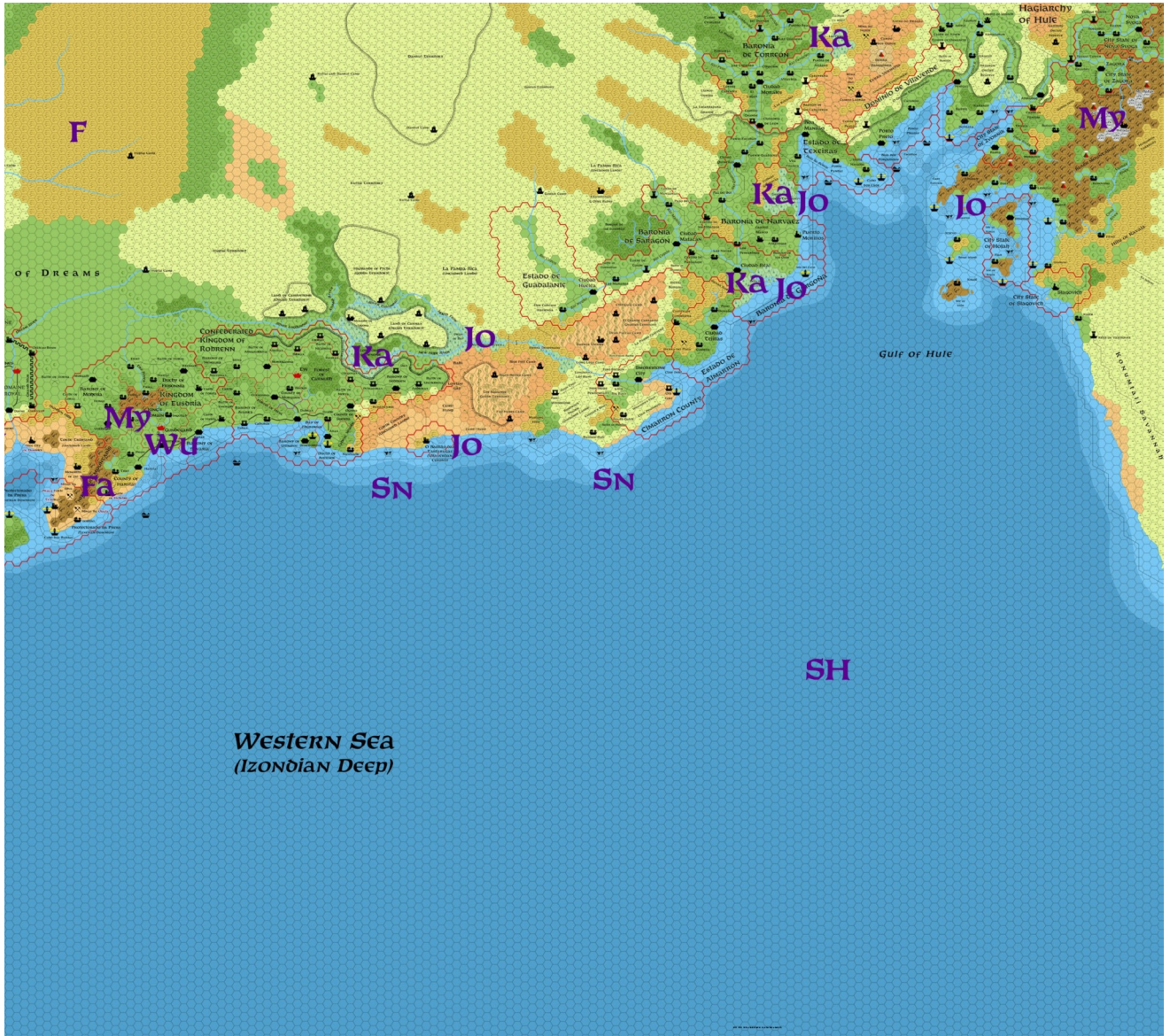
Savage Coast West



Main regions inhabited by the creatures described in the article, over Thorfinn Tait's 8mph map of the Savage Coast. First two letter of the creature's name are used to identify them :

Fa = Fachan, Jo = Jorri, Ka = Kasturi, aka Mugumba Mud-Dwellers as described above,
 My = Mythu'nn Folk, Om = Omm-wa, Ne = Neshez SH = Sea Hermit,
 Sn = Snappers, Wu = Wurmlings

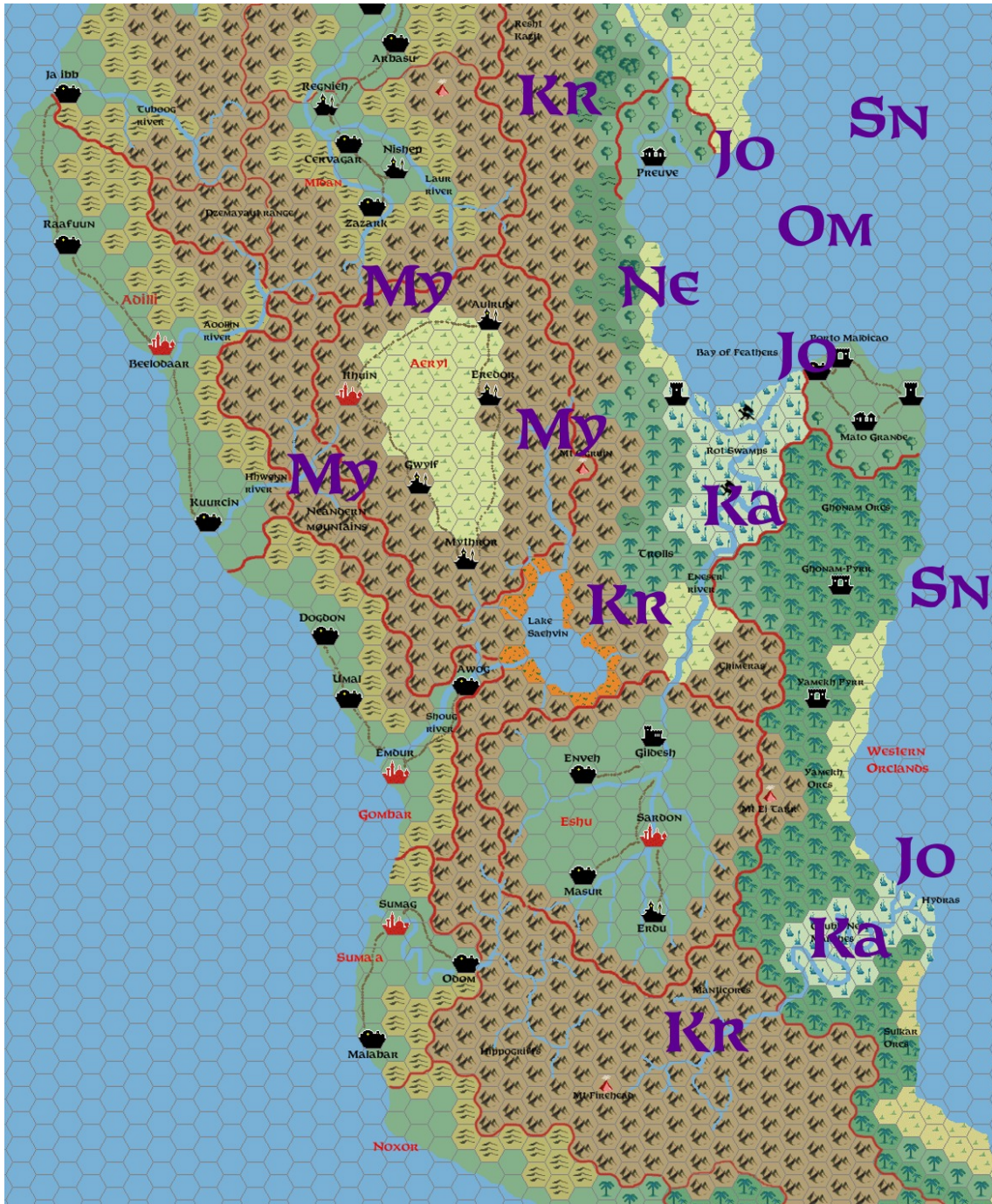
Savage Coast East



Main regions inhabited by the creatures described in the article, over Thorfinn Tait's 8mph map of the Savage Coast. First two letters of the creature's name are used to identify them :

- Fa = Fachan, Jo = Jorri, Ka = Kasturi, aka Mugumba Mud-Dwellers as described above,
My = Mythu'nn Folk, Om = Omm-wa, Ne = Neshez SH = Sea Hermit,
Sn = Snappers, Wu = Wurmlings

The ARM of the IMMORTALS



Main regions inhabited by the creatures described in the article, over my 24 mph map of Brun (Arm of the Immortals region, modified from Kal's map of Brun). First two letter of the creature's name are used to identify them :

Jo = Jorri,
 My = Mythu'nn,
 Sn = Snappers

Ka = Kasturi,
 Ne = Neshezu,

Kr = Krolli,
 Om = Omm-wa,

PEOPLE OF THE SEA

This section details the intelligent creatures living in the seas around the Savage Coast seas, Trident Bay, Yalu Bay and the Western Sea. Other intelligent inhabitants could well be present in the local seas, as the creatures detailed in PC3 The Sea People (Tritons, Merrows, Aquatic Elves, Sea Giants, Kna, Kopru, Nixies, Shark-kins and Devilfish) and other intelligent creatures of the sea (Aquatic Beholders, Crabmen, Marine Decapus, Noble Dolphins, Shimmerfish dolphins, Sea Dragons and Dragon Turtles, Mesmer, Narwhal, Velya, Wereseals).

Sea hermits

Sea hermits are creatures of the deep sea¹⁹, their underwater kingdom lies hundreds of miles from the coast and hundred of feet deep. They are also shapechanger and sometimes they dwell on the coast to capture land dwelling creatures. They are not exactly slavers, as the reason why they capture people of the surface is to study them, learn magical secrets and anything that can be useful to them in competition with other aggressive undersea races.

Sea hermits as PCs

It may be hard to imagine why a Sea hermit, or many of them, should ever decide to become adventurers or travel away from the coast. They can hardly travel far from the sea in their natural, big crab form, so they would have to do it in humanoid form, leaving their precious shell unguarded and hidden.

¹⁹ See [their entry](#) in the SCMC



Sea hermit underwater

However there can be many situations in which such a thing may occur. Either some young sea hermits were left stranded and shelled by an enemy attack, or the mysterious sea hermits civilization decided to send one or more of their people to learn something about the lands farthest from the coasts they know.

Sea hermits have a movement of 60 feet per turn (20 per round) on the ground, or the same of their humanoid form. They have a movement of 120 feet per turn (60 per round) swimming in their natural form. They have a +2 bonus on intelligence and a -2 penalty on dexterity and charisma (only in their natural form).

Sea hermits spellcasters and Immortals

The more commonly encountered sea hermits, sent to collect “specimens” in the dry lands, are commonly spellcasters, more commonly wizards than clerics. Druids rarely if ever leave the underwater kingdoms. Sea hermits worship several immortals of the sea, commonly Protius, but also Gorrziok and



Table 8: Sea hermit Character Class

Level	XP	AC	HD	Damage	Powers
Whelp	-64,000	3	4d8+2	2x2d3 pincers	Shapechange Infravision 60'
Youngster	-48,000	2	6d8+3	2x2d4	
Teenager	-32,000	1	8d8+4	2x2d6	
NM	0	0	10d8+5	2x2d8	Spell use 20% Cut limbs on 19 and 20 (see SCMC)
1	64,000		11d8	2x2d8	
2	192,000		11d8	2x2d8	
3	448,000		12d8	2x2d8	
4	748,000		12d8	2x2d8	
5	1,048,000		13d8	2x2d10	
6	1,348,000		13d8	2x2d10	
7	1,648,000		14d8	2x2d12	
8	1,948,000		14d8	2x2d12	
9+	+300,000		15d8	2x2d12	

Crakkak, Malafor, Sharpcrest and Calitha, Saasskas and the Water Elemaster. Even if the rest of the world know nothing about this, deep divisions runs into the sea hermits kingdoms, cities and society about different philosophies and the ways to deal with outsiders. Something that could be quite useful for air breathers taken to sea hermits kingdoms.

Skills, language, equipment, magical items and the Red Curse

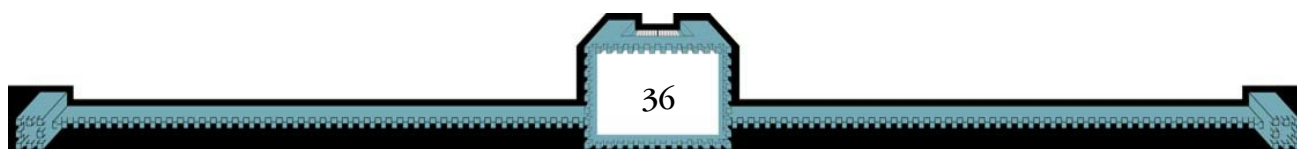
Sea hermit are highly intelligent and can pick up any skill known to intelligent races. They also have a special ability which allows them to a 20% chance of being able to use the spells and skills of its previous prey. For the same reason, they may possess in humanoid form, or stored in their shell, any equipment taken from previous captives, including magical items.

Some parts of a sea hermit's natural form can be used in magical preparations to obtain water breathing and shapeshifting. A turtle wizard had one of their majestic shells enchanted to act like Daern's instant fortress. All this is not yet common knowledge in the Savage Coast, but soon adventurers could be quite interested in capturing a sea hermit, thus turning the predator into a prey.

Sea hermits never gain Legacies and do not require cinnabryl, but they may still be interested in acquiring red steel and other connected substances to study and store them.

Sea hermits lands and society

Sea hermits kingdoms lie **under the sea** at a far distance from surface lands, yet the fact they have been spotted several times in the Savage Coast and the Arm of Immortals lead to think their kingdoms, at least some of



them, must lay somewhere between Brun and Davania.

Other sea hermits kingdoms could exist in all the Mystaran sea, but they do not need to be identical, as each may be dominated by a different philosophy or Immortal and have a very different attitude toward surface races. All the sea hermits kingdom anyway are advanced civilizations, which have learnt much in magic and technology both from their ancestors and from the study of other races. Traditionally they are suspicious of other people and hardly accept them in their territories, but more tolerant sea hermits may exist which have found a way to coexist with other intelligent people of Mystara.

Sea hermits Personalities

Shug (Sea hermit 11/Wizard 11), if this is his real name, is a powerful wizard which has taken an orc form and has come to dominate a whole clan of the Yamekh orcs in the Western Orclands of the Arm of the Immortals. No one knows of his true nature and no one could ever learn of his true motives, whatever they may be. If he becomes more powerful he will probably be noticed by the Yamekh king Furul Fire-breath and possibly also by Pyre himself, who has agents in the region trying to gain control of the western tribes.

Tivaksha (Sea hermit 12/Cleric 13), is a powerful cleric of Protius operating on the shores of Terra Leaoça. Vilaverdan authorities do not have a clue about her existence, but the local jorri rightfully suspect her of kidnapping some of their people. Tivaksha true goal however is learn

all she can about Herath, and possibly capture an Herathian noble.

Adventure ideas

PCs could be hired by Herathian nobles to investigate the disappearance of one of their own, an accomplished wizard who was visiting Terra Leaoça. The herathian has been kidnapped by Tivaksha, who is ready to move him to her underwater kingdom, where she, and the sea hermits, will learn about the true nature of the herathians. Herath will obviously stop at nothing to avoid this, and will go out of its way to erase any trace and destroy potential liabilities after the matter is resolved (such as the former employees, the PCs, if the herathians learn they have discovered the secret too).

One or two sea hermits, members of a disgraced group, stranded on land and without a shell, such as followers of Malafor or Calitha, could hire the PCs to get help and return to their underwater home. This could allow the PCs to travel under the seas and discover much about the undersea races living near the Savage Coast.

OMM-wa

Omm-wa are a race of intelligent manatees²⁰ who lives in a vast area along the tropical waters of South-western Brun and Northern Davania. Some explorers says that a related specie also live in Skothar. In the area of the Savage Coast, they are more common from Dunwich to the Yalu bay and on the eastern coast of the Arm of the Immortals, where the waters are warmer. Omm-wa breathe air but

²⁰ See [their entry](#) in the SCMC



Common manatee, related to Omm-wa

spend almost all their time in the sea or in rivers. They have normally friendly relations with jorri, turtles, merrows, nixies, sea giants and kna, and are normally neutral toward land people. They have instead bad relations

if not open warfare with snappers, devilfish, kopru, sea hermits, shark-kins and gatormen.

Omm-wa as PCs

Omm-wa males often become warriors and are renowned for their bravery, while females often become priests or thieves and are much more cautious, but both sexes normally have strong ties to their community and family, so leave it in search of adventurers only for very serious reasons, such as a pressing danger or an unavoidable need. Recently however omm-wa are trying to find more trade partners to escape the monopoly the Herathians had with them for a long time, so they are multiplying their contacts with other people, primarily Vilaverdan and Texeiran.

Table 9: Omm-wa Character Class

Level	XP	AC	HD	Damage	Powers
Child	-3,000	9	1d8	1d4 weapon or unarmed combat	Swim 180'(60) Hold breath 20m Infravision 60'
Teenager	-1,500	7	2d8	1d6	
NM	0	6	3d8	1d8	Burn Legacy or other
1	3,000		3d8	1d8	
2	6,000		4d8	1d8	
3	12,000		-	1d8	
4	24,000		5d8	1d8	
5	48,000		6d8	1d8	
6	96,000		7d8	1d8	
7	192,000		-	1d8	
8	384,000		8d8	1d8	
9+	+300,000		9d8 +2 hp for each level after	1d8 (progresses to 2 attacks at level 15, 3 attacks at level 25, 4 attacks at level 35)	

Omm-wa have a movement of 30 feet per turn (10 per round) crawling on the ground and 180 feet per turn (60 per round) swimming. Males have a +1 bonus on strength and constitution and a -1 penalty on dexterity and wisdom, while females have a +1 bonus on intelligence and wisdom and a -1 penalty on strength and dexterity.

Omm-wa spellcasters and Immortals

There many priests among female omm-wa, normally worshipping Terra, and less commonly Ordana, Djaea, Calitha, Malafor or Protius. The cult of Terra, which is called Mother Ocean among the omm-wa, is indeed almost monotheistic, but exceptions exist. Males sometimes become battle priest of Thor, which is called Dugong by the omm-wa. Druids are relatively common among the females, while wizards are much more rare, but some exist both among males and females. Omm-wa wizards often have relations with Herathian wizards, obtaining spells from them in exchange for informations and items about the undersea lands and people.

Skills, language, equipment, magical items and the Red Curse

Omm-wa can learn any skill appropriate to undersea people, but they rarely master dexterity based skills due to their bulk. Strength, constitution and intelligence based skills are more common.

Omm-wa have their own language but usually they speak at least another undersea language and a land dwelling language, depending on who are the nearest people with which they have contacts.



Omm-wa adventurer

Omm-wa do not wear clothes but they often have belts for weapons or tools and necklaces of beads which are really their way of writing, so commonly contain a message, an official function or a statement. Such belts, necklaces and beads, beside the weapons and tools themselves, can also be enchanted. Omm-wa warriors sometimes use shields too and some may also have light armour made with algae, improving their natural AC from 6 to 4.

The omm-wa living on the coasts near the Legacy regions develop legacies. Usually afflictions are keep in check by clerical magic,

but some omm-wa also wear cinnabryl and have red steel.

Omm-wa lands and society

Omm-wa are relatively common along all the coast from **Dunwick to Richland** and from **Preuve to the south** in the Arm of the Immortals. They are less common along the Orc's Head peninsula where they have been harassed by local orcs, and more common in **Herath**, where they trade with the local inhabitants, in **Wallara**, where they have good relations with the locals, and in **Ator**, where they often fight against the gurrash. They are now becoming more numerous in the areas of the Vilaverdan and Texeiran colonies, as they would like to develop commercial relations, and near Dunwick and the Turtle coast, for the same reasons.

Omm-wa have a matriarchal society where female priests rule. Males can be aggressive if they perceive a threat, so they do not always listen to female counsel. Omm-wa do not really build houses but only shelters, preferably in small inhabited islands and coral reefs. They build however extensive aquafarms and create messages and art on the sea floors they inhabit with pebbles, shells, corals and beads, so their communities can be easily noticed and are a wonderful sight to behold. They create tools and weapons and can smelt iron and mine metals from seafloor nodules.

Omm-wa knows of the existence of wereseals and are usually tolerant with them, considering them possible allies to communicate and trade with humans.

Omm-wa Personalities

Saa-gaa (Omm-wa 5/Priest 8) is the matriarch and leader of an extensive clan she has just moved from eastern Herath to Terra Leaoça. She has established already friendly relations with local jorri, turtle, rakasta and humans. The sea hermit Tivaksha (see above) is spying on her and the two could well start a war if they come to have opposing goals.

Oth-won (Omm-wa 12) is a powerful warrior, assisted by a younger brother, Kowom, who is also a powerful cleric of Dugong (Thor). Together they have successfully defended their tribe from gatomen attacks and they are considering to turn the war from defensive to offensive. Their mother and matriarch, Sha-wan, is having a hard time trying to keep them at bay.

Adventure ideas

PCs are hired to find survivors of a human expedition lost in the Dark Jungle. Omm-wa, jorri and some phanaton living in and around the Forbidden river could be the only allies the PCs could find in the terrible jungle.

Omm-wa and turtles of the Dunwick coast are attacked by snappers and shark-kins. Local turtles or maybe even the Dunwicker authorities hire the PCs to help them and preserve the safety of local sea trade. The true masterminds of the attacks could be even more dangerous creatures, such as kopru, velya, mesmer or sea hermits.

Snappers

The so called snappers²¹ consider themselves just sea dwelling turtles, but they despise their land dwelling cousins, blaming their weakness for the proliferations of invaders in the Savage Coast and their cowardice for selling out ancestral turtle lands. Snappers think to themselves as the true, original inhabitants of the land and have labelled almost any other race (with few exceptions such as wallara, kna, kopru, shark-kin and sea dragons) as invaders. They maintain they have been forced to escape to the sea by invaders who took their lands, so they are glad to jump at any occasion to attack humans, orcs, rakasta, lupins, turtles and many other races.



Common sea turtle

Snappers as PCs

Snappers breath air and can walk on land as turtles, but they are much faster and effective on water, where they can also hold their breath for up to two hours and reach impressive depths. Therefore snappers PCs should be more common in underwater

²¹ See the [Tortle and Snapper entry](#) in the SCMC

adventures and campaigns, but a group forced to tread on land for some serious motive can exist. Snappers can easily disguise themselves as turtles in the presence of other races, but true turtles will immediately recognize them and become suspicious about their motives.

Snappers have a movement of 60 feet per turn (20 per round) on the ground like turtles, but are much faster in water moving at 180 feet per turn (60 per round) swimming. Snappers have a +1 bonus on constitution and a -1 penalty on dexterity.

Snappers spellcasters and Immortals

Snappers can become wizards and priests, and druids too. They often worship the more violent immortals of the sea, such as Slizzark, Gorrziok, Crakkak and Sharpcrest, but some also worship Protius, the Water Elemaster and even Malafor or Calitha. Snapper chiefs are usually warriors and spellcasters are typically their counsellors, but some spellcasters have risen to lead warbands and tribes.

Skills, language, equipment, magical items and the Red Curse

Snappers can learn any skill appropriate to sea dwelling people but often have skills related to hunting, tracking, survival and resistance.

Snappers have a language very similar to the Tortle one. They rarely bother to learn the language of other races, but they may speak kna or shark-kin, as they often have neutral or friendly relations with such races. Snappers do not wear clothes, but they build



Table 10: Snapper Character Class

Level	XP	AC	HD	Damage	Powers
Child	-3,000	9	1d8	2x1d4 claws/1x2d2 bite or weapon	Swim 180'(60) Hold breath 2hInfravision 60'
Teenager	-1,500	7	2d8	2x1d4/1x2d2	
NM	0	5	3d8	2x1d6/1x2d4	Possible Legacy
1	3,000		3d8	2x1d6/1x2d4	
2	6,000		4d8	2x1d6/1x2d4	
3	12,000		-	2x1d6/1x2d4	
4	24,000		5d8	2x1d6/1x2d4	
5	48,000		6d8	2x1d6/1x2d4	
6	96,000		7d8	2x1d6/1x2d4	
7	192,000		-	2x1d8/1x2d6	
8	384,000		8d8	2x1d8/1x2d6	
9+	+300,000		9d8 +2 hp for each level after	2x1d8/1x2d6 (with weapon progresses to 2 attacks at level 15, 3 attacks at level 25, 4 attacks at level 35)	

tools and weapons. Their favorite weapons are nets, tridents and spears, and their spellcasters are well capable of enchanting them. Sometimes they use shields too and amulets of protections.

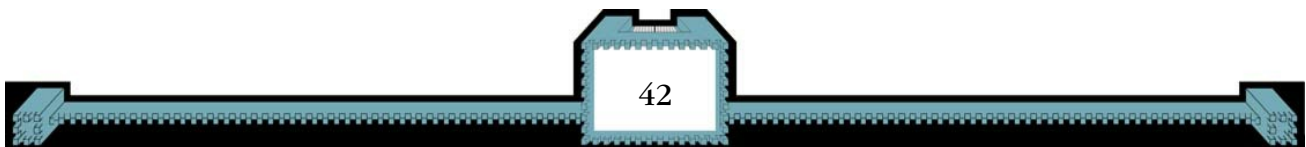
Living in the sea, as far as possible from the inhabites coasts, snappers rarely if even develop legacies, but they are vulnerable to them as the turtles are, and so would require cinnabryl or magic to ward off afflictions.

Snappers lands and society

Snappers are still air breathers, so they need lairs near land, ideally on **coral reefs or inhabited islands**. This is the reason why they are often at odds with the omm-wa. Even if they do not strictly number the omm-

wa among the “invader races”, they compete for the same ecological niche. The same happens sometimes with jorri. Snappers know of sea hermits and would like to establish a cooperation with them, but have failed so far. They have established alliances with shark-kin and kopru, but probably the latter are just controlling snapper clans for their own purposes.

Snappers are more common in all the regions where turtles also live, in the southern **Yalu bay** and on the eastern shores of the **Arm of the Immortals**. Several isolated islands in the sea between Brun and Davania are also heavily inhabited by snappers. Snappers are normally organized into warrior clans dominated by a male leader, who can be often challenged by other





Rocky coast, the environment favoured by omm-wa and snappers

males. However it happens that a powerful female, particularly if she is a wizard or a priest, can come to dominate a tribe.

Snappers when possible try to gain the help of sea dragon, dragon turtles and cläu-rin, often becoming vassals of such powerful creatures. Snappers train and ride into battle their own nikt'oo²² mounts.

Snappers Personalities

Kwoken (Snapper 11) is a powerful chief who is trying to unite several different clans in the sea several miles south of Presa. To this end he has in the course of years obtained the help of several dangerous creatures: a clan of shark-kin, unscrupulous kna traders, a dragon turtle and a cläu-rin, and even an aquatic beholder. So far, Kwoken has been able to play the latter three

against each others and to his clan gains, but the game could easily explode into his snout. Or he could succeed and become a major threat to shipping in the region.

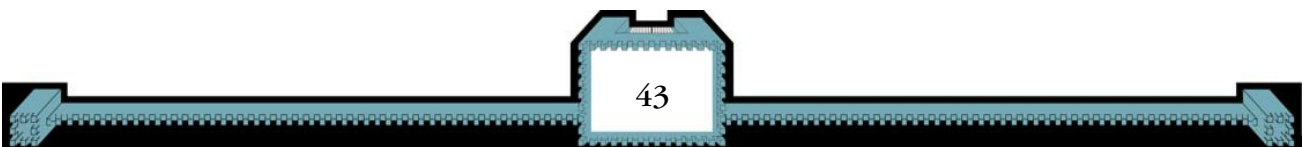
Adventure ideas

PCs could be hired to investigate about suspiciously successful undersea pirates targeting ships leaving Dunwick, sinking them the night after they leave the port. Tortles working in the city are in league with a clan of snappers with the intent of disrupting trade and creating instability, to obtain more power for their race.

A non human nation of the Coast (could be Herath, Renardy, Bellayne or even Ator) seems to enjoy a strange immunity from the usual dangers at sea (pirates, monsters and

(Continued on page 107)

²² See [their entry](#) in the SCMC



Threshold Coloring Contest

Come participate in Threshold's second Coloring Contest! Participation is easy.

1. Copy or print out the the Jorri, Mgumba or Omm-wa illustration found in this issue of Threshold.
2. Color the illustration using any medium you prefer - pencils, pens, paints, even electronically!
3. Submit your finished work at The Piazza in the [\[Threshold\] - Mystaraspace Coloring Contest thread](#).

The top contestant entries will be entered into a poll and judged by members of The Piazza forum. The winning entry will receive a custom character portrait from I. Calvin, drawn in the same style as this issue's illustrations! All entries must be submitted to this thread by **March 10th, 2018** in order to be eligible, and the winner will be announced in the next issue of Threshold (Threshold Issue #19, Planes & Immortals).

Don't miss out - submit your entry today!







La BarOnía de Torreón

A Mini-Gazetteer for the Savage Coast



FROM
THE VAULTS
OF PANDIUS

By Agathokles

Author's Introduction:

Torreón was my first comprehensive project for Mystara, back in 2004. I had been producing materials smaller in scope for a few years already, but not a complete Gazetteer.

At the time, I had just finished playing through "The Elder Scrolls III: Morrowind", a milestone of computer-based RPGs designed by none other than Ken Rolston, author of Mystara Gazetteers for Ylaruam and the Northern Reaches. Morrowind's setting is a former elven nation, occupied by a multicultural, but predominantly human, empire, and divided into many factions, which serve as employers or opposition for the player character. This resonated clearly with Torreón -- also a land populated by both humans from the Thyatian Empire and many elves, but with the humans in charge.

Thus, the Telvanni, Hlaalu and Redoran houses of Morrowind became the inspiration for the native elven houses of Torreón. As a result, the mini-gazetteer you are reading focuses heavily on organizations and NPCs, while providing only a slightly expanded overview of the land itself.

The Mini-Gazetteer is designed for use with the AD&D 2e Savage Coast Campaign Setting. As such, NPC capsule statistics are provided in AD&D 2e format, and the present year is 1014 AC.

I GEOPOLITICAL OVERVIEW

The Baronía de Torreón is one of the few landlocked Guardiano states, north of the Estado de Texeira and the Baronía de Narvaez and west of the Terra Vermelha badlands.

Its aggressive rulers heavily tax the peasant population in order to build up a powerful military force, and actively promote the formation of mercenary companies. In many ways, Torreón is not as advanced as the other baronies, but its relatively large population and warlike stance compensate for this.

BARONÍA DE TORREÓN

Surface: 7,000 square miles

Capitol: Ciudad de Leon (7,400)

Population: 89,000
(elves 30%, half-elves 20%, humans 45%, others 5%)

Military: 4,200
(plus mercenary companies)

Navy: none

Religion: Faña,
also The Judge and The General

Rulers:

Hernan I de Torreón, 941–965

Carlos de Torreón y Morales, 965–983

I.1 Lay of the Land

During its sixty years of existence, the Baronía de Torreón has proved a successful, expansionistic nation.

The former barony of Alcázar, centered on Puebla de Alcázar, comprises the valley of the Río Fangoso, while Ciudad de Morales was once the capital of the barony of Morales. The barons of Torreón, starting from their capital, Ciudad de León¹, conquered the two northern neighbours, then expanded their holdings north and west along the Rio Frio and the Rio Guadiana.

The disappearance of the baronies of Elegidos and Cristobal left Torreón without established neighbours along the northern border. However, the goblinoids of the Yazak Steppes prove dangerous enough, and keep the large Torreóner military busy and further northward expansion by Torreón impossible.

The population of Torreón is concentrated in the fertile valleys, leaving the hills of Las Rocallas and the forests as borderlands. In addition to the two major towns, Ciudad Morales and Ciudad de León, there are several large farming villages, and a number of fortresses and towers protect the borders.

¹ In the maps, this town is called “Ciudadela” rather than “Ciudad”, which is the name used in the Savage Baronies sourcebook. I’m using the latter name, although it could be argued that the “Ciudadela” was the original settlement which grew into a larger “Ciudad”.

1.2 The People

Before the arrival of the Ispan *conquistadores*, Torreón was mostly populated by elves and Otzil², descendents of the great civilizations that were destroyed by the goblinoid hordes more than two millennia ago.

The arrival of the Ispan colonists brusquely changed the status quo: in 916, the first barony in the region, Cristobal, was founded. A quarter of a century later, adventurers from Narvaez moved northwards and established a group of baronies. The new rulers struck alliances



Don Hernan de Torreon

with the elven clans of the region, thanks to the help of elven advisors, mostly nobles of the former Baranía de Montoya who had chosen exile rather than accepting the annexation to Narvaez. The Otzil natives did not fare as well as the elves, as they were considered savages by the colonists.

When the initial phase of settling was completed, the baronies turned on each other. The expansionist Torreón absorbed most of its neighbours, while the barony of Elegidos disappeared mysteriously and the

² The Otzil were a culture descended from the ancient “Oltec Man”, which settled the area around 3500 BC. See [“A Timeline of the Oltec Man”](#) by Átila Pires dos Santos and Giampaolo Agosta at The Vaults of Pandius for more details.

Baron of Cristobal relinquished his claim to land and title rather than fight the emerging power of Torreón.

Nowadays, the population of Torreón is mostly composed of elves and half-elves. The small nobility is composed of elves and humans of Ispan blood, while the lower classes are largely composed of native Otzil. Half-elves, elves, and Ispan humans form the urban middle-class. A number of lupins of the Torreóner Pit-Bull breed also live in Torreón. They arrived with the Ispan *conquistadores* from Thyatis, and now work in the mercenary companies and in the arena, as well as in less savory enterprises.

The rulers of Torreón still pursue the expansionist policy of their ancestors, building up their military to expand towards the Terra Vermelha, the badlands which are rich in minerals, or towards the sea.

1.3 The Army

Torreón supports a large army, nearly 5% of its population, and can rely on some 2000 mercenaries from its many Companies.

Torreóner warriors make heavy use of chain mail armor, and Torreóner swords are considered the best in the Savage Coast. Thanks to its high elven population, Torreón can field many spellcasters; moreover, Torreóner elves serve as archers and medium cavalry.

Human and half-elven nobles tend to fall into the ranks of heavy cavalry – with Narvaez, Torreón is the only nation to keep a force of

The Army of Torreón

Division	Number
Heavy Infantry	1,000
Light Infantry	1,200
Crossbowmen	400
Longbowmen	350
Shortbowmen	350
Cavalry (Medium & Heavy)	350
Artillerists	100
Spellcasters	150
Auxiliaries	300
Total	4,200

armored knights, equipped with half or three-quarters plate armor, lances and swords.

The bulk of the army is formed by the infantry and crossbowmen. Both are equipped with chain mail armor and swords in addition to the specialty weapons: crossbow, pike, halberd, or spear and shield.

Light infantry consists mostly of pikemen.

2 ROGUES, REGENTS AND RASCALS

This section details several notable Torreóner characters, including the royal family and the leaders of the main temples.

2.1 Doña Isabel de Torreón y Morales

Baroness of Torreón
(human ♀ Noble F5, LN, age 32).

The baroness of Torreón is a human noblewoman of pure Ispan descent. She is fully described in the Savage Coast Campaign Book.



The Baronesa has some training in self-defence, but she is more of a politician than an adventurer.

2.2 DON AUGUSTO de MONTOYA

Advisor to the Baroness
(elf ♂ Noble F13, LG, age 187).

This young but widely travelled and experienced elf is the principal advisor to the Baronesa. He was the heir to the Barony of Montoya, but his father was killed by the soldiers of the Baron of Narvaez, who

conquered the Castillo de los Hidalgos, the dwarven fortress that housed the royal family of Montoya.

While many elves accepted the Narvaezan supremacy, a few went into exile³. One of these elves was Augusto. He joined a band of Narvaezan adventurers and travelled with them north of Narvaez. After a life of adventure, two of the human friends of Augusto, Hernan de Torreón and Jorge de Alcazar, decided to gather their families and followers and establish new baronies, which they named Torreón and Alcazar.

Augusto agreed to help Hernan, and later his descendants, in obtaining the support of the local elven clans, then engineered the marriage of Hernan with one of the Morales heirs, and led the Torreóner army in the Morales succession war when the first, and last, Baron of Morales died just one year after the foundation of the Barony. In that war, he was unfortunately forced to kill his old friend don Jorge de Alcazar, who had opposed Torreón's claim to Morales.



The Morales Succession War

³ As did most Montoya dwarves.

Don Hernan's reign lasted long (he died in 965), but his son Carlos (942-983) was not as lucky, nor as competent, and died in an ill-conceived expedition against the Yazak goblinoids. Don Carlos's son, Hernan II, was none the better, and only the unswerving loyalty of Don Augusto could keep the lesser nobles in check. However, several nobles, including members of the Morales and Alcazar families, plotted against the Baron. In 992, Hernan II was assassinated during a hunting trip in Las Rocallas.

The elven nobles reacted, asking Augusto to take the crown. The advisor, however, lent his full support to the rightful heir, Doña Isabel.

Luckily, the young Doña Isabel immediately proved a stronger ruler than her father – she had the conspirators hanged, and, while she taxed her subjects as much as the previous rulers, at least she put the money to good use, following Augusto's advice and starting research programs in military science.

However, the elven nobility has made it quite clear that, in the event that neither Doña Isabel nor her sister can produce an offspring, the crown would go to one of their own – that is, Augusto. The arrangement suits well Isabel, since Augusto is the only Torreóner noble she trusts.

Augusto is driven by the will to preserve Torreón as the main center of elven culture in the Savage Coast. To this end, he will make any compromise, even to the point of allying with Narvaez rather than driving Torreón into a war with that state. He is not evil, but neither he is a forgiving or kind-hearted character.

2.3 Doña Rosa de Torreón y Morales

Heir to the throne of Torreón
(human ♀ Noble NM, NG, age 24).

The heir presumptive to the Baronesa is her younger sister, Doña Rosa, a beautiful girl of 24. Doña Isabel has always spared Rosa the worst of the treacherous politics and intrigue of Torreón, so Rosa is rather naïve for a Torreóner noblewoman.



She is likely to be the most wanted match for noblemen all over the coast, even though her sister is still young, and Rosa is not going to inherit the title soon. Still, her children might inherit the title of Baron, so gossip runs free on the list of potential husbands, from the sons of Don Jorge de Vilaverde to Margrave Miosz of Slagovich.

2.4 Doña Pilar de Leon

Primate of the Temple of Faña⁴
(half-elf ♀ Noble Pr13, LN, age 55).

Doña Pilar is one of the few half-elven noblewomen of Torreón, born of a human mother and an elven father from the House de Leon, one of the foremost elven clans of Torreón⁵.



She entered the priesthood of Faña 40 years ago, since she had little hope to inherit the leadership of House de Leon – her father is only in his third century of life – and she rose steadily through the ranks by a combination of connections with the aristocracy, combat skill, charisma and force of will.

An accomplished swordswoman, Doña Pilar is known for her readiness to issue and receive challenges, and has fought and won more duels than anyone else in Torreón, bar Juan José Dominguez.

She is also a member of the Cavalcante fencing school, though she uses the long sword, a weapon more common in Torreón, rather than the rapier. This seems to suit well with the forceful style of the Cavalcante.

⁴ The Immortal known as Vanya in Thyatis.

⁵ The others are the House of Chiquitin, House Ramirez, House del Lugar and House Gonzalez.

Doña Pilar looks about 40 or 45 years old in human terms, with a warrior's powerful physique, long dark hair held in a tight bun, and fair skin, with just a hint of red.

Her current concerns deal mostly with Narvaez' inquisition – while she outwardly appreciates the role of the Inquisitor given to Faña in Narvaez, she actually resents the subservient position of her goddess in that nation. Therefore, she tries to keep the three northern baronies outside the influence of Narvaez without exposing herself.

2.5 DON FELIPE DE CASANEGRA

Lord of the Judge's Court
(elf ♂ Noble Pr12, LN, age 225).

The founder and current leader of the Judge's Court⁶ in Torreón, Don Felipe, is an elf who came from Thyatis with the Ispan colonists. He left Narvaez when the aggressive behaviour of the followers of



Ixion became clear. He went north, bringing along a number of followers of the Judge, mostly humans, and allied with the rulers of the newly founded Barony of Alcázar. However, twenty-five years later Torreón conquered Alcázar along with the other

⁶ The Judge is known as Tarastia or Pax Bellanica elsewhere.

northern baronies. Don Felipe had to adapt to the new conditions: the Torreóner rulers and most of its population are followers of Faña and pay only some attention to the Judge. The Judge's Court is very popular in former Alcázar and in Ciudad Morales, less so in the rest of the barony. However, Don Felipe is secure in his position, since he has developed strong contacts among the local elven aristocracy.

Don Felipe is a short, wiry fellow with raven black hair and a thin mustache. He is a relative of Marquis Fernando de Casanegra in Glantri, but the two (and the respective branches of the family) are on very cold terms, for the family was split on the matter of Immortal worship long ago⁷.

The Lord of the Judge's Court originally resided in Casanegra, but left after the Torreóner conquest of Alcázar. He now holds court at Ciudad Morales, where he can more easily get in touch with his peers. His second in command, Don Miguel de Villavieja (hm Noble Pr9, LN, age 48), leads the temple branch in Puebla de Alcázar.

⁷ Depending on the origin of the Belcadiz in your campaign, Don Felipe could be a Belcadiz who left Glantri at the time of the Light of Rad, or a descendant of Belcadiz elves who did not go to Glantri, but remained in the south.

2.6 COLONEL JORGE LUIS DE ALCÁZAR

Commander of the General's Army, Torreóner Regiment (human ♂ War Priest Pr11, LN, age 57).

A distant relative of the founder of the Barony of Alcazar, Colonel Jorge Luis de Alcázar leads the Torreóner branch of the General's Army⁸. He is an imposing character, always dressed in a field uniform, and often found in armor. Colonel de Alcazar has curly, iron grey hair cut short, a bushy mustache, and a number of scars gathered in the battles of the last thirty years, including an especially wicked one across the left side of his face, from the forehead down across the left eye to the cheek. The Colonel wears a patch over the lost eye.

Colonel de Alcázar is a man torn between different loyalties: while his family never lived in Alcázar, he still cannot forgive Torreón's aggression towards that barony – though he never shows these feelings: on the contrary, he is and appears to be one of the Torreóner noblemen least interested in intrigue and power. More recently, he disliked being forced to fight on what he perceived as the Church of Narvaez's war. Now, he and the General's Army work to contain the expanding influence of Ixion's followers in Torreón.

⁸ The General is the Guardiano name for Thor.

2.7 DON JUAN JOSÈ DOMINGUEZ

Grandmaster of the Dominguez Sword School (human ♂ Swashbuckler F14, TN, age 72).

This old but still active gentleman is one of the living legends of the Savage Baronies, the grandmaster and founder of one of the foremost fencing schools, the Dominguez school, famed for its two-weapon fighting style.



At 72, Juan José Dominguez still teaches his secrets to a select group of pupils from all over the Savage Coast. His sons and older apprentices have established branches of the school elsewhere, but Dominguez House in Ciudad de Leon remains the center of learning for the Dominguez fencers, and expert swordsmen come often to pay their respects to the old master and learn some new trick.

2.8 DON IBAN DELVADO

Owain y Rhyd,
 “Ambassador” of the Kingdom of Fey
 (Sidhe♂ F7/W7, CG).

Don Iban Delvado appears as a lesser elven nobleman with long, silver hair and no hint of a moustache or beard. He dresses in colorful clothes, and carries a rapier and a slender dagger.

However, this is just a facade supported by Faerie magic, for Don Iban is actually Owain y Rhyd, a Sidhe from the Kingdom of Fey.

While Don Iban is a native of Fey, he has travelled far and wide, having struck a friendship with a group of elven adventurers, and considers himself an expert in the field of mortal lore⁹. He agrees with the Minuar faction that the Faerie of Fey should work to prevent further expansion of the Hulean Empire – and any other threat, for that matter.

Thanks to his oratory, Don Iban has managed to persuade King Rhuannach to send him to Torreón as “ambassador” – though under strict orders not to disclose his identity to any human. Therefore, Don Iban cannot directly work with the Baronesa, and has to deal with the Torreóner only through the elven aristocrats, whom King Rhuannach has not included in his ban.

Don Iban’s identity as the representative of a neighbouring Faerie Kingdom is known to Don Augusto de Montoya and a couple of other nobles, though not to Don Felipe de

⁹ This happened half a millennium ago, and even the youngest of these adventurers is now dead.

The Kingdom of Fey

While the human inhabitants of Torreón, and even most of the elves, may be unaware of this, a large, if dwindling, Faerie kingdom lays deep in La Pineda, a forest of evergreen trees north-west of Ciudad Morales.

The Kingdom of Fey has been there for much longer than anyone else, including the Otzil and the elves of Torreón. However, while once Fey covered a large forest up to the Rio Guadiana, including parts of today's Torreón and Cristobal, goblinoid invasions and human encroaching have reduced its territory to the deeper woods of La Pineda.

Sidhe King Rhuannach mab Gwyr (Sidhe m F13/W15, TN) rules over an unknown number of Faeries, currently divided into two factions: the original dwellers of the Kingdom of Fey, who shy from direct action against (or in favor) of the neighbouring humans and elves, and the exiles of the Faerie Kingdom of Minuar in the Dark Wood¹. This second group advocates intervention in the external world, lest the events should take Fey unaware as it happened with Minuar.

¹ This Faerie Kingdom was destroyed by the Master of Hule and his undead and goblinoid servants when the Master decided to invade the Dark Wood.

Casanegra – the Sidhe does not trust, nor like the Immortals and their followers, and want nothing to do with them.

Using his façade as an elven nobleman, Don Iban also works a semblance of espionage networks – that is, when he wants to know something and cannot look into the matter himself or find some other Faerie willing to do the job, he turns to elven or even human adventurers.

While more serious minded than most Faeries, Don Iban is still much more interested in revelries and festivals: not only he takes part in many parties of the nobility in Ciudad de Leon, but he also frequently leaves his post to join his compatriots in their festivals. When Don Iban is not at home, he trusts one of his friends, a Pooka¹⁰ who has the form of a greyhound, to deal with visitors to his house in Ciudad Morales.

2.9 DAME ARLÈNE DE ROCHEFORT

Ambassador of the Royaume de Renardie (lupin ♀ Noble Pr5 of Saimpt Ralon, NG, age 76).

The younger sister of the deceased Baron of Brégoigne, Dame Arlène is the Ambassador of King Louis IV of Renardy to the Baroness of Torreón – and therefore a key player in the politics of the Savage Coast.

This old lupin looks like a short, lithe humanoid cocker spaniel, with glossy black fur which is greying and long hair. Due to old age, her senses are quite reduced, and she has few teeth left, but her wits are still quick. She entered the priesthood of Saimpt Ralon late in her life, after her betrothed, a

¹⁰ See PC1: “Tall Tales of the Wee Folk” or the [Mystara Monster Manual Compilation](#) by Robin D., page 1771, for more information on Pookas.

Heldannic Knight from the Heldann Shepherd breed of lupins, was reported missing on a mission in Davania.

Dame Arlène is a quiet person, a noblewoman of high breeding, though marked with a streak of curiosity. She is currently investigating Torrèon efforts in military science – of course, in a most unobtrusive way, as the relations between the two countries must not be hindered in any way. Aside from this, her main preoccupation is to keep the overland trade route between Torreón and Renardy free of bandits and goblinoids. She is a potential patron for adventurers willing to explore the Llanos Verdes and the Pampa Rica, as well as a contact for lupin travellers.

2.10 PONCE “TORERO” LINARES

Leader of Los Banditos de La Pineda (human ♂ Swashbuckler F12, CE, age 37).

A member of the Marmureg Wing of the Bleak League, the foremost Hulean criminal organization, “Torero” Linares is a dashing character: he looks like the epitome of the swashbuckler, graceful and quick in his movements, slim and elegant, dressed in expensive clothes, always covered by a midnight black cloak, lined in red silk¹¹. Linares is a pure Ispan, though not of noble background.

Contrary to his charming looks, Ponce Linares is a thoroughly dark-hearted blackguard. He started his career as an apprentice at the sword school of Don Juan

¹¹ This is the distinguishing mark of the Marmureg Wing adepts.

José, but he was unruly and quarrelsome, and was turned out by the old master, despite his remarkable ability. After being kicked out of the Dominguez school, Linares performed for a while in the arenas, which later earned his nickname “Torero”.

However, he strongly desired to increase his fighting abilities, craving the powerful secret passes of the Dominguez school: in the end, he tried an assault against the Dominguez mansion, hoping to kidnap one of the Don Juan José’s granddaughters and force the old master to reveal his secrets by threatening to kill the girl. Luckily, his plan was foiled by an elf enchantress, Gloriana de Rondalla, who freed the kidnapped girl. However, Ponce’s skill in swordplay was too much for either Gloriana or Dominguez’ apprentices, and the villain was able to escape capture.

As a consequence of his failure, Linares fled Torreón, vowing revenge. In time, he gathered a band of thieves and cutthroats, and set upon raiding villages of western Torreón.

Los Bandidos de La Pineda

This group of bandits is based somewhere in the deeps of La Pineda. It is composed by a variable mix of Torreóner rogues, humanoids from the Yazak Steppes, Hulean agents of the Marmureg Tiger and other renegades of various origin.

Usually, the band includes 20 or so low level fighters (F1-3) and a likely number of thieves (Bandit T1-3), and a dozen mid-to high-level characters of various classes, including two priests and a wizard.

While Ponce Linares ultimately hopes to trick the old Dominguez into an ambush, capture him and force him to reveal his secrets, he bides his time and builds up his strength by capturing other swordsmen and forcing them to fight against each other or against members of his band in order to steal their secrets. Already he has gathered a few secret passes from the Cavalcante and Moncorvo schools.

As can be gathered from his history, Ponce Linares has collected many enemies, including the Dominguez, Cavalcante and Moncorvo schools, and the Torreóner constabulary. The Judge’s Court has set a 5,000 *oros* standing reward for Linares’ capture, dead or alive.

To offset these enemies, Linares has allied his gang with the Bleak League, which accounts for his continued survival.

2.10.1 Notable members of Los Bandidos de La Pineda

ALVARO MARQUEZ (human ♂ Pr5 of the Ambassador, LE, age 34), a cunning worshipper of the Ambassador, who acts as adviser to Ponce and as a contact with the Thieves’ Guild of Ciudad Morales; Alvaro styles himself as a politician of the outlaws, but his ability to manoeuvre is rather limited, since Linares doesn’t trust him much.

ISKANDER DAVALA (human ♂ Diviner Pr7 of Bozdogan, CE, age 42), a Hulean priest, sent by the Holy Men to keep tabs on Los Bandidos; while he goes through the pretence of working under cover, he is just a bait: another agent (human ♂ Spy T5, CE)

hides among the lower ranks of Los Banditos, ready to take care that Linares does not survive if he becomes a liability.

NESTOR GOMEZ (half-elf ♂ Bandit T5/W6, NE, age 48), a half-elf from Ciudad de Leon, is Los Banditos' chief wizard; he is always busy dealing with Torreón's magical scouts and has had little time to deal with the Fey; Nestor knows he is not strong enough to face all challenges, but does not wish the competition of another wizard; rather, he is looking for an apprentice or two.

MARCELO "EL OLTECO" DIAZ (human ♂ Bandit T8, LE, age 32), a man of Otzil descent, fled Torreón after murdering a nobleman; now, he is Linares' second in command, but considers "Torero" a buffoon and hates him along with all Ispan-descended Torreóners.

DAVID "EL LOCO" CAÑAS (lupin ♂ Gladiator F4, NE, age 29), a massive Torreóner Pit-Bull lupin, he is an acquaintance of Linares' times in the arena. Proficient with dozens of different weapons and endowed with exceptional strength, David is a relentless, ferocious fighter. Though not a likeable character, he serves well as enforcer and drill instructor through sheer intimidation.

2.11 Xavier "the Rapier" Marreras

Head of the Thieves' Guild of Ciudad Morales
(human ♂ Swashbuckler T12, NE, age 43)

Xavier Marreras, the second most wanted man in Torreón, is the leader of the Thieves' Guild of Ciudad Morales. In contrast to his colleague Ponce Linares, this tall, dark rogue has slightly less panache, but he is much more adept at making money out of his criminal activities, which pleases the Marmureg Tiger more than any flashy display of villainy.

However, Xavier is encountering an uncommon resistance in his attempts to establish a protection racket, due to the degree of control exerted by House de Morales on trade, and to Don Felipe de Casanegra's efforts in promoting law and order in the town.

The Thieves' Guild of Ciudad Morales

Just like Los Banditos, the Thieves' Guild is also under the control of the Marmureg Wing of the Bleak League. It is a rather small guild, and it concentrates its activity in Ciudad Morales and the neighboring villages. Some attempts have been performed to gain a foothold in Ciudad de Leon, but the police forces there are too well-organized and the effort may not be worth the gain. The Thieves Guild includes some 20 thieves of varied levels and various inclinations -- pickpockets, burglars, fences and simple thugs.

3 GUILDS AND ORGANIZATIONS

Torreón is a lawful, regimented realm. In spite of its poverty, it boasts a large number of guilds and organizations that regulate trade and other matters. This section describes the main guilds and some other organizations, such as temples, fencing schools and noble houses.

3.1 Mercenary Companies

Mercenaries are the primary export of Torreón. Most of the other Baronies employ, or have employed in the past, Torreóner mercenaries to protect their assets. The main employers, in present times, are the Sea Powers, which use the Torreóner heavy infantry and archers to garrison their mainland and colonial fortresses, and as marines on their ships. The baroness of Gargoña also employs mercenary companies from both Torreón and Narvaez to complement her nation's large but mediocre militia, and the L.B. Trading Company has Torreóner sellswords protect its holdings in Dunwick and Richland. Other nations and private employers (nobles and merchants from the Baronies, Renardy, Herath, and the Traladaran City-States) provide work for the smaller companies.

There are circa 40 companies in Torreón, including two temple-sponsored companies (the General's Army and the Knights of Faña), and a couple of Afflicted companies¹².

¹² In this article, I follow the version of the Red Curse stated in the AD&D 2e material -- *Red Steel* and *Savage Coast* Campaign Book.



Torreóner Mercenaries

Except for the large temple-sponsored companies, each mercenary company includes 20 to 100 sellswords¹³ of various specializations. Larger groups may provide combined specializations, such as cavalry and infantry or archers, while smaller groups often provide a single type of service – e.g., a heavy cavalry company or a group of infantrymen.

Each company is guided by a Captain chartered by the Captains' Assembly, a yearly gathering of the mercenary captains. The Captains' Assembly operates much like a trade guild leadership, setting standard prices for the goods and services offered. The Assembly Hall in Ciudad de León also functions as a Guildhall, offering services to the mercenary companies such as recruiting replacements for companies on long term assignments such as those in Colony of the Horn, handling the acquisition and shipping

Some adaptation is needed to use it with the *Voyage of the Princess Ark* version of the setting.

¹³ With an average of 60 mercenaries per company.

of weapon supplies (Torreóner mercenaries prefer to fight using Torreóner *red steel* weapons), and even to individual sellswords – job offers for individual mercenaries as well as some training.

3.2 Temples

The main religious organizations in Torreón are the Temple of Faña, the Judge’s Court and the General’s Army, described below. All of these religions have strict hierarchies and complex ranking systems, well suited to the close social system of Torreón.

Each of these temples reveres one of the Immortals popular in the Savage Baronies. Faña is the local name of Vanya (who is also known as Fanha in the Verdian baronies, and as the Inquisitor in Narvaez). The Judge is Tarastia (also known as Pax Bellanica), and the General is Thor. The other common Guardiano Immortals are Valerias, the Ambassador (Masauwu) and Milan (Mealiden Starwatcher) who all have only a limited following, and no established temple, in Torreón.

3.2.1 Temple of Faña

The Temple of Faña is the most popular faith in Torreón, and is also quite popular in the Sea Powers. The Temple is managed by a well-organized hierarchy, at the top of which sits the Primate. Priors – priests of 9th level or more – control the main divisions of the Temple: the Priors of Morales, Cristobal, Vilaverde, Texeiras and Alcazar. The Primate is also the Prior of Torreón.

Individual temples, or Chapels, are managed by a Chaplain, usually a priest of 7th or 8th level, who coordinates the work of several Priests and Novices.

A Legate of 7th level or more is assigned to nations or regions not included in the main area of influence of the Temple of Faña, but where there is a significant following among the population, or there is a reason to keep an ambassador at court.

The Temple of Faña, like most other Torreóner churches, is rather militaristic, and Defenders and Crusaders compose a military order called the Knights of Faña, which is also chartered to work as a mercenary company – though it rarely does so.

Most other priests are War Priests, though a few are Nobles or Local Heroes. The Temple of Faña includes circa 2000 priests, plus 800 Knights of Faña.

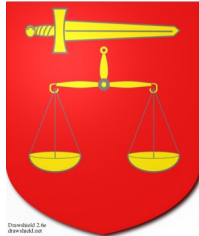
3.2.2 The Judge’s Court

The Judge’s Court is the primary religion for about one Torreóner in ten, though many others refer to the Judge in matters of justice and revenge. Priests of the Judge are often called to perform as witnesses and mediators in duels. They are also involved in the judiciary system of Torreón, since many priests double as constables or magistrates for the government.

There are about seven hundred priests in the Church. War Priests are prevalent, but not as much as in the General’s Army. On the other hand, there is a slightly higher proportion of Noble Priests than in other churches. Below the Lord, the head of the church, is the Vicar,

and below the Vicar are the High Avengers (level 9+ War Priests) and the Jurists (other level 9+ priests). Avengers and Councillors (level 3+) make up the rank and file of the church, with Initiates forming the lowest rank.

The Judge's Court coat of arms is blazoned as *gules a sword or fesswise in chief and a scale or*.



3.2.3 The General's Army

The General's Army is as much a church as it is a mercenary company. Most of the clergy, like Colonel de Alcazar himself, are War Priests. Many serve as chaplains in the Torreóner army and mercenary companies, while the less experienced train in the Army barracks in Ciudad de Leon.

The full might of the General's Army could amount to some 500 War Priests plus one hundred more priests of other types. However, Colonel de Alcazar could hope to mobilize up to 200 at any time for active duty, since the rest would be either unavailable, or required to man the various temples. The church is also registered as a mercenary company, and its leader takes part in the Assembly.

The General's Army exists in other Baronies as well, and the Commanders of the various Regiments form a Council of War, which defines policies and regulation for the whole church. In wartime, the Council of War usually allows each Commander to field his Regiment to support his nation's army. If the war has some religious significance for the

General, the Council of War may, on a majority vote, elect a Warlord to lead a unified General's Army. This only happened once, in the recent war against Hule.

The General's Army coat of arms is blazoned as: *per pale azure and gules, with a pallet or, a lightning bolt sable bendwise, and a hammer sable bendwise sinister*.



3.2.4 Other Cults

In addition to the organized temples, other cults are present in Torreón. Most of them are limited to the main towns, Ciudad de León and Ciudad Morales.

The Church of Narvaez hails from the southern neighbour of Torreón, Narvaez. It is a growing cult with a strong bent on further expansion, but it is currently limited to a single church in Ciudad de León.

Valerias, the Ambassador and Milan do not have organized cults, though shrines to all of these Immortals are found in both towns. Torreóner Priests of these Immortals formally belong to either to the Verdán branch or to the Gargoñan branch of these cults, but enjoy a considerable independence.

Native Otzil belief in the Sun¹⁴ was suppressed by the early colonists and goblinoid invasions with the rest of the Otzil culture. A few Otzil Shamans do exist, but they practice their religion secretly in the farming villages. The Ispan priests, not least the priests of Ixion, would most likely root

¹⁴ Otzitiotl, that is Ixion.

them out were they aware of the existence of the Shamans.¹⁵

3.3 Noble Houses

While the nobility is relatively small in Torreón, it has a significant influence. The middle class is not really developed, and most resources remain in the hands of the noble families, which use all of their power to preserve the status quo. The noble houses are among the few sources of employment for Torreóner adventurers and mercenaries who do not join a mercenary company. Each noble house keeps as large a private army as it can, limiting factors including both resources and the need to avoid the attention of the Baroness, who would ruthlessly remove any challenge to her power.

¹⁵ While it may seem unlikely that an Immortal allows his followers to persecute each other, the following considerations must be taken into account. First, the Ixion priests in Narvaez are vastly under the influence of the Narvaezan Fiends, as reported in the *Savage Coast Monstrous Compendium Appendix*. Second, an Immortal may have followers of different alignments, which could easily engage in conflict with each other. Some Immortals even foster such rivalries for their own purposes (e.g., consider the rivalry between the Kin and the Preceptors in Ylaruam), which may include strengthening the followers or radicalizing them. Finally, one should consider that the events in this area may be below the threshold of attention for an Immortal with vast numbers of followers such as Ixion, and that, in Mystara, an Immortal is not in danger of losing power unless he or she is fully deprived of followers, an event which is all but unthinkable for Ixion.

The nobles houses can be divided into three groups:

- Native Elven Noble Houses: the original elven clans of Torreón;
- Ispan Noble Houses: the dominant Ispan clans;
- Non-native Elven Noble Houses: a few, small elven clans that arrived in Torreón with the humans.

3.3.1 Native Elven Houses

The native clans of the Torreón elves have lived in the region for centuries. These elves make up a large part of the Torreóner population, and are grouped into five major clans, and twice as many minor clans. The leading families of the major clans are recognized as nobles by the Ispan rulers.

HOUSE DE LEÓN

This was the first elven clan to ally with the Ispan colonists. The León elves control the woods east of Ciudad de León. They have mixed with the Ispan more than any other elven clan of Torreón. Since the daughter of the León clan leader is the Primate of the Temple of Faña, this House has close relations with the Temple. Many León elves have embraced the cult of Faña, and the human or half-elven retainers of the House are chosen primarily among the followers of Faña.



Coat of arms: *gules a lion argent.*

HOUSE DE CHIQUITIN

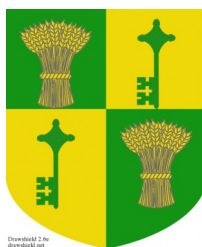
This clan controls Chiquitin and the wooded hills north-east of the village. The Chiquitin are a farming clan, and have been declining slowly but steadily in recent years. They usually support the House de León and the House de Montoya, but tend to have little interest in politics. Most of the population of Chiquitin was levied during the war, while the population of Las Chambas was spared due to the political influence of House Gonzalez. Some of the younger Chiquitin have been complaining about the poor leadership of the elders, and are trying to recruit supporters – including humans, to repopulate their village. Unfortunately, they can offer little in terms of money, but on the other hand they are unlikely to look too closely at their employee’s past.



Coat of arms: *vert a garb or.*

HOUSE DEL LUGAR

This clan controls El Lugar and the hill country south-west of that village. They consider themselves the first elven clan to settle in the region, and were the last to accept the Ispan domination. House del Lugar does not like half-elves, and only accepts human retainers for menial jobs – anything of consequence is handled by elves. A few members of House del Lugar are aware of the Kingdom of Fey, a secret they guard closely, since they consider



this trust a token of their higher breeding. Just like House Chiquitin, the main settlement of this house was hit hard by the recent war levies. However, House del Lugar simply withdrew most of the elven population to the forests, so that the bulk of the levies were made up by Otzil farmers. Now, the move is backfiring as the fields go untended, and the House leaders are trying to attract elven farmers to their lands.

Coat of arms: *quartered, the first and fourth vert a garb or, the second and third or a key vert inverted.*

HOUSE GONZALEZ

This clan controls the woodlands south of the Rio Frio, and has strong interests in Las Chambas, where the leading families reside. Of the native elven clans, it is the most involved in trade, controlling part of the trade route to Renardy. They feud with House de Morales and the trade guilds over control of the mainland trade routes, and often have open positions for traders, caravaners and caravan guards.



Coat of arms: *azure a castle argent.*

HOUSE RAMIREZ

This clan controls Pueblo Real and the woodlands of northern Torreón. As far as Torreóner noble houses go, House Ramirez nobles can be considered the most compassionate. Certainly, they are the only ones that at least show some concern for the lower classes (including the Otzil natives) and the Afflicted. House Ramirez has strong interest in the exploitation of Torreón’s forests, and most of the Torreóner lumber comes from the Ramirez holdings. The leaders of House Ramirez are aware of the Kingdom of Fey, and try to enroll the faeries in a campaign against their sworn enemies, Los Bandidos de la Pineda. Up to now, they have not reported any success.



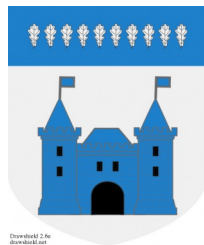
Coat of arms: *argent an eagle vert.*

3.3.2 Non-native Elven Houses

These elves came from either Thyatis and is related to the Belcadiz clan of Glantri. The Casanegra elves are one of the most religious clans of Torreón – their leader is also the Lord of the Judge’s Court. They hold the lands east of Las Rocallas, between the Tower of Casanegra and the Bastión de los Caballeros. The Casanegra are allied with House de Villavieja, but have been careful not to support them too much, and so their relations with the Alcazar family are neutral. They oppose the rebellious Morales family, however, and are trying to impose some order on Ciudad Morales. House de Casanegra employs retainers chosen among the followers of the Judge, and most of their retainers actually work in some government capacity – especially in the police force of Ciudad

HOUSE DE MONTOYA

House de Montoya is simply a collection of exiled elves from Montoya, a region of Narvaez that enjoyed a short-lived independence. Fiercely loyal to their leader, Don Augusto, these elves are mostly nationalists, but willing to

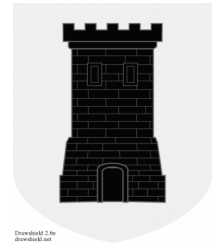


deal with humans. They serve to bridge the interests of the native elven clans and those of the human colonists. House de Montoya prefers elven retainers, and is closely allied with House de Torreón. It maintains good relations with most elven clans, except House del Lugar. House de Montoya is opposed to the Alcazar and Morales families, but also to House de Villavieja, which supports House de Torreón, because the Villavieja believe they deserve a higher status than the Montoya.

Coat of arms: *argent a castle azure, on a chief azure ten oak leaves argent in fess throughout.*

HOUSE DE CASANEGRA

This clan comes from Thyatis and is related to the Belcadiz clan of Glantri. The Casanegra elves are one of the most religious clans of Torreón – their leader is also the Lord of the Judge’s Court. They hold the lands east of Las Rocallas, between the Tower of Casanegra and the Bastión de los Caballeros. The Casanegra are allied with House de Villavieja, but have been careful not to support them too much, and so their relations with the Alcazar family are neutral. They oppose the rebellious Morales family, however, and are trying to impose some order on Ciudad Morales. House de Casanegra employs retainers chosen among the followers of the Judge, and most of their retainers actually work in some government capacity – especially in the police force of Ciudad



Morales. However, these are usually dangerous and poorly rewarded jobs.

Coat of arms: *argent a tower sable.*

3.3.3 Ispan Houses

The Ispan Houses are the descendants of the Ispan colonists and adventurers that founded the baronies of Torreón, Morales and Alcazar.

HOUSE DE TORREÓN

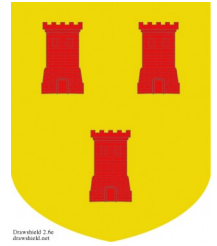
The ruling house of Torreón has only two members who can claim rights to royalty, Doña Isabel and Doña Rosa. A few other Torreón exist, but they are cut off the inheritance line for various reasons, mostly related to being unable to demonstrate a legitimate lineage – the old Barons had many illegitimate descendants. The House of Torreón chooses its retainers on the base of loyalty and fighting prowess. Its interests and resources merge seamlessly with the national interests and resources of Torreón.

Coat of arms: *per pale bendy sinister or and gules and bendy gules and or.*¹⁶

¹⁶ Red (garnet) and yellow diagonal stripes, originally published in *Dragon Magazine* issue #181, page 47, see also the [Savage Coast coats of arms](#) reproduced by Átila Pires dos Santos in the Vault of Pandius:

HOUSE DE ALCAZAR

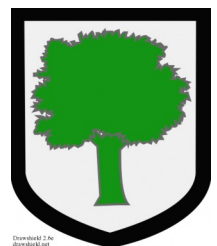
This was the ruling House of the Barony of Alcazar, and still holds much land around Puebla de Alcazar. The power of this House has waned considerably since several holdings were confiscated by the Baroness after the assassination of her father. To compensate, House de Alcazar made a massive effort of prospecting mining sites in Terra Vermelha, and now holds a large share of the *Compañia Nacional das Minas*. House de Alcazar is a good employer, on the short term, as it offers rich, if dangerous, contracts on expeditions to Terra Vermelha and has few prejudices. There is also a Torreóner branch of the Alcazar family, descendants of Luis de Alcazar, brother of the first Baron of Alcazar. The two branches are not especially close.



Coat of arms: *or three towers gules.*

HOUSE DE MORALES

This house is now composed only of members of secondary or illegitimate branches of the Morales family, since the main branch died out at the time of the Morales Succession War. While the House has lost all control of the lands of Morales, it still retains a considerable influence in Ciudad Morales, since it controls, directly or through loyal retainers, most of the trading activities of the



town. The House de Morales is the most active opposition to the current ruler, even though they have yet to attempt an assassination – mostly because the leaders do not wish to see Torreón in the hands of the elves. House de Morales is a likely patron for Torreóner thieves – both because it needs a large number of spies for its political activities, and because it is competing hard with the Thieves’ Guild of Ciudad Morales. The Houses of Morales and Alcazar sometimes work together, especially against House de Villavieja.

Coat of arms: *argent, within a bordure sable a tree vert.*

HOUSE DE VILLAVIEJA

This Ispan house was founded by an advisor of the Barons of Morales who sided with Torreón in the Morales Succession War. House Villavieja is still on very bad terms with House de Morales and House Alcazar, and the Baroness plays the Ispan houses against each other easily. The Villavieja control the village bearing the family name, which they founded on lands taken from the Morales by Hernan de Torreón. Villavieja retainers mostly come from the Judge’s Court, as the family has a close alliance with that temple and with the House of Casanegra.

Coat of arms: *quartered first and fourth bendy or and gules second and third azure a quill or.*



3.4 Guilds

Guilds in Torreón regulate the most fruitful commercial activities – or, at least, those not monopolized by the noble houses. In addition to mercenary services, these include mining and prospecting, overland trade, and metalworking. The well known Guild of Swordmakers, and some less powerful organizations such as the Guild of Armorers, control the production and trade of weapon and armor (and most *red steel* items), setting quality standards and prices. These guilds are associations of professionals, but tend to be very aggressive – it is simply impossible to encroach on the trade monopoly of the Swordmakers without provoking an immediate response. The guilds will use any means, legal or not, to force competitors out of the market.

Overland trade and mining are controlled by the Compañía Nacional das Minas and the Compañía Comercial dos Llanos Verdes. Several noble houses have controlling interests in these companies, including the Torreón, Alcazar, Morales and Gonzalez families. The Compañía Nacional das Minas has a chartered monopoly over mining activities in eastern Torreón and Terra Vermelha, while the Compañía Comercial dos Llanos Verdes shares control of the trade route to Renardy with House Gonzalez and the Guilde Marchande Renardoise¹⁷.

In addition to the legal guilds, a Thieves’ Guild exists in Ciudad Morales and a group of bandits haunts the woods of La Pineda, as described in the notable characters section. Both are rather unsavory, and have close ties

¹⁷ An organization of Renardois merchant for protection of their rights in foreign trade.

with the Bleak League, a Hulean crime syndicate.

A small network of Friends of Freedom also exists in northern Torreón, and enjoys some support from liberal nobles of House Ramirez. The Friends of Freedom keep loose ties with some Flame Inheritors, but are opposed to Los Bandidos de La Pineda.

3.5 Other Organizations

The Inheritor Orders stay out of the Torreóner countryside, as the Inheritors are hated by the local peasants and by the Afflicted. Some Ruby Inheritors and Crimson Inheritors live in Ciudad Morales and Ciudad de León, working as ambassadors of their Orders to the Torreóner Houses. A few Flame Inheritors occasionally wander into Torreón as well.

Swordplay is very popular with Torreóners, though most prefer longswords to rapiers. However, the Dominguez school is native to the barony, and many Torreóners learn Dominguez fencing, or the Cavalcante style from Texeiras, which well suits the emphasis on strength that most Torreóner warriors have. Moncorvo is popular only among Swashbuckler thieves and wizards, while the Verdegild school is almost unknown, though one teacher can be found in the General's Army. In Torreón, the Dominguez school is a real organization, not simply a collection of swordsmen using the same style. Torreóner followers of the Dominguez school share a veritable veneration for the old master, Juan Josè Dominguez. Followers of this style can often find help (within reason) from fellow swordsmen, including lodging and assistance in duels.

ACKNOWLEDGEMENTS

The Barony of Torreón is described in the Voyage of the Princess Ark series, as well as in the Red Steel, Savage Baronies, and Savage Coast campaign books.

Several characters are taken from other fan works. Specifically, Ponce Linares and Xavier Marreras are Christian Constantin's creation (see "The Bleak League"). The Torreóner temples are inspired to the temples in Solmyr's Savage Coast–Birthright conversion. Last, Dame Arlène is modeled on a dog I knew.

REFERENCES

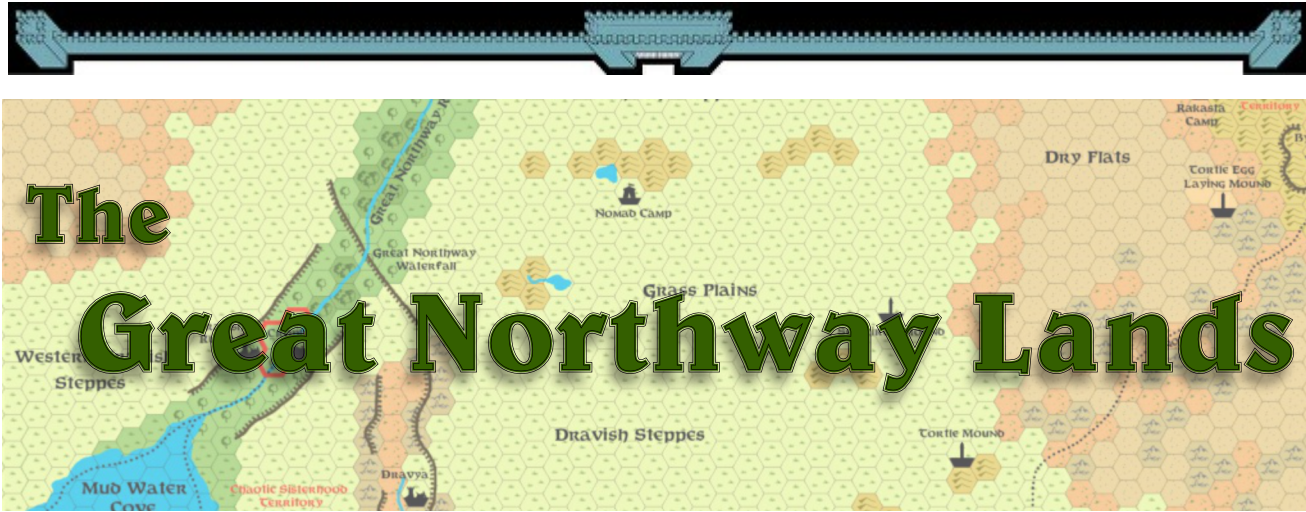
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by Matthew Fleet (Carillion)

INTRODUCTION

The Great Northway Lands are those that lie immediately north of the Western half of the Savage Coast. In broad terms, this area represents the lands just south of the town of Richland, stretching all the way up to the top of the Yalu Bay and about 400-500 miles beyond. Most of this land is either grassland or dry and rocky desert; however, forests do grow around some of the larger rivers that flow through this region. Few civilised humans live in this inhospitable area, and those that do are mostly located within a small number of hardy settlements. However, a greater number of humans (and various humanoids) live a tribal or nomadic existence on the vast grassy plains that exist in this region.

Parts of the Great Northway Lands were initially detailed in the D&D Expert module X9: *'The Savage Coast'*. This was followed by an adventure published in *Dungeon* magazine issues #6-7 titled *'Tortles of the Purple Sage'*, which covered these lands in more depth. Several years later, the *'Red*

Steel' AD&D 2e campaign setting briefly touched on this area, as did the *'Champions of Mystara'* D&D boxed set. These source materials are all now out of print but pdf versions of several of them can be bought at DriveThruRPG.com.

Furthermore, there is an issue with the neighbouring Savage Coast setting in that the later works are significantly different from the earlier works in a number of areas. They detail a much more complex political and social environment, and so it is generally considered by many of those familiar with these sources that the *'The Savage Coast'* D&D Expert module took place around 500-550AC, before many of the now established kingdoms on the Savage Coast were founded. Furthermore the *'Tortles of the Purple Sage'* adventure is now assumed to be set around 800AC, for similar reasons. I have therefore taken this approach when presenting this article. For reference, this article is set during the year 1000AC.

The official sources sometimes created more questions than answers, and so there are a number of details about the Great Northway Lands that were never fully explained. I have therefore taken some ideas from other fan works to address some of these questions, and in some instances, have attempted to fill in the gaps myself. My thanks therefore go to a number of individuals whose works have greatly helped me in writing this article. My thanks also go to both Merle and Jackie Rasmussen, whose writings created this region initially and from which all the other works on the Great Northway Lands have followed.

My aim is to pull together the various sources, taking into account the differing timeframes, to create a workable campaign setting that is consistent with all of the official material. It is also my aim to detail the type of campaign setting that the official sources were trying to present for the Great Northway Lands. This was to me, a vast wilderness and dangerous frontier region, where civilisation was mainly limited to a few settlements around the coast and on some of the larger rivers.

The map I have presented for the region shows the Great Northway Lands, as well as the Orcs Head peninsula and the Western part of the Savage Coast. However, the latter two regions are only presented to help the reader to visualise the exact location of the Great Northway Lands. I will only be referring to the Savage Coast and the Orc's Head peninsula in passing within this article, as these regions have already been extensively covered by official canon material.

I have reconstructed this area on the map using the original illustrations for the region. However, a number of geographical features were described in the '*Tortles of the Purple Sage*' adventure which were not given a placement on the original maps. I have therefore given a placement for these additional geographical features for completeness.

Some fan works show this region to be quite heavily populated with numerous cities and towns, as well as several established dominions. However, for the most part, I have decided to only show the settlements which were detailed or mentioned in official sources (with only a few exceptions). I have taken this approach in order to preserve the flavour of the original setting, although any Dungeon Master is of course free to add whatever additional settlements they see fit to suit their own campaign.

Hopefully, you are now prepared. Meet new and exotic races, or search long abandoned temples and burial chambers for ancient treasures; join one of a number of rival factions vying for power in the vast grasslands, or help a tribe that is discovering their long lost civilisation. Travel thousands of miles through teleportation portals, or travel even further by the grace of an ancient goddess; accumulate great wealth as a merchant on the sea trade routes, or by trading in exotic wares in the towns. Face pirates, pagans, shadowy clerics, dragons, hydra and many more creatures. Onward, brave adventurer, as all of this, and much more, can be achieved in the Great Northway Lands...

What People Say About the Great Northway Lands

VLADIMIR ROSTOV,
owner of the Hogs Head tavern in Slagovich (an independent city far to the east of the Great Northway Lands):

“When my ancestors moved to this city centuries ago, there were rumours of dangerous natives living in the Great Northway Lands who used nuggets made of gold to weigh down their fishing nets. Many thought that was all a lot of old nonsense, but some of it turned out to be true. There were indeed dangerous natives using fishing nets in the region; it's just they didn't use or own any golden nuggets.”

GALLAGHER THE SLY,
a burglar living in the free city of Dunwick:

“I sometimes used to think about reclaiming hidden treasures from ancient Dravish ruins located in the Great Northway Lands. I thought about avoiding dragons and giant spiders on the way there, disarming traps and defeating undead horrors whilst in the ruins, and then navigating several hundred miles back to safety past hordes of orcs and hobgoblins. What a glorious adventure that would be!

I never went through with it though. It's far safer just to loot valuables from a merchant's house in the local trader's quarter instead.”

MASTER TORGNY OF RICHLAND,
merchant of the LB Trading Company:

“Many people have gone to the Great Northway Lands over the years in search for gold, or to look for hidden treasure. I know this because both prospectors and adventurers alike sometimes book passage on our ships in order to travel there. Some independent merchants also travel occasionally to the Great Northway Lands in order to establish new trade routes.

But know this - for every person who comes back with a pouch of gold nuggets or a valuable trinket, another will never return. Some of those who went missing were merchants or adventurers, laden with many valuables. So I ask you, do these lands actually give up their wealth, or do others merely give up their wealth to these lands?”

Races of the Great Northway Lands

There are a number of non-human races prevalent in these lands that are not common in other parts of Mystara (with the exception of the Savage Coast) which give this area its unique flavour. These races were introduced and described in various official sources released for the Savage Coast itself. However, I will now give a brief description of these new races for those readers who do not have those source materials on hand.

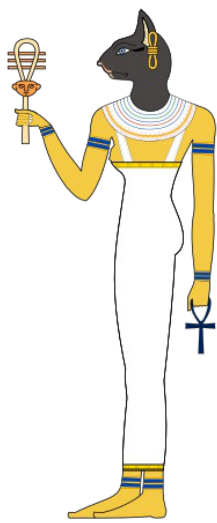
Once the reader is familiar with these races, then the other sections following will make more sense, so it is recommended that this section is read before the others (unless of course the reader is already familiar with these new creatures!).

Please note that the game statistics for these creatures are given in the adventuring section at the end of this article. The descriptions below have also been taken in part from the official supplement DMR2: "Creature Catalog"¹, for the sake of convenience. Any credit for these creatures therefore belongs to the original authors.

RAKASTA

The rakasta are a race of intelligent catlike humanoids who walk upright much like humans, but are covered with tawny fur and have tails and feline heads.

They are proud and fierce fighters who often employ special iron 'war claws' fitted over their natural ones in combat. Furthermore, their strongest warriors often ride either sabre-tooth tigers or feliquines as mounts. These mounts are controlled in a similar way to horses and the riding saddles used have been designed to avoid restricting



Nithian depiction of a rakasta

the mount's fighting abilities. These saddles also allow the rakasta to leap up to twenty feet from their mounts during a charge and attack an opponent in the same round. These 'tame' sabre-tooth tigers and feliquines are usually too fierce to be ridden by any creature other than a rakasta.

Rakasta appreciate fine art and often their treasure is often in the form of tapestries rugs, vases and even paintings.. They also have keen senses, and can detect invisible creatures within 10 feet. They are also have great awareness and are only surprised on a 1 on a d6 (as opposed to a 1-2).

Rakasta are usually nomadic in nature, but have founded the Kingdom of Bellayne on the Savage Coast as a permanent dominion. Many there are not nomadic at all, although some tribes do still live a nomadic existence just north of the border. The settled rakasta view their nomadic cousins as somewhat backward, whilst the nomadic tribes view the 'settled folk' as weak and snobbish. None of these rakasta are in contact with the Neutral Alliance, as many hostile goblin and hobgoblin tribes inhabit the Yazak Steppes in between, making contact almost impossible.

Sabre-tooth tigers do not live on the Savage Coast, so the best warriors of Bellayne ride land striders instead, whilst the nomadic tribes nearby ride feliquines. Some rakasta of the Neutral Alliance ride sabre-tooth tigers, however, since these tigers still inhabit the northern parts of the Yazak Steppes as well as parts of the Bylot Hills.

¹ This [D&D Challenger Series accessory](#) is available as a PDF fromn DriveThruRPG

LUPIN



Lupin fighting a man

Lupins are furry bipedal humanoids with doglike heads. In the past, they have sometimes been mistaken for werewolves, but they are not related to them in any way. In fact, lupins hate werewolves and will often attack them on sight (and can recognise werewolves even when they are in human form).

In battle, lupins sometimes employ a cavalry charge using lances and trained dire wolves . When fighting werewolves, lupins use both silver weaponry and wolfsbane , as they are well aware of the weaknesses of lycanthropes

Historically, lupins have been nomadic, but quite unusually, they have formed their own dominion on the Savage Coast which is known as the Kingdom of Renardy. Here they keep the various goblinoid tribes from the Yazak Steppes at bay, and have also managed

to secure a settled and safe area for themselves.

Many nomadic lupins living in the Great Northway Lands have allied themselves with the Lawful Brotherhood and numerous turtles to form the Lawful Alliance. More details about this group is given in the Factions of the Great Northway section below. In the Great Northway lands, the lupins and rakasta do not get along at all, and will often engage in hostilities. This is in contrast to the Kingdoms of Bellayne and Renardy on the Savage Coast, where there is only a mild distrust of each other.

ARANEA



Ancient Oltec depiction of an Aranea

Aranea are an intelligent giant spider race. Their bodies are approximately four foot long and two feet wide, while their legs are each about 4 foot long. An aranea is therefore about 10 feet across from tip to tip. They are usually greenish brown in colour, although some colour variations do exist. An aranea can be distinguished from other giant spiders by the massive odd shaped lump on its back that houses its large brain. Aranea are webspinners and their bite is poisonous,

although they prefer to employ spellcasting in combat, if possible., as most can cast mage spells

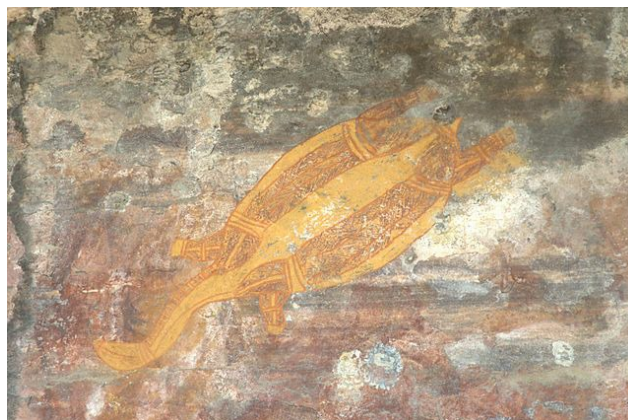
In addition to their eight legs, aranea have two front limbs which are divided into five flexible digits at the end of each limb. The aranea use these to grasp prey, to manipulate tools and to cast spells. Most aranea involve themselves in magical research, and some are capable of creating magical items

The Kingdom of Herath is predominantly inhabited by aranea. However, the aranea in this kingdom use shapeshifting magic to hide their true nature. They have also trained themselves to adopt human identities to the point that they cannot be detected as being aranea when in human form. This is the case even when others are using most types of detection magic. This deception has proven to be extremely successful, as almost everyone living in the Savage coast and the Great Northway Lands believe Herath to be a human kingdom, with only a few dangerous aranea hidden in their midst. Obviously when an aranea is actually spotted by outsiders, the Herathians will always claim that it must be one of the few aranea that are known to be hiding in their nation.

The aranea living in the Great Northway Lands are not as sophisticated as those living in Herath, and do not have any shapechanging abilities. In fact, some live quite a primitive lifestyle and do not have any spell casting abilities at all. Their preferred habitat is forested lands, although some aranea live in the Yazak Steppes in underground burrows. Here, they dig out small pits with webbing at the bottom to catch their prey. They will usually place a

trapdoor at the top of the pit as well to conceal it from unwary travellers. This trapdoor will give away when stood upon and will plunge the victim into the web below.

Aranea tend to look down on other races as less intelligent and of little worth, which has led to some highly questionable magical experiments being conducted in Herath in the past. Aranea also tend to be quite self-centred, which has caused some of those living near the Dravya ruins to happily join the Chaotic Alliance (this group is described later on in this article). In short, the aranea's sinister reputation is not entirely undeserved.



Wallaran depiction of a turtle or a snapper

TORTLE

Tortles are turtle-like humanoids, but always live on land as opposed to the sea. A fully grown tortle stands about 6 feet tall and weighs about 500 pounds. Tortles can hold their breath for up to 15 minutes underwater although they are not fast swimmers.

Turtles do not wear armour but can withdraw into their shells for protection. They can attack with their claws and beaks but sometimes employ weapons instead; the crossbow and staff are the most common choices.

Turtles are often found living on the fringes of various societies along the Savage Coast and around the Yalu Bay, often as farmers or labourers. They never have much ambition and are quite happy to spend their time tilling the land or living as fishermen in sandy areas near the coast. Turtles usually only fight in self defence, and so almost never start conflicts with other races. They have a well earned reputation as being honest and reliable, which on occasion, has been taken advantage of by other races. Turtles get on particularly well with Lupins, and have worked with them on occasion when there has been a common goal.

Turtles normally live alone or in small groups for most of their lives (although some turtle villages do exist). They can also be found in small enclaves in a number of human towns and cities. They normally live for around 50 years, and only lay eggs towards the end of their lives. They often choose to lay their eggs in historic egg laying grounds that have a special significance to them. They have been known to travel several hundred miles in order to do this.

The shells of twenty five turtle eggs can be used by skilled armourers to create a suit of light weight and very durable plate mail armour (which gives an armour class of 1). The turtles are aware of this, and so sometimes gift adventurers with their egg shells if they have performed a notable service for the turtles.

SNAPPER

Snappers are humanoid reptilian salt water dwellers whose backs are protected by shells (like turtles). Adult snappers stand about 6 feet tall and weigh about 1,000 pounds (much stockier than turtles). Using webbed hands and feet, they are swift swimmers and can hold their breath for over ten minutes before needing to surface for air.

Unlike turtles, snappers cannot retreat into their shells. They are bad tempered, and will attack others with very little provocation, using either weapons or their their claws and beaks. Most snappers use longbows for ranged combat on land, and often prefer to do so.

Snappers are not sociable creatures, even amongst each other. They do not form close knit tribes, have no recognisable leaders, and do not form their own settlements. Instead, they prefer to search the oceans for food in small hunting groups.

While mating, snappers tend to gather at special egg laying grounds. These grounds often take the form of rock-walled, roofless labyrinths just above the tide line. Snappers defend these places fiercely, attacking anyone who dares to come near them.

Due to their aggressive nature, snappers are considered a menace on most parts of the Savage Coast and are driven out whenever they appear. At the current time, snappers are only found along the coast of Orc's Head Peninsula and on parts of the Yalu Bay coastline. Some snappers near Mudwater Cove have joined the Chaotic Alliance, and are sometimes employed as aquatic troops by the Chaotic Sisterhood.

HISTORICAL OVERVIEW

HISTORY

- AS THE LOCALS KNOW IT

The first humans known to settle the Great Northway Lands were the Oltecs, around 4,000 BC. However, they migrated only to the eastern portion of these lands, and never reached all of the way to the Yalu Bay. These Oltecs were a coppery-skinned race who brought arts, agriculture and basic metalworking to the region. The Oltecs never built cities, which suggests that they lived a semi-nomadic lifestyle. They did however build some ceremonial edifices for unknown reasons, as well as burial crypts for their deceased monarchs. The ceremonial buildings were normally built as stone pyramids, whilst the crypts were usually either underground tombs or burial mounds made out of earth. Very few of these constructions survive to this day.

The next people to settle in these lands were the Dravs (a.k.a the Dravish or Dravya). They initially came from the north for reasons known only to themselves and settled in the Great Northway Lands around 2,300 BC. The Dravs had an affinity for magic, and a significant minority of them were able to cast spells, which gave them an edge in battles against their enemies. These people were also distantly related to the Oltecs who had arrived in this region previously.

Upon arriving, the Dravs allied themselves with the turtles who were indigenous to this area, and these turtles were eventually absorbed into part of the Dravish civilisation itself. It was around this time that the cities

of Yazak, Dravya and Bylot were built. A number of statues were erected in these cities, many of which represented Dravish generals who had been successful in historic military campaigns.

In the next few centuries, the Dravs slowly expanded their civilisation south; around 2,000 BC, they finally encountered the aranea on the western Savage Coast. This initial contact did not go well, and the aranea became concerned that they could end up being drawn into a protracted conflict with the Dravs. It was in mainly due to this concern that the aranea developed their shapechanging abilities as well as their own dual identities, in order to avoid detection. This proved to be successful as the Dravs ultimately came to believe that it was a human civilisation that actually dominated the lands now known as Herath, and therefore never invaded the aranea at all.

The Dravish civilisation reached its height from 2,000 BC to around 1,500 BC. It was during this time that they built their most impressive devices - the Portals to Everyland (see below for more details about these portals). These portals made travel between the cities of Yazak, Dravya and Bylot instantaneous, and were often used by Dravish messengers when information needed to be passed quickly between different cities.

Around 1,400 BC, the Dravish civilisation began to become corrupted. Their previous allies, the turtles, were slowly enslaved, and a new race called snappers were created by the Dravs as soldiers and guards. The snappers were created with a violent streak so they could be effective in these roles and

kill without questioning their orders. These snappers in time became the mortal enemies of turtles, and still possess a cruel streak that exists to this day.

At this time, the Dravish began to move away from their previous religious pantheon and towards darker rites. Human sacrifices became common, especially enemy warriors who had been captured during battle. Some of these sacrificed warriors were actually Dravs, who had tried to fight against their own civilisation's shift towards entropy.

It was around 1,300 BC that the Dravish civilisation began to experience a number of serious setbacks which ultimately lead to its destruction. Firstly, a huge earthquake hit the Great Northway Lands, destroying a few Dravish cities around Mudwater Cove and the Yalu Bay. This earthquake also caused the Great Northway River to change its course, and flow into Mudwater Cove, rather than through what is now known as the Empty Valley. This devastated many farms in the region which relied on water from the river for irrigation, and eventually caused serious famine in this area.

Secondly, after the earthquake had struck, humanoid raiders began to take advantage of the weakened state of the Dravish civilisation by organising raids on many of their settlements. These raids slowly weakened the Dravs further over the next few centuries.

Finally, after suffering 200 years of oppression and slavery, the turtles decided that they had had enough. They revolted against their Dravish overlords around 1,200 BC, using elemental magics to destroy the town built around the Monoliths of Zul, as

well as a few other settlements. This was the final nail in the coffin for the Dravs, who fled into the Yazak steppes and were never able to reclaim back their civilisation. Over time, many who were not killed by the humanoids in the region reverted back to tribalism and began to live in small clans, and eventually lost all connection to their previous civilisation. Many of the nomads and natives living in the Great Northway Lands in the current era are actually descended from the Dravs. It is this heritage which gives these peoples an affinity to sorcery, and as a consequence, many tribes in this region have wiccans of notable power.

After the fall of the Dravya, the turtles set up their own civilisation which lasted for about two centuries. They rebuilt the town around the Monoliths of Zul and it became their most prominent settlement, the monoliths themselves becoming a symbol holy to them. This was so as it was through these monoliths that the turtles were able to command the elemental magics which ultimately freed them from slavery. Over time though, the turtles began to appreciate that their lot had not always been bad under the Dravs, and their view of that civilisation eventually softened.

Although they were harried by goblinoids about a century afterwards, it is still not clear what led the turtles' civilisation to subsequently fall. What is clear however, is that the turtles still inhabited this region after their civilisation had ended.

Little changed for the next three hundred years until the Lawful Brotherhood arrived around 500 AC (see below for a description of this organisation). They began to set up



Oltec or Dravish ruins

small settlements and camps along the savage coast, the Orc's Head Peninsula, and even one settlement in the Great Northway Lands (where Seaview now lies). Their main motivations were to spread their religion and to accumulate further wealth, as this area was rumoured to be abundant with many gold deposits at that time (this rumour was not completely unfounded). The Pure Gold Merchant Company based in Slagovich also sent expeditions to the Orc's Head Peninsula and beyond in search of gold nuggets, for the purpose of smelting them into coinage. One of their most famous operatives was a man named Akobaar, a self styled gold merchant. He accumulated much wealth in this trade before he went missing about 500 AC whilst exploring the Orc's Head Peninsula. Neither his ship nor his rumoured treasure have ever been found.

Shortly afterwards, other settlers from the north began to arrive on the Savage Coast, and formed the dominions of Eusdria, Robrenn, Renardy and Bellayne. They also managed to drive out the goblinoids and orcs living in this area, forever pushing them north into the Yazak Steppes where they live to this day.

Around 700 AC, the Lawful Brotherhood set up a base in the ruins of Yazak in the Great Northway Lands and began converting local human tribes to their faith. They also allied with local turtles and lupins; this alliance became known as the Lawful Alliance. It was also around this time that the Chaotic Sisterhood first became active in this area.

The Neutral Alliance was formed around 750 AC as a response to the expansion of the Lawful Alliance. It managed to succeed in keeping the spread of the Lawful Alliance in check. The Neutral Alliance consisted (and still does) of nomads, natives, rakasta, and pagans. The hostility between the two groups continues on to this day.

Around 790 AC, an ex-pirate and explorer known as Trader Jack set up the outpost of Richland, which quickly became a prominent trading outpost for the Great Northway Lands. Around ten years later, an intrepid band of explorers discovered a village on the Great Northway River. This village became known as Cropland, and it eventually became another trading outpost for this region.

Little has changed in this region over the last two hundred years. The settlements of Richland and Cropland have slowly grown in size over time, and the Lawful Alliance's influence has slowly become greater around the Yazak ruins, as has the Chaotic Sisterhood's influence around the ruins of Dravya.

However, further to the north, in the Northway Steppes, there has been a recent development. In 980 AC, a wicca of notable power by the name of Tilopac discovered an ancient ruin which housed ancient Dravish

texts. Also hidden there was a magical ring which enabled its user to read any language. Tilopac used the ring so he could translate the Dravish texts, but to his initial disappointment, these writings did not relate to the use of magic. Instead, the mundane texts he had discovered related to architecture and the building of structures made of stone. He therefore left them and returned to his village, with the ring being his only prize.

A few years later, the settlement he lived in was sacked by a hostile nomadic tribe. It was after this event that the true value of the writings Tilopac had discovered became apparent to him. He returned to the Dravish ruins and came back with all of the tablets he had discovered. Shortly afterwards, his tribe began to quarry stone, and built walls around their village, including towers, by following the instructions on the tablets. They also built some dwellings made of stone in the village itself.

About ten years later, the nomadic raiders returned to sack the village again, but were repelled by archers using the stone wall defences. The raiders suffered a crushing defeat and were routed. This brought Tilopac fame, and natives from surrounding areas soon came to his village to live there under the safety the stone walls provided.

His village has now become a small town, and boasts formidable defences. It has also been named after Tilopac, in recognition of his foresight and wisdom. In the meantime, Tilopac has now learned to read ancient Dravish, as have a small number of other natives under his tutelage. Although much of the ancient Dravish civilisation has been

forever lost, this has still been an important development, and only the future will reveal how successful this cultural revival will be.

History - as the IMMORTALS KNOW It

The history of this region, as summarised above and told by those living in these lands, is mainly accurate. However, there are a number of facts that are still unknown to mortals of the Great Northway Lands, which are detailed below.

Unbeknown to all, the turtles were created by Immortals in the very distant past to help them sculpt the landscape of the planet (this is unknown even to the turtles themselves). The turtles were effectively created as construction workers, and were given powers relating to the elements of earth and water. This enabled them to control and modify the land and sea, saving Immortals from having to use their own power. The more turtles, the more elemental power they had. The idea was that the Immortals would use them as a pool of manual labour to move mountains around, change rivers, and pull in soil or water from the elemental planes, in order to shape the lands before many of the other races had come into existence. However, after some time, the Immortals moved on to other more important affairs, leaving behind the turtles with no further instructions. Without a sense of purpose and not being designed to compete against other races, the kind and peaceful turtles began to stagnate and adopted a more primitive and sedate lifestyle, building little more than small earthen mounds to lay their eggs in.

When the Oltecs, and later , the Dravish arrived, the turtles were peaceful towards them, and this was reciprocated. Due to their nature and purpose, the turtles lacked all ambition, and so many were eventually absorbed into these human cultures to work as labourers and farmers on the fringes of civilised society.

However, around 1,400 BC, the entropic immortal Atzanteotl became aware of the Dravs, and was struck by the similarities between some of their architecture and that of the Azcans, whom he had lived among in the Hollow World a few centuries before. This caused him to take an interest in the Dravs, and over time, he managed to corrupt some of them to his own philosophy. These corrupted individuals began to worship Atzanteotl instead of their previous pantheon, mainly due to his promises of great magical power. This weakened the Dravish Empire over time, as minor civil wars erupted between those who followed Atzanteotl and those who did not. At this time, human sacrifices became common, as captured warriors were sacrificed to the honour of Atzanteotl in his temples. The treatment of turtles and slaves in the Dravish Empire also worsened during this time.

By 1,200 BC, the Dravish Empire had significantly diminished in power. However, a few towns and cities remained, the most notable being the one situated around the Monoliths of Zul. It was at this time that one of the Immortals who had created the turtles thousands of years before noticed the treatment they were receiving under the Dravs, and was greatly angered. He therefore revealed to the turtles the knowledge they had forgotten regarding the workings of

elemental magic. Channelling these magics through the monoliths (which is what they had been built for many millennia ago), they managed to destroy the surrounding Dravish town and a few other settlements, which drove the survivors out northwards to the Yazak Steppes.

The turtles regrouped and formed their own civilisation for about two hundred years, but slowly the knowledge of the elemental magics became lost to them once again. Their lack of ambition and pursuit of knowledge meant that their civilisation slowly waned, and eventually disappeared completely, save some ruins scattered around the Savage Coast and the Great Northway Lands.

The Immortals once followed by the Dravs were angered that so many of their previous worshippers had allowed themselves to be so easily corrupted by Atzanteotl. Thus, they turned their back on the Dravs completely, and as a result, this civilisation was never preserved in either the Hollow World or in the Hollow Moon. Atzanteotl quickly lost interest with the Dravish civilisation when its power began to wane, and so he made no attempt to preserve it either.

Since the fall of the Dravish Empire, there has been almost no meddling in this region by the Immortals. Therefore, the history of this region from about 1,000 BC to the current period is pretty much how the mortals of the region tell it.

GEOGRAPHICAL OVERLOOK

There are a number of distinct geographical features within this region, which are described below. These are also shown on the map presented for this region.

Trident Isles

These rocky mountainous isles resemble the tips of a huge underwater three pronged spear. No humans live on these isles, but an orc village is known to exist on the largest isle of the group.

The orc village itself is very well defended, as it is surrounded by a wooden palisade and has a few resident ogres as well as a troll. Small groups of these creatures also live on the island and are sometimes hired as guards by the orcs.

Although no humanoids are known to live on the two smaller isles, other dangerous creatures may very well lurk there instead (indeed, a few sightings of wyverns in this area have been made in recent times). There are also rumours which claim that a band of pirates once hid their treasure on one of the islands, but came to an unfortunate end before they could return to reclaim it. If these rumours are true, then this treasure may still be there today, waiting for a band of adventurers to reclaim it. What is also known is that pirates sometimes use these islands as a temporary base, either to lie low or to lie in wait for a poorly defended merchant vessel to pass by.



Rocky coast of the Trident Isles

Trident Bay

This sheltered body of salt water lies north of the Orc's Head Peninsula. Dangerous reefs exist here which could sink a vessel and its crew if they are unfamiliar with their location.

These waters are very deep in parts, and hide many underwater caves. As a consequence, a number of giant sea serpents and a few sea dragons make their home in this region, making seafaring travel even more dangerous than what would otherwise be the case. This is also true for other parts of the Yalu Bay (a.k.a. the Savage Gulf).

Tall Grass Coast

A narrow layer of rich, dark topsoil nourishes tall grasses along the southern part of this coastline, which makes this area excellent for farming (and is partially why the town of Richland was founded in this region). The

quality of the soil decreases further north however, and some parts of the coastline north of Richland are actually very sandy and dry.

Winds from the Yalu Bay whip across the coast, especially during the winter months, and the lack of trees and other cover can make it quite chilly during the coldest parts of the year.

Empty Valley

This huge, 150' deep rift valley contains little soil and fresh water and almost no plant or animal life. The Empty Valley once held the Great Northway River, but an ancient earthquake changed the river's course. The Empty Valley, which shows signs of geological upheaval, now scars the Yazak Steppes. Flash floods can occasionally happen in this region, causing rivers of brown and muddy water to flow over the canyon walls and into the valley below.

Water flows through the main canyon for hundreds of miles, making part of it navigable by boat when travelling from the Yalu Bay. However, there is very little reason to do so. The northern part of this valley is particularly dangerous as the Chaotic Sisterhood's main base is located in the ruins which were once the ancient city of Dravya (see further down in this article for a description of this group). This base is well defended by various types of humanoids and should be avoided by all but the most hardy of adventurers.

The Great Northway River

This wide and powerful river empties into the northern part of the Yalu Bay. It is navigable by boat until the Great Northway Waterfall is reached, which is approximately 240 miles inland. The waterfall itself is over a mile wide and approximately 150 feet tall. The few adventurers who have managed to explore this area have all attested to the breathtakingly stunning views of the white water plunging over the high moss-green cliffs, as well as the rainbow mists at the waterfall's base.

Parts of this river are plagued by giant dragonflies and other large insects, so care should be taken when travelling this region. Furthermore, large masses of vegetation sometimes break free from the riverbank, causing a hazard to any boats travelling in these waters.

Mud Water Cove

This area lies at the far northern end of the Yalu Bay. The cool, muddy brown water is shallower and less salty than the surrounding waters to the south. In some areas, the water is even clean enough to drink, although its colour would make most people think twice before doing so.

This is also where the region where the Great Northway River flows out into the Yalu Bay.

Yazak Steppes

This vast, semi-arid grass covered plain lies north of the entire Savage Coast and is veined with tree-lined streams, separated by low-lying rolling hills. Large herds of migrating animals move across the land, grazing on the shrubs and grasses, and are stalked by the occasional predator.

Ancient ruins, burial grounds and temples are scattered throughout various parts of the Yazak Steppes, both Dravish and Oltec. Some hold valuable treasures which are waiting to be claimed by brave adventurers willing to face the traps and monsters guarding them. Various earth and stone mounds are also located in different parts of these grasslands as well. These hold religious significance to some of the human tribes living in this region, as well as to various turtle tribes.

Humanoids (mainly goblins, hobgoblins, bugbears, orcs and ogres) dominate the southern parts of the Yazak Steppes, and are split up into different tribes, such as the Hupkur and the Huptai. However, as one moves further north, these humanoids become far less numerous. Instead, explorers



Bisons in the Yazak steppes

will mainly find nomadic human tribes, as well as the lupin and rakasta (it is from the latter two that the residents of both Bellayne and Renardy on the Savage Coast are descended). There are also numerous native villages spread out over the Yazak Steppes. Only those actually mentioned in the official sources are shown on the map; the placement of the others are up to the Game Master.

Humans, rakasta and lupins were pushed out of the southern parts of the Yazak Steppes many centuries ago by the various humanoid tribes, but have managed to retain their territories further to the north. Some on the Savage Coast mistakenly believe that no rakasta or lupins exist north of the Savage Coast itself, but this is only true for the southern parts of the Yazak Steppes. However, no known contact exists between the Savage Coast dominions and the nomadic rakasta, lupins and humans far to the north, as the numerous hordes of humanoids in between make such contact almost impossible.

A catlike humanoid race, called the kzinti², also lives in the Yazak Steppes. They look similar to rakasta, but are much larger, standing about 8 feet tall. They are extremely warlike, and often raid other surrounding races (and even each other) to prove their superior combat skills. Fortunately, their tribal territories in the Great Northway Lands

² Kzinti originate in the works of author Larry Niven and later appeared in a *Star Trek: Animated Series* episode, "The Slaver Weapon", adapted by Niven himself from one of his own stories featuring the Kzinti. Bruce Heard also wrote about using the Kzinti in D&D in "[About the Kzinti](#)" on his blog.

are confined to just one large area north of the Kingdom of Bellayne. Most of their raids are on the neighbouring Hupkur goblinoids to the south, so the Kzinti rarely interfere in human affairs at present. Unlike the rakasta, the kzinti rarely ride mounts.

The grasslands around the Dravya ruins and directly east of Mudwater cove are also very dangerous, as many of the natives are cannibals. Fortunately, this danger is well-known, and so these lands are given a wide berth by most.

As well as standard creatures, the Yazak Steppes are also home to a variety of carnivorous plants. These make the journeying across the grasslands even more dangerous than what would otherwise be the case, as the danger is not always evident until it is too late. Terrifying storms also lash this region at various times of the year, including tornados and electrical storms. Bush fires also occur sporadically during the summer months, which can cause otherwise docile herd animals to panic, trampling anyone nearby underfoot.

The Yazak Steppes contain the only known goblinoid town in the region, which is called Plaktur (the goblinoids are almost always nomadic, and usually reside in camps instead). No humans living on the Savage Coast are known to have seen this town, but it is still thought to exist as several captured goblins have referred to it on different occasions. Perhaps a band of adventurers might one day attempt to find and loot this location of its treasures...

The Yazak Steppes are referred to as the 'Dravish steppes' by the people of Hule (this

theocracy is not shown on the map as it is located far to the east of the Great Northway Lands). Elsewhere, on the Savage Coast, the name 'Yazak Steppes' would apply to the grasslands that stretch as far north as Mudwater Cove. The grasslands north of this are usually referred to as the 'Dravish Steppes', whilst those as far north as the Great Waterfall are simply called 'the Grass Plains'. Finally, the grasslands that are further north than the lowest split in the Great Northway River are referred to as 'the Northway Steppes'. Very few people from the Savage Coast have travelled to either the Grass Plains or the Northway Steppes, and so very little is known about these lands.

Southold Plateau

This large plateau lies in the south western part of the Yazak Steppes. The top of the plateau is quite picturesque, with a large lake and waterfall. A large purple lotus flowers grow in abundance in this area, and add to the scenic view. This plant is a distant relative of the notorious amber lotus flower, but its pollen is not harmful to humans.

Unfortunately, Hupkur goblin tribes are quite numerous in this area, and have a large camp by the lake. These goblins are subject to frequent raids from the Kzinti, so they are usually alert and well-armed.

Some ancient Dravish ruins lie just to the south of the Plateau. These are considered to be both cursed and haunted by the humanoid tribes living in this region, so they give these ruins a wide berth.

Dry Flats

Rain rarely falls on this arid wasteland. Dry flatlands separated by the occasional rocky canyon stretch further than the eye can see, little plant or animal life can survive here.

The most notable location in these hostile lands is a sacred turtle egg laying ground, hidden within the only area that contains sandy, as opposed to rocky, desert. Turtle folklore has it that any offspring hatched here after a holy pilgrimage will be blessed with good health. This pilgrimage is performed once every hundred years by ancient tradition, and many turtles are prepared to risk their lives in order to lay eggs here when the time approaches. Adventurers are sometimes hired by the turtles to protect them during this pilgrimage. This egg laying ground is surrounded by ancient stones and any turtle sage would therefore recognise it on sight.

A rocky trail, known only to some nomadic tribes, is the safest route across these inhospitable lands. This trail follows through a number of the canyons where the high rocky walls give some respite from the relentless sun. A few shrubs and small game can also be found here, unlike most other parts of the dry flats. Some nomadic tribes use this route for their seasonal migrations. They often spend the summer in the Yazak Steppes before returning to the Bylot Hills for the winter.

The best course of action for an adventuring party that wishes to cross the Dry Flats would be to hire a nomadic guide to lead them through the rocky trail. Without a guide, getting lost would be a likely and serious

danger - particularly so, as foraging in this region is very difficult due to the scarcity of edible plants and wild game.

A small number of red dragons live in the Dry Flats, as do numerous flying hydrae. Both the dragons and hydrae tend to make their homes in rocky caves found in the canyons, and are extremely dangerous and aggressive. However, these creatures do tend to hunt away from their lairs in the nearby Yazak Steppes where game is more common, and so they aren't encountered very often in the Flats unless someone is unlucky enough to wander near to one of their lairs when they are present.

There are also rumours of a very rare breed of flying hydrae, which have red scales (as opposed to green or brown) and can also breathe fire, living in the Dry Flats. One man who claimed to have seen such a creature was a renowned nomadic warrior who was not known for fanciful tales, and due to this, some believe these creatures do, in fact, exist.

Bylot Hills

These hot, dry hills are covered with dense thickets of shrubs and small trees. The rugged terrain is also pockmarked with caves and burrows. Some of these caves are rich in minerals and gemstones, and would prove to be profitable if explored by any intrepid miners.

The only widely known settlement in these hills is situated around the Dravish ruins called Bylot (from which the hills derive their name). This settlement is mainly



Dry Flats and Bylot Hills

inhabited by rakasta and nomads, and is the main base for the Neutral Alliance (see below for a description of this group). The rakasta inhabit this area permanently, whilst most of the nomads reside here only during the winter months, before moving to the Yazak Steppes during the summer. A few pagan tribes, who worship the forces of nature, also inhabit this area, and are on good terms with both the rakasta and the nomads.

There are also a number of smaller settlements and camps spread out over the Bylot Hills. Many are inhabited by humans, who have fled from the oppressive theocracy that rules Hule to the east. Despite the fact that these individuals are often labelled as either outlaws or bandits by Hulean agents, most are of either Lawful or Neutral alignment, and merely seek to live a life of freedom away from the oppression of Hosadus, Hule's current ruler (see module X5 for more about this individual).

The Endworld Desert

This large rocky desert is even more inhospitable than the Dry Flats to the east and offers little respite from the sun.

The Endworld Line mountain range which lies to the west of the map (and which have also given this desert its name) forms a very high and almost impassable barrier to the ocean beyond. These mountains prevent most of the ocean's precipitation from reaching this area. This in turn has caused a rocky desert to form in this region. Hardly anyone from the Savage Coast has visited these lands due to the hostile environment and also due to the long distance from the Savage Coast itself.

To the south of this desert lies the Western Dravish Steppes. This area is lightly populated by several human tribes, who live a nomadic existence in this area. There is also an abundance of game to be found in these grasslands.

NOTABLE SETTLEMENTS

Richland

This town is the main settlement found within the Great Northway Lands. It was founded as a trading post around 790 AC by a man known as Trader Jack. Whether he was ever actually a simple trader is a matter of great speculation.

This town is populated by an exotic mixture of merchants, daring adventurers, artistic craftsmen, dusty prospectors, natives, clerics, amiable tortles, and even a few lizardfolk from the Kingdom of Shazak. In the town market lies a stone statue of its founder, Trader Jack, raising both a sword and flagon of ale into the air.

Richland is much larger now than when it was founded just over two centuries ago, and has around 2,300 residents. Located far from the more civilised lands, Richland is largely self-sufficient as far as the production of food, weapons, and other necessities are concerned. The LB Trading Company (see below for details of this organisation) owns most of Richland, and uses Richland as a gathering place for exotic ingredients found around the Yalu Bay region. These goods are then transported to the Savage Coast nations for sale.

On top of a small artificial hill on the northern side of town sits a fort, which is the residency of the current ruler, Lord Randall. He is descended directly from Trader Jack, and is technically responsible for the city's defence. However, in reality, the LB Trading Company has just as many guards on their payroll in this town as Lord Randall does. These guards are paid primarily to look after the LB Trading Company's own mercantile interests, but would come to the town's defence if it were actually attacked. Lord Randall is a hedonistic individual who is far more interested in earthly pleasures than actually ruling his dominion. This suits the LB Trading Company, as it means he never scrutinizes some of their more questionable trading practices in Richland.

The Lawful Brotherhood also has a monastery in the centre of Richland. This monastery is well-fortified and is one of the oldest buildings in the town. From there, they secretly arrange for weapons and other supplies to be sent to their brothers who are stationed in the Yazak ruins. They get along well with the LB Trading Company as a whole, and tolerate Lord Randall, as he rarely interferes with their own business. The monastery does not want outsiders to be aware of the Lawful Brotherhood's conversions of natives around the Yazak ruins or the monastery's aid in this process, and so will purposefully avoid discussing this topic whenever possible. This monastery also deals with the clerical requirements of the town.

Richland is the jumping off point for expeditions into the vast surrounding wilderness. Guides can be hired here, as well as boats to travel further up the coast. This town is also used as a sanctuary for those escaping the Red Curse on the Savage Coast, as these lands are free from that particular affliction.



Lawful Brotherhood Church

Cropland

This village was discovered by intrepid explorers around 800 AC whilst exploring the Great Northway River. At that time, it was thought that trade routes could be established along this river all the way up into Central Brun. However, these explorers found to their disappointment that the Great Northway Waterfall prohibits boats from travelling more than a few hundred miles up the river, thus making trade by boat impossible. They also failed to find any civilisation of note, beyond a peaceful village of natives just over 100 miles inland on the western river bank. This village became known in time as Cropland, which was a name similar to what the natives called their settlement in their own tongue.

About 50 years later, the Lawful Brotherhood set up a monastery in this village, which remains there to this day. Eventually, the LB Trading Company set up a trading outpost here as well, which allowed merchants to rest in this region in between trading expeditions. From Cropland, merchants sail to either Richland or Preuve, depending on the route they are taking. These developments have brought some considerable wealth to the villagers of Cropland in recent times. Today, Cropland consists of about 1,000 residents, the overwhelming majority being humans. Most are either natives, clerics of the Lawful Brotherhood or operatives of the LB Trading company. A well-fortified wooden wall surrounds the village, as well as four watchtowers made of stone. The latter were built by the LB Trading company in order to help protect their own wealth and business interests within the town.

The natives of Cropland have lived in this region for many centuries and are peaceful by nature. They are skilful hunters and fishermen, and favour spears and bows as weapons. Most have trained hounds as companions who sometimes accompany the villagers when they hunt for game. These hounds have also earned a good reputation in Richland, and are sometimes purchased as guard dogs by residents of that town.

In Cropland, the position of chief village elder has always been decided by a vote conducted by all of the adult natives living in the village. Once appointed, the chief village elder serves for the rest of his life. Neither the LB Trading Company nor the Lawful Brotherhood ever interfere in this process.

Quite close by to Cropland lie some ancient Dravish ruins. However, the natives of Cropland consider these ruins to be cursed and always avoid them. They will also advise any travellers to do the same.

Seaview

This was originally a Lawful Brotherhood outpost which was destroyed around 550 AC. In recent times it was rebuilt and now serves as a trading outpost for the LB Trading Company. Its main purpose is to facilitate trade with both the Kingdom of Cay and the Kingdom of Shazak, and currently has a population of about 250 residents.. A small wooden palisade surrounds the village and serves as its main defence. A small path leads down to docks at the nearby river, which are used by merchant ships.

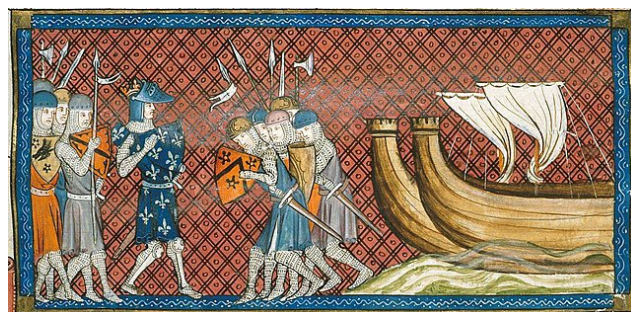
Although events are usually peaceful in this area, it should be noted that Seaview is dangerously close to the gatorman nation of Ator. It is therefore possible that this village could be subject to an attack when the war parties of Ator go forth in number from their homeland to plunder. This tends to happen every ten years or so, when the shamans of Ator decide the population has risen too high to be sustainable. They then order some of the ordinary gatormen to raid nearby areas, knowing that a significant number of them will be killed whilst performing these raids.

FACTIONS OF THE GREAT NORTHWAY

There are number of groups and factions operating in the Great Northway Lands. These shall now be described below.

The Lawful Brotherhood & the LB Trading Company

The Lawful Brotherhood (which is sometimes referred to as the 'Brotherhood of Order') was founded by followers of Ixion around 400 AC near the area which is now known as the City State of Slagovich. Shortly thereafter, to this banner flocked followers of other Lawful Immortals, such as Tarastia, Thor and Ilsundal. There is also some evidence that the Lawful Brotherhood was the successor of a previous order known as The Way of Law, which dates back a few millennia to the region now known as Hule.



Lawful Brotherhood Knights

In the following centuries, the Lawful Brotherhood founded their own Trade Tongue, which became used by all Lawful Brotherhood missionaries, regardless of their national background, as this helped the Brotherhood to maintain its detachment from national interests (this trade language is still used today, and serves as the 'common' tongue in the Savage Coast).

Lawful Brotherhood posts were subsequently established in a few regions of the Savage Coast, namely in modern Bellayne, at the Old Fort in Cimarron, and at Dunwick.

When the Lawful Brotherhood subsequently engaged in a large missionary enterprise in the Gulf of Hule, it established its pantheon using generic names, designed to easily convey the idea of the represented Immortals to the converted people. Names such as the Inquisitor, the Judge, the General, the Ambassador, and the Sun were devised.

The elves and Oltecs of the Savage Coast eventually assumed the pantheon of the Lawful Brotherhood, adding Mealiden, Calitha and Ordana from the elven pantheon, and using the Oltec name for Ixion, Oztitiotl.

As time went on, the Lawful Brotherhood missions evolved towards a more mercantile attitude. This attitude was especially pronounced in the Savage Coast; by 800 AC the Lawful Brotherhood no longer existed there as a strictly monastic or missionary institution, but rather as a thriving trading company, albeit with strong clerical support. The trading organisation became known as the LB Trading Company, and established its headquarters in Cimmaron, on the Savage Coast. However, there were a few distant areas in the far west where this change from a monastic order to a trading company did not occur. Some people on the Savage Coast now believe, quite erroneously, that the Lawful Brotherhood no longer exists as an organisation.

In the current period (1000 AC), the Lawful Brotherhood as it once was only exists in three locations; Richland, Cropland, and in and around the Dravish Ruins of Yazak in the Yazak Steppes (see below for more information about the Dravya). In the latter area, the Lawful Brotherhood has been very active in the last few centuries, teaching the nomads and the pagans in the area about Ixion and the other immortals they revere. This has resulted in many conversions over the years. These new converts, have for the most part, become quite zealous in their new faith, which in turn has resulted in them allying together and attempting to conquer and convert neighbouring tribes. This has resulted in the Neutral Alliance (see below) being formed, where rakasta, pagan and nomadic tribes have banded together to stop these conquests from taking place. The converted tribesmen of the Yazak Steppes are often referred to as "dervishes" by other groups.

The LB Trading Company is still a very successful mercantile trading organisation, particularly along the Savage Coast. As far as the Great Northway Lands are concerned, it owns much of the property in the town of Richland, and also has a fortified base in the town of Cropland. Little trade passes through this area which is not related, either directly or indirectly, to the LB Trading Company.

In recent years, philosophy-oriented members of the LB Trading Company rediscovered texts of the original Lawful Brotherhood, which led to a schism. Philosophers, led by the first Inheritors, created the 'Order of the Ruby', which is mainly interested in the trade and use of Red Steel and Cinnabryl, as well as mastering the effects of the Red Curse (see the AD&D '*Red Steel*' boxed set for more information about this curse). However, as both of these commodities, as well as the Red Curse itself, are largely absent from the Great Northway Lands, the Order of the Ruby is rarely encountered here, and so has no influence in this region worth noting.

'The Lawful Alliance' is a term sometimes used, and refers to the goodwill shown between the Lawful Brotherhood, lupins, dervishes and tortles. All of these groups are similar in their ideological positions, and so often help each other when the circumstances warrant it. The Lawful Alliance is most pronounced in and around the ruins of Yazak, where these different groups have actually entered into a military alliance.

As a final note, the Lawful Brotherhood should not be confused with 'the Brotherhood of Law'. Around 550 AC, there existed a notorious band of mercenaries

from Slagovich who sometimes pretended to be altruistic initiates of a lawful religious order. When doing so, they referred to themselves as the 'Brotherhood of Law', and the sole purpose of this ruse was so that they could trick their way into strongholds in order to loot them. This mercenary band even went as far as advertising for the services of other adventurers in Slagovich, in order to help them locate where the Lawful Brotherhood's strongholds were situated along the Savage Coast.

In truth, this mercenary band was actually led by a cleric of Azanteotl, which explains why they targeted Lawful Brotherhood outposts so often (Ixion and Azanteotl are sworn enemies). This band was successful for a number of years before finally meeting their comeuppance when reinforcements turned up by chance at a Lawful Brotherhood fort which they were sacking at the time. This mercenary group was sometimes referred to as 'the Chaotic Brotherhood' by some, although there is no evidence that they actually referred to themselves by this name. There is also no link between them and the Chaotic Sisterhood, as evidenced by the fact that the Chaotic Brotherhood met its end more than 100 years before the Chaotic Sisterhood came into being.

The Chaotic Sisterhood ("the Sisterhood")

This secretive organisation came into being largely as a consequence of the discrimination that women face under the ruling Theocracy in Hule. Only men can be promoted to the rank of 'Holy One' (and this

is why members of this rank are often referred to as 'Holy Men'), and it is these individuals who wield the most power in Hule after the Master (Hosadus) himself.

Around 630 AC, a number of female Hulean clerics of Loki formed their own organisation, with the aim of securing more power for Hule, Loki, and themselves. This organisation was initially known as the Sisterhood of Hule. However, as their success grew, a number of the Holy Ones became uneasy, as they sensed that their own power base would eventually be threatened by the growing influence of the Sisterhood within Hule.



Meeting of Chaotic Sisters

As a consequence, a number of Holy Ones announced that they had received visions, sent from Loki himself, warning them that the Sisterhood was planning to usurp the power of Hosadus. Laws were quickly passed by the Holy Ones that outlawed the Sisterhood, and orders were also given to the Diviners (religious watchmen) for the arrest of the Sisterhood's most prominent leaders.

Loki was torn during this conflict, partially because both the Holy Ones and the Sisterhood of Hule were his followers. Furthermore, the Holy Ones' plan to hold on to their own power through treachery and deceit was in line with his own teachings, and so he felt unable to punish them directly for their actions. He therefore decided to intervene by warning the leaders of the Sisterhood of their immediate danger by sending them visions in their dreams. This enabled many of them to flee Hule just in time to avoid imprisonment and, ultimately, death.

Over time, the Sisterhood regrouped, moving from location to location until they eventually settled in Herath on the Savage Coast. However, the Sisterhood wanted to be in command of territory that was far from any nation, so they could plan and scheme without interference. Eventually they discovered and ultimately relocated to the ancient ruins of Dravya in the Yazak Steppes around 700 AC. They still have a number of operatives in Herath, and are more active there than in any other part of the Savage Coast as they get on well with the aranea living there. However, they now have hardly any operatives in Hule, as the Diviners (religious watchmen) are particularly good at rooting out spies using magics such as ESP and clairvoyance.

The primary goals of the Chaotic Sisterhood are to gain as much power and knowledge as possible for themselves (and for some entropic Immortals whom they follow), as well as keeping the lands surrounding Dravya free from any settlers and explorers. To achieve the latter goal, they purposely spread rumours about dangerous natives and

inhospitable grasslands around Dravya itself. These rumours have now become widely accepted, partly because there is an element of truth to them all.

The Sisterhood is not interested in directly controlling surrounding nations, but rather, by influencing them via a technique which they call "power behind the throne". Therefore, rulers encountered in the Savage Coast would never be working directly for the Sisterhood, but their advisers might very well be.

Although the origins of the Sisterhood come from Hule, this organisation has no loyalty to that nation now. In fact, the history of what transpired in Hule still causes some resentment within the Sisterhood towards that nation, and so any Hulean interests are quite likely to be scuppered in the Great Northway lands by the Sisterhood whenever an opportunity presents itself.

The only actual restriction on joining the Sisterhood is that the prospective member must be female. However, the ruthlessness that the Sisterhood often employs in order to achieve its goals means that, in reality, only people of Chaotic alignment would ever join it (for the AD&D alignment system, this would stretch to Neutral Evil, Chaotic Neutral and Chaotic Evil). The restriction that all clerics must be followers of Loki was dropped about fifty years after the Sisterhood fled Hule. However, for practical reasons, any prospective cleric must still follow a deity whose methods and goals are not too dissimilar to those of Loki himself. Obviously, this would exclude clerics of any Immortal who stands for the forces of good, but clerics of Orcus, for example, would also be

excluded as wanton death and destruction are not goals of the Sisterhood either. Two examples of other Immortals whose clerics have joined the Sisterhood at various times are Talitha and Masauwu.

Although the Sisterhood allows all classes to join, very few members are actually fighters. This is because most of their goals are achieved through subterfuge and cunning, rather than brute force. Furthermore, if the Sisterhood does require the service of fighters, they would normally either recruit from the human tribes near the Dravya ruins (which they influence by the use of either charm spells or by generous gifts), or hire mercenaries, if the Sisterhood needs something performed further afield. The Sisterhood also has significant influence over the humanoid tribes that can be found in this region; thus, humanoid raiders have also been employed in the past.

"The Chaotic Alliance" is a term sometimes used and refers to the alliance between the Chaotic Sisterhood, the aranea, the snappers, the human tribes, and some humanoid tribes found in the regions surrounding the Dravya ruins. Some of these human tribes are also cannibalistic in nature.

Currently, the Chaotic Alliance are keen to keep any intruders out of the lands they control, as well as scuppering any plans of the Lawful Alliance. Anyone captured alive in this region will usually be brought to the Sisterhood in the Dravya ruins for judgement and punishment. Assuming this is the first time an adventuring party has been caught, they will most likely be stripped of all monetary valuables and magic items, and then be released about 50-100 miles away

from the Dravya ruins. Repeat offenders will receive much harsher punishments, such as being handed over to a tribe of nearby cannibals.

The Sisterhood is aware of the true nature of the Herathians, but it is unlikely that they would ever reveal the araneas' masquerade as the Sisterhood fears retribution for doing so. In any event, they tend to get on well with the Herathians, and thus have no real motivation for revealing the araneas' secret.

The Neutral Alliance

The Neutral Alliance is made up of rakasta, nomads, pagans and some natives who live in the Dravish Steppes and in the Bylot Hills.

The rakasta have lived in this region for over a millennia. They once occupied the lands to the south in addition to those that they now hold, but were eventually driven out by the humanoid tribes who migrated there. Some of these rakasta were driven further south to the coast, where they formed the nation of Bellayne, which exists to this day. The others retreated further north, to the Dravish Steppes, and also to the Western part of the Bylot Hills.

The pagans share the same ancestry as those who live in the nation called Robrenn on the Savage Coast. Both are descended from a druidic nation which lies northwest of Hule, within the huge forest near the centre of this continent. The Pagans worship the gods and goddesses of nature, and dress differently from the nomads and natives of the Great Northway Lands. These pagans wear

voluminous brown robes, and often wear leather armour underneath if they are expecting danger. They also prefer to live in forests, and so are most often encountered in the woodland areas of the Great Northway Lands. Some do live in the plains, however, and so they can be encountered almost anywhere in this region. Their names are also similar to those used in Robrenn.



Arch Druid

Many of the natives and nomads are descended from the Oltecs who first migrated into this region around 4000 BC. There are a few differences between them, however. The natives tend to build and live in small settlements year-round, and are most commonly found on the western side of the Great Northway. They also generally prefer to hunt rather than keeping livestock. The nomads, on the other hand, tend to live in the eastern side of the Great Northway, and migrate to different lands during the various seasons. They generally herd and

keep their own livestock, and live in camps as opposed to permanent settlements (there are, of course, exceptions to most of these rules). Both of these groups tend to wear armour made out of the hides of animals, and favour the use of bows, spears, and daggers over other weapons. The Atruaghin Gazetteer (GAZ14) provides much source material which can be adapted to these peoples. The Neutral Alliance tends to have more influence on the eastern side of the Great Northway, which explains why they have more nomads in their ranks than natives.

The Neutral Alliance came into existence around 700 AC, and their current base of operations is in the ancient ruins of Bylot. The rakasta have historically been the enemies of lupins, and they therefore became concerned when the lupins allied themselves with the Lawful Brotherhood near the Yazak ruins. When the Lawful Brotherhood subsequently began converting some nearby natives to their faith (these converts are known as 'dervishes'), then the rakasta realised they had to act. They quickly made pacts with the neighbouring pagans, as well as some nomadic and native tribes, and quickly put aside all previous grievances. They then called this new arrangement the Neutral Alliance. These different groups now work together, to stop the Lawful Alliance from spreading out, and either vanquishing or converting other native and nomadic tribes. This has been largely successful, although the Neutral Alliance have had, in their view, some good fortune in achieving this, as the clerical support from the Lawful Brotherhood should have tipped the odds against them.

In truth, the 'good fortune' of the Neutral Alliance is often the result of intervention by the Chaotic Sisterhood. Not only are the Chaotic Sisterhood's beliefs in complete contrast to those of the Lawful Brotherhood, but they are also concerned that if the dervishes, lupins and the Lawful Brotherhood push further northwards, they could eventually be a threat to the Sisterhood's own base of operations in Dravya. Therefore, the Chaotic Sisterhood often involve themselves in operations such as attacking the Lawful Brotherhood's supply caravans, or tipping off the Neutral Alliance about the Lawful Brotherhood's plans. However, the Sisterhood is careful not to be implicated directly, and so these tip offs are always sent by covert means. One tactic used is to communicate via magical means to nomadic shamans while they sleep. Usually the shaman will consider these messages to be visions sent from their god and will therefore act on them, causing the Neutral Alliance to avoid some defeat or misfortune. As things currently stand, the Neutral Alliance and their unknown benefactors are currently holding their own against the Lawful Brotherhood and their allies, with neither side making or losing much ground.

One exception to the above would be if the Neutral Alliance began making tribal alliances near the ruins of Dravya. These tribes are currently under the control of the Sisterhood and they therefore do not want them swearing allegiance to the Neutral Alliance. In this situation, the Chaotic Sisterhood would then work against the Neutral Alliance by sabotaging any proposed alliance. Ultimately, the Chaotic Sisterhood always acts in its own interest, and is not in any way ideologically linked to the Neutral Alliance.

The help they are currently providing is due to vested interests only, which will be dropped by the Sisterhood once those vested interests disappear.

TRAVELLING IN THE GREAT NORTHWAY LANDS

The Portals to Everyland

These portals have proven to be the longest-lasting legacy of the Dravish civilisation. The only known functioning portals are situated in the ruins of Yazak, Bylot, and Dravya. However, using these portals is extremely dangerous, as all they are situated near the main camps of the Lawful Alliance, the Neutral Alliance, and the Chaotic Alliance respectively. All are guarded to ensure that the arrival of unwanted guests is detected immediately and the appropriate action can then be taken without delay.

In order to activate a portal's teleportation magic, the user must walk through the portal in the direction that they wish to travel whilst holding the correct component. This component is one quarter of a turtle egg shell, which must be held in the user's hands. The shell fragment will then disintegrate once the teleportation magic is initialised. If an individual is holding more than one quarter of a turtle shell in their hands, then all of the shell will still be used up when the teleportation occurs. Please note, however, that any turtle shells carried by the portal

The Great Northway Lands

Great Northway Lands Portals



user that are not being held in either hand will **not** be used up when the teleportation is activated. Also, the teleportation magic must actually be activated for the turtle shell to be used up - facing a direction where one cannot travel to while stepping into a portal, for example, would not teleport the user anywhere, or cause any part of a turtle shell to disintegrate.

Various portals are scattered around these ruins, which all face in different directions, so the user would first need to find the portal facing the chosen destination. For example, if the portal user was standing in Dravya, and wished to travel to Bylot, he would need to find the portal which actually faces Bylot. Then, assuming the user was holding at least one quarter of a turtle egg shell, he would then be teleported to the ruins of Bylot once he stepped through the portal. Care should be taken during this process to avoid being teleported to the wrong location.

An extra danger in travelling this way is that the portals located in Bylot are beginning to malfunction as their magical power is slowly fading. A few hundred years ago, one of the portals began to emit magical lightning which would electrocute any user when it was activated (for 1-20 hp of damage). Over time, this eventually spread to all of the portals in the Bylot ruins, and so none of them can be used safely now. In addition to the lightning damage, if anyone uses these portals, then there is also a 5% chance that the user will be teleported 500 miles in the direction he was facing while stepping through the portal (as opposed to being teleported to the ruins the portal faces). However, these portals can be repaired if the

magic user spell '*teleport any object*' is cast onto them. In addition, if the party ever encounters a portal where the teleportation magic has completely faded, then it can be reactivated by casting both the '*teleport any object*' and '*permanence*' spells onto the portal. A portal can therefore only be permanently disabled if it is destroyed.

There may be portals located in other Dravish ruins (it is for the DM to decide how many portals he wants located in this area). All will function in the same way, and are placed in various triangular patterns over the land (see map 2). Triangles held a particular religious significance to the Dravya as well as featuring in their astronomy, and they used them in the distant past when deciding where to locate their cities. It is strongly recommended that the Games Master allows a portal to be located within the Monoliths of Zul (although this need not be functioning properly at the start of the campaign). This will then allow direct travel to the Great Northway Lands from the Savage Coast at a later date, and will, therefore, make this area more accessible to the players.

Please note that if you allow additional portals in the campaign, then teleporting along a line will still only transport the user one portal along the line (and so, one could not travel directly from Dravya to the Monoliths of Zul in one go, although this could be done after a number of successive teleportation journeys as long as enough turtle egg shells are available). In addition, one should remember that the portals only exist in certain Dravya ruins and not in the turtle mounds that are also shown on the maps.

The use of the Portals to Everyland is a closely guarded secret. Some turtle scholars know how to use these portals, as do certain members of the Chaotic Sisterhood and a few of the Lawful Brotherhood. This knowledge should, however, be difficult to acquire for the player characters, and will most likely involve them having to complete a difficult quest for an individual who understands how these portals work. Acquiring the secret of the portals should ultimately be an aim of any party which is serious about exploring the Great Northway Lands.

Obviously, knowledge of these portals gives an individual great power, as they can then travel to parts of the Great Northway Lands almost instantly. However, such knowledge also comes with unwanted attention. The Chaotic Sisterhood always keeps an eye out to see who are using these portals and for what purpose, so any party using them regularly will get noticed by the Sisterhood, and will eventually be confronted by them.

The Wheel of Infinite Travel

Unbeknownst to all, there is another way to travel these lands magically which is even more potent than use of the Portals of Everyland; an artefact known as the Wheel of Infinite Travel. This wheel is made of jet black obsidian and was crafted by Otzityka, the ancient Dravish goddess who represented both death and rebirth (the statistics for this artefact are given in the adventuring section below). The Wheel of Infinite Travel is rumoured to be located in a long abandoned Dravish temple, which was dedicated to Otzityka in the distant past. She gave this artefact to a head matriarch of her

religious order as a reward for loyal service around 1700 BC, and it is rumoured to have remained in the temple ever since.

To use this artefact, one must step onto the Wheel and conjure a mental image of the chosen destination. The user is then teleported to that location with no chance of error. However, as is always the case with artefacts, there are dangers involved in using the Wheel. Furthermore, either using this artefact regularly or removing it from its current location in the hidden temple will most likely gain Otzityka's attention. Assuming she considers the user to be worthy, she would most likely still demand a service for the regular use of her artefact, the exact nature of which is up to the Games Master.

As a final note, this artefact is shown to be located at a hidden temple in Risilvar in module X9: *"The Savage Coast"*. However, as this was set around 550 AC (about 450 years ago), it may have been moved to another location by now (perhaps even Otzityka herself has moved it to another temple since then).

The Hidden Paths

There is also another (albeit much slower) way to travel parts of the Great Northway Lands without danger of becoming lost. There are hidden trails which form a triangular pattern between the ruins of Bylot, Dravya, and Yazak. Most of these paths are now overgrown with grass, and have many stones either dislodged or buried. Therefore, these paths are now almost impossible to spot on the ground, unless an individual is



Caravan attacked

specifically looking for them. However, when viewed from at least 30 metres in the air, they then become much more visible. These paths are made from a different type of soil and stone than those of the surrounding lands. This gives them a slightly alternate colour, but this subtle difference in shade is very difficult to spot at ground level. However, if an individual does manage to discover these paths, he will then be able to follow them on foot with only a little difficulty (movement rate is halved).

These paths are manmade and are not magical. They also do not deviate from being perfectly straight by more than a few metres for every mile. These paths run straight over all terrain and even cut through woods and rivers along their path. As long as they are being followed, there is no chance of a traveller becoming lost, which is one of the greatest dangers of travelling in the Great Northway Lands.

These paths had a religious significance to those that etched them into the ground many centuries ago. They date from the early Dravish Empire around 2000 BC, and were used primarily before the creation of the

Portals from Everyland. They still were used by commoners even towards the end of the Dravish civilisation, however, as the portals were only ever used regularly by the nobility and their messengers. The turtles and snappers also relied on these roads until the end of the Dravish Empire, as they were forbidden from using the portals.

ADVENTURING IN THE GREAT NORTHWAY LANDS

There are many types of adventures that can be set in this region. However, the wilderness lands are quite dangerous, and so care should be taken when dealing with low level adventurers.

Below is a suggested outline of the different types of adventures that can be run for parties exploring this region.

Basic level characters (levels 1-3): Various city intrigue adventures could be run in Richland or Cropland. Murders, thefts or other crimes may need investigating, especially if the city watch are busy or have been unable to solve the crimes themselves. Farmers may also have some of their livestock attacked or eaten by predators, and the party could therefore be hired to track those creatures down.

Merchants will always need caravan guards when travelling the open waters of Yalu Bay, and the party could be hired for this purpose. Pirates are known to stalk the trade routes,

and the party may be required to help guard valuable shipping consignments.

Expert level characters (levels 4-14): At this level, the adventuring party have enough experience to brave the wilderness areas. Travelling to long lost ruins to claim long hidden treasures, as well as discovering the proper use of the 'Portals to Everyland', would be likely adventures at this point. The party would also become aware of the three different factions active here (the Lawful Brotherhood, the Neutral Alliance and the Chaotic Sisterhood) if they spend enough time travelling through these lands, and may decide to either join or oppose some of these groups.

The adventuring party may decide to help the LB Trading Company as well, either by funding or leading new trading ventures, or by looking for rare gemstones or other valuables which would be profitable to trade. The adventuring party may even decide to purchase their own boat and start up their own trading venture. However, if they become successful at this, it may draw the unwanted attention of other trading houses or pirates.

Companion level characters (levels 15-25):

At this level, the characters would now be influential and well known in the Great Northway Lands. They may try setting up a dominion in this region (most likely somewhere on the coast of Yalu Bay), in order to attract and rule over settlers and traders.

If they have joined any of the three factions mentioned above, they may finally be able to

become the leaders of these organisations, or help to defeat some of the other factions. Alternatively, they may decide to help broker peace between the Lawful Alliance and the Neutral Alliance, which would finally bring some peace and stability to the region. However, the Chaotic Sisterhood would still likely cause mischief, unless they are ultimately defeated as well.

Master level characters (levels 26-36):

Although there are many adventures to be had in the Great Northway Lands, there are few that would challenge or interest a party at this level of power.

However, it is possible that an ancient and powerful Dravish lich may awaken from two millennia of slumber, and attempt to bring about the restoration of the fallen Dravish empire, together with the introduction of slavery, human sacrifices, and the subjugation of the tortles. It is also possible that a powerful wyrm, such as an ancient red dragon or a huge dragon turtle, may begin to disrupt the trade routes or attack settlements in the region. These events may require adventurers of exceptional mettle in order to resolve.

There is also the matter of the Wheel of Infinite Travel. This artefact is most likely hidden in an ancient Dravish temple somewhere in or near the Great Northway Lands. Acquiring an immortal's artefact is a feat worthy of a master-level party, and should be a challenge for anyone attempting to recover it. The Immortal in question would also expect a notable service to be performed for her in return for the use of the Wheel on a regular basis.

CREATURES FOUND IN THE GREAT NORTHWAY LANDS

The terrain encounter lists given below summarise the creatures most often encountered in this region; however, it should be noted that other monsters exist in lesser numbers in these lands as well. Furthermore, the Dungeon Master is always free to add additional monsters to these lists to suit his or her particular campaign.

Grassland or hills: animal herds (various), aranea, archer bush, caecilia, chimera, dervish, dire wolves, djinni (lesser), doppelganger, dragon (blue), dragonne, dog, efreeti (lesser), horse (draft and war), goblin, giant dragonfly (all types), giant spider (all types), golem (amber, bone, bronze), grab grass, hawk (normal, giant), hobgoblin, hydra (flying), hypnosnake, invisible stalker, living statue (crystal, iron, rock), lupin, native, nomad, orc, pagan, pocket dragon, purple worm, rakasta, robber fly, rust monster, sabre-tooth tiger, scorpion (normal, giant), snake (rattlesnake, viper), turtle, vampire rose bush, wyvern.

Barren or rocky desert: djinni (lesser), dragon (red, gold), dragonne, efreeti (lesser), giant lizard (all types), giant spider (tarantula), golem (amber, bone, bronze), hawk (normal, giant), hydra (flying), hypnosnake, living statue (crystal, iron, rock), nomad, orc, pocket dragon, purple worm, rakasta, robber fly, rust monster, scorpion (normal and giant), snakes (rattlesnake and viper), wyvern.

Woods: aranea, archer bush, doppelganger, dragon (green, gold), dog, goblin, giant dragonfly (all types), giant spider (all types), killer tree, hawk (normal, giant), hobgoblin, invisible stalker, living statue (crystal, iron), orc, pagan, pocket dragon, robber fly, rust monster, snake (viper, python), vampire rose bush, whipweed, wyvern.

Swamp: amoeba (giant), chimera, crocodile (normal, giant), decapus (marine), dragon (black), goblin, giant dragonfly (all types), grey ooze, hobgoblin, hydra (flying), orc, pocket dragon, robber fly, rust monster, snake (sea), strangleweed, termite (swamp), wyvern.

Ocean or river: amoeba (giant), chimera, decapus (marine), dragon (blue, gold, sea), fish (giant rockfish, gargantua), giant dragonfly (all types), grey ooze, hydra (flying and sea), sea serpent, shark (any), snake (sea), snapper, termite (fresh water and salt), wyvern.

Ruins and underground chambers: centipede (giant), giant beetle (all types), giant lizard (all types), giant spider (all types), goblin, golem (amber, bone, bronze), grey ooze, hobgoblin, hypnosnake, living statue (crystal, iron, rock), orc, rat (normal, giant), scorpion (normal, giant), shadow, spectre, wraith.

NEW ARTEFACT - THE WHEEL OF INFINITE TRAVEL

One legend tells that in the distant past, a priestess showed such dedication and promise in her duties that her Immortal patron granted her this wheel. It is rumoured to allow a user to travel anywhere in the world within a blink of an eye, without even the need for a command word to be spoken.

Some sages warn caution on its use, however, as both madness and death are rumoured to walk in its wake. In using this wheel, it is said that although your physical form will reach the chosen destination, your sanity, and indeed your very life force, may not.

Description: This artefact appears as a jet black obsidian wheel, about three feet in diameter. It is formed from six separate wedgelike formations, all made from obsidian, joined together to make its characteristic wheel shape.

Magnitude: Minor artefact

Sphere: Entropy

Suggested Powers: 100 power points (PP)

Dimension door (25 PP)

Teleport without error (75 PP)

Activation: An individual needs only to conjure an image of the chosen destination while standing on the wheel, and will then be transported there immediately. If the destination is within 360 metres, then the *dimension door* power is activated. If the destination is further away, the *teleport*

without error power is activated. Any users should be careful, however, as they will be transported to any destination they are thinking about while standing on the wheel, regardless of whether they actually want to travel there or not. The destination can be anywhere on the prime plane, but not on any other plane of existence, otherwise the magic will not activate.

The user must have either been to the chosen destination previously, or have been given a very good description of that destination. The description must be to the point that the image in the user's mind could be recognised as being the chosen location by another. Vague or inaccurate descriptions are therefore not sufficient.

Use of powers: Standing on the wheel and imagining the destination are all that is required - no command words need to be spoken. The travelling abilities can only be established by experimentation, or by the use of either a *commune* or a *contact outer plane* spell. The wheel does not travel with the user when its powers are activated.

Handicaps and penalties:

Handicap: The artefact is only able to recharge slowly, at the rate of three power points per day. If any power is activated for which the artefact does not hold sufficient power points, then the user is drained of one level of experience immediately. This will then enable the artefact to activate the required power, as well as restore it back to the maximum amount of power points it can hold (100 PP). The lost experience level can be recovered by the use of the cleric's spell '*restore*', or through normal adventuring. If

for some reason the user is immune to level draining, then the artefact is not recharged and the chosen power is not activated.

Penalty: This occurs every time the teleport without error ability is activated. The immortal level travelling magic is so powerful that it can cause any mortal user to temporarily become very disorientated. Once a mortal is teleported to the chosen destination, they are then subject to an effect identical to the 4th level magic user spell, *confusion*. A successful saving throw versus spells negates this effect completely, and in any event, the disorientation never lasts for more than twelve gaming rounds.

Source: Module X9: *"The Savage Coast"*
 Note: the module states that the user must have visited the chosen destination before. However, this is not a requirement for the standard 5th level magic user spell 'teleport'. As this artefact holds immortal level magic and its powers are therefore more potent than a standard teleport spell, I have relaxed this restriction.

NEW MONSTERS

Below are the game statistics of two new monsters, which can only be found in or around the Great Northway Lands.

Flying Fire Hydra (very rare)

Armour Class: 2

Save As: Fighter 7-9

Hit Dice: 7** to 9**

Morale: 11

Move: 120' (40'); Flying 180 (60')

Treasure Type: B x 2

Attacks: 7-9 bites or breath/1 wing/1 tail

Damage: 1d10 or 8 points/1d6+1/1d6+1

Intelligence: 6

Alignment: Chaotic

No Appearing: 1 (1-2)

XP Value: 1250, 1750 or 2300

Of all the different varieties of hydrae that have been encountered, this is likely to be the most rare and the most dangerous.

These creatures vary between having either seven, eight or nine heads, each of which can employ a bite or breath attack each round. They also have very durable red scales, giving them a better armour class than other types of hydrae. These scales are also heat resistant - this creature is immune to normal fire and only takes half damage from any magical fire attack.

The origins of this creature are to be found within the Dravish Empire, more than two millennia ago. This creature was the end result of magical experimentation which attempted to enhance the abilities of a

normal hydra with those of a red dragon. These creatures were created and bred to be employed as a guards of valuable treasures, but their cunning and ferocity could not ultimately be contained and a number of them managed to escape from captivity and fled to the rocky desert lands located just to the west of the Bylot Hills. Fortunately, this creature's magical nature also makes it difficult for it to hatch young, so its numbers have remained low over the many centuries since its creation.

In combat, each head may either bite for 1-10 points of damage or breathe fire, which causes 8 hit points of damage (a successful saving throw vs. breath weapons will halve this damage). Each head can breathe fire three times a day (the same as a dragon). Once a head has used this ability three times, that head can only employ its bite attack until 24 hours have passed. A fire hydra will also employ its breath attacks intelligently and not randomly. Each breath attack from a head can only affect one individual and has a limited range (15 feet), but it does hit automatically (just as a dragon's breath weapon does). It is also possible for an individual to be hit by multiple breath weapon attacks from different heads in the same round.

A flying fire hydra is also able to employ both a wing and tail attack each round, in addition to its other attacks. When an individual is struck by either a wing or its tail, he must make a saving throw vs paralysis or be either *stunned* for 1-4 rounds (wing attack) or be knocked over and *disarmed* (tail attack). A character knocked over and disarmed must spend a round standing up and retrieving his weapon before being able to attack again.

Attacks against the character during this round will also receive a four point bonus to the hit roll.

This type of hydra has a pair of large bat like wings and so is able to employ a swoop attack from the air with up to three heads, each of which can carry off a man-sized or smaller opponent.



Giant fighting a hydra

FELIQUINE (UNCOMMON)

Armour Class: 5
Save As: Fighter 5
Hit Dice: 4+4
Morale: 8
Move: 180' (60');
Treasure Type: Nil
Attacks: 2 claws / 1 bite
Damage: 1d6/1d6/1d10
Intelligence: 3
Alignment: Neutral
No Appearing: 1-4 (3-12)
XP Value: 125

Feliquines are half-feline and half-equine, with the front half resembling that of a lion

and the hindquarters resembling that of a horse. Most are coloured like lions although some exceptions do exist.

It is rumoured that these creatures were created by Herathian wizards as beasts of burden, but this has never been established as a fact. However, what is known is that these creatures are only found in the vast grasslands of the Yazak Steppes and not elsewhere, and so this does give these rumours some credibility.

These creatures are sometimes used as mounts by the rakasta - this is particularly true for the nomadic tribes that live on the borders of Bellayne. The rakasta of the Great Northway Lands also use these beasts as mounts on occasion, as well as sabre-tooth tigers. Only rakasta are able to train and ride these beasts due to their ferocity (although the Games Master may also allow elves this privilege). Even when trained, a feliquine can still show an individualistic streak, and they have been known to ignore commands for no obvious reason.

Wild feliquines usually prey on the animal herds that populate the grasslands of the Great Northway Lands. However, they have also been known to attack goblinoids when particularly hungry. It is very rare for them to attack either humans or demi-humans without provocation, and they never prey on rakasta.

Feliquines usually attack with both claws and their ferocious bite each round. They also have a powerful kick attack which deals 2-12 points of damage. However, this kick can only ever be employed on opponents standing behind the feliquine, and it cannot

be used in the same round as the two claw attacks.

Note: feliquines were first described in the Red Steel AD&D boxed set. The statistics presented above are almost the same as those shown in the original source material.

GAME STATISTICS FOR THE COMMON NON-HUMAN RACES

Please note that the statistics presented below represent a standard individual for each race. More powerful or experienced individuals also exist. These statistics were also first provided in the supplement DMR2 and are not my own creation.

Lupin: AC 6; HD 2; move 120' (40'); attack, 1 weapon; damage by weapon type; save as fighter 2; morale 8; intelligence 10; alignment, usually lawful (but can be any); XPV 20.

Special abilities: can detect invisible within 10'; start with 2HD; can recognise werewolves on sight; can train dire wolves.

Lupins can advance in levels just as humans can, and use the same class hit points (i.e. lupin clerics gain 1-6 hp a level, etc). However, lupins are subject to a 10% XP penalty due to their special abilities. They also start with a one-time penalty of 2,000 XP.

Rakasta: AC 6; HD 2+1; move 90' (30'); attacks, 2 claws/1 bite; 1-4 damage each; save as fighter 2; morale 9; intelligence 12; alignment, usually neutral (but can be any); XPV 25.

Special abilities: can detect invisible within 10'; start with 2+1HD; can attack three times a round; can train sabre-tooth tigers.

Rakasta can advance in levels just as humans can, and use the same class hit points (i.e. rakasta thieves gain 1-4 hp a level, etc). However, rakasta are subject to a 20% XP penalty due to their special abilities. They also start with a one-time penalty of 2,200 XP.

Aranea: AC 7; HD 3**; move 180' (60'); attacks, 1 bite; 1-6 damage plus poison; save as magic user 3; morale 7; intelligence 14; alignment, usually chaotic (but can be any); XPV 65.

Special abilities: can spin webs; poisonous bite (causes 1-4 hp of damage for 1-4 rounds if a save vs poison is failed); can cast spells as a third-level magic user.

Aranea are monsters, but can advance in levels at the Games Master's discretion. If this is allowed, then the guidelines for monster levels given in the Orcs of Thar gazetteer (GAZ10) should be used.

Turtles: AC 3; HD 4; move 30' (10'); attacks, 2 claws/1 beak or 1 weapon; damage 1-4/1-4/1-6 or by weapon type; save as fighter 4; morale 11; intelligence 8; alignment lawful; XPV 75.

Special abilities: They can withdraw into their shells, making them highly resistant to most forms of damage. They can also hold their breath underwater for up to 10 turns (15 minutes).

Under the rules, turtles are treated as being monsters and so do not gain levels of experience - this is due to their nature which includes a noticeable lack of ambition.

Snappers: AC 5; HD 3; move 30' (10'); attacks, 2 claws/1 beak or 1 weapon; damage 1-6/1-6/1-8 or by weapon type; save as fighter 3; morale 9; intelligence 8; alignment chaotic; XPV 35.

Special abilities: They can swim up to 180' (60') a round. They can also hold their breath underwater for up to 10 turns (about 15 minutes).

Under the rules, snappers are treated as being monsters and so do not gain levels of experience - snappers have little interest in adventuring.

Kzinti: AC 9 (without armour); HD 4+4*; move 150' (50'); attacks, 2 claws or by weapon; 1-6/1-6 or by weapon type; save as fighter 4; morale 9; intelligence 12; alignment neutral; XPV 200.

Special abilities: They have the following skills; blind fighting, alertness, hide in shadows, 60' infravision and can also detect invisible creatures up to 10'. They may roar once per encounter which gives all opponents a penalty of -1 to hit and -1 to all saving throws if they fail to make a saving throw vs paralysis. Kzinti also have an energy burst ability which enables them to attack

and save as a creature with 3 more Hit Dice once per day. They can wear most types of armour if available, but leather armour is preferred. They also only take half damage from any fall.

Kzinti are treated as monsters and so cannot gain levels of experience. However, their leaders do have more hit dice than the statistics given above for a standard kzinti. Shamans are also common for this race.

People of the Savage Coast

(Continued from page 43)

storms), gaining an unprecedented advantage over other nations. PCs could discover that the nation has established an alliance with a very powerful clan of snappers, who is now busy attacking ships of all the other nations.

Appendix: Cläu-rin and Kla'a'tah

These giant and highly intelligent sea turtles²³ are powerful protectors of turtles and snappers. Their true origins are mysterious, and the exact number of such creatures is unknown too, but at least two are known to exist, and they have appeared

in the past to protect endangered communities of turtles and snappers. The most recent sightings have been in the Dark Jungle, where a Cläu-rin destroyed an entire clan of orcs which was preying on snappers breeding grounds, and near Presa, where a Kla'a'tah sunk a pirate ship who had enslaved an entire village of turtles.

Cläu-rin and Kla'a'tah, big as they may be, are less than a third of a much more powerful dragon turtle. Yet they somehow are capable of directing dragon turtle attacks away from turtles and snappers targets. For some reason, sea dragons too respect Cläu-rin and Kla'a'tah and never attack them and the people under their protection.

²³ See [their entries](#) in the SCMC



INTRODUCTION

Inside Trident Bay, on the inner side of the Orc's Head Peninsula and north of the Texeiran Colony of the Horn, there are three isles known as the Trident Isles. It is known that there are dangerous tribes of humans, strange creatures and monsters that protect these isles. The copper skinned tribes (who call themselves the Thenekos) that live there are very aggressive to outsiders and leave nearly nobody alive. For many, their culture may be a bit primitive, but they have hidden knowledge that make these people dangerous.

The trade and pirates routes pass near them but never too close. Many sailors are aware of the legends of the surroundings. It is also known that in the past, Texeiran soldiers battled to conquer the isles but failed.

Fortaleza da Boa Vista, the closest town, is plagued with stories that people tell of those isles. These stories vary from old buried pirate treasures to a great snake that watches over the isles. Almost no one has tried to go to the isles but the few who have done so have not been seen again. The most famous story is the one of Santiago de Sanchez, owner of a great ship that crossed the oceans. Anyone who saw his ship knew how powerful his crew was. But even with his great reputation it is known that his ship sunk near the isles. Some say that the cries of a desperate woman bewitched them, while others say that the great serpent ate them - but the truth remains a mystery.

THE THENEKOS

History

TIME BEFORE AZCANS

In the early centuries of the 4th millennium BC, the Thenekos used to live in a small city kingdom in old Atruaghin territories, that was completely independent from de Azcan and Oltec empires. When they traded, they presented themselves as nomadic tribes so that their city continued to be hidden. Their culture was best known as experts in construction as well as crafters of copper weapons and tools. Their main agricultural activities were the sowing of corn and sugarcane. All these products were used for trading.

AZCAN CONQUEST

But eventually around 3600 BC the Azcans found their city and battled to conquer it as part of their empire. With the year they forgot their gods mainly because they felt abandoned by them and started to worship some Azcan gods.

LANAKU'S VOYAGE

One night the leader of the Thenekos, Lanaku, dreamed of a big feathered serpent that told him that a war was coming, that when it started he and his people had to escape to the coast and build some boats and leave that place. That he was going to guide them to a new place where they could live in peace and harmony. When Lanaku asked who he was, he answered "I'm Quetzalcoatl; if you are faithful to me, I will

always keep you safe. Don't talk to anyone, just take your family, I will guide you to safety."

Soon afterwards (around 3000 BC), a war broke between the Azcans and the Oltecs, and Lanaku took advantage of it to escape from slavery and went to the coast. They built boats, filled them with food, seeds and animals, and sailed to sea. Months of uncertainty passed, every night they camped on the shores and every morning they returned to the sea. They passed through lands where beastmen and other different and hostile creatures dominated. But every night there was Quetzalcoatl communicating through dreams and guiding them to their future land.

Finally they arrived at the three isles that were hidden in a gulf and named them Oshkamab (Trident Isle in their language). They established their first settlement named after their great leader, village of Lanaku. Quetzalcoatl asked them to build a pyramid, and a temple on top of it, in the middle of the biggest isle (Paktha Isle). After building the pyramid, a horn appeared on top of it one night and in his dreams the god told Lanaku that only when he felt there was great desperation and that the shadows of death walked among his people, could he sound the horn for aid.

The village grew prosperous and expanded to the isle. They began to grow corn and sugarcane as well as hunting and fishing. But, distrustful by nature, they preferred to be self-sufficient and not seek trade with other people near the isles. They discovered that they weren't alone, there were other creatures that also lived there. They learned

to live with the creatures in these isles as well as to keep away from the existing dangers.

Lanaku's time was about to end. Quetzalcoatl gave him great power so that he could teach each head of town, and that this knowledge would be transmitted from generation to generation. That would be the Legacy of Lanaku for his people. Lanaku's death marked the end of his era and from now on the New Era of the Thenekos would start.

BEAST-MEN WAR

Many years of growth and progress passed by. It seemed that peace was inherited infinitely. Until the beast-men set foot in the isles in 1100 BC. The conflict that ensued would be remembered as the Great War. A great battle took place in the isle of Paktha, where the invasion of the beast-men seemed to be victorious. When they saw the tragedy of the invasion, they sounded the Horn of Quetzalcoatl without knowing what would happen. Everything was silent for a few seconds, then from Ojbayal Isle, a great thunder was heard and the earth trembled. A huge feathered serpent began to traverse the isle, killing the beast-men he encountered on the way. The beastly men, seeing such a strange creature, fled fearfully from the isles. As soon as the army left the isle, the huge snake returned to Ojbayal Isle and disappeared. The Thenekos discovered a crack was made on top of the temple, after the earth shook, and they used it to give offerings to Quetzalcoatl, and from there on the offerings were thrown there. That day the Thenekos made a great celebration to honor their god and promised not to betray him.

WAR WITH TEXEIRAS

Many years passed whereby everything remained in peace. As the Theneko people had already spread across the isles, they began to have problems with some creatures that inhabited them, the Chenekes and the Aluxes. These creatures had their own language as well as their own villages on the isles and conflict began between them. Young Chajip volunteered to learn more and negotiated with these creatures a better way to coexist on the isles. He worked 10 years to learn about / from them and made an agreement to respect their territories and trade with them. In return, the other creatures sent representatives to the Theneko capital village of Lanaku to learn from them.

Fifty years later (950 AC), several ships approached Tsipil Isle and they were full of Texeiran soldiers. First, they attacked the orcish village of Olom and enslaved them. Again war started, Texeiran explorers sought to take control of the isles. They tried to conquer Ojbayal Isle but the Aluxes asked the Chenekes and Thenekos to help. A coalition of Thenekos, Aluxes, and Chenekes fought together to protect their isles. Still the Texeiran humans were better equipped and more disciplined, so the Horn of Quetzalcoatl was blown again. The great feathered serpent came to their aid and with the help of all the combined forces, the Texeiran humans were expelled from the isle. The allied forces liberated the village of the orcs and from then on they also became allies. Again a great party was held in honor of Quetzalcoatl but this time they celebrated with their allies.

SANTIAGO DE SANCHEZ

Santiago de Sanchez, born in Narvaez, was a great merchant and pirate. His ship was a large sailing ship and was feared by anyone who could see it at a distance. Having the necessity of hiding the treasures he obtained illegally, he decided that the Trident Isles, with all their mysteries around, would be the correct place. For years he would sneak into the night to bury his valuable things. The Thenekos started noticing that the ship, in the middle of the night, moved close to the isles from time to time, hid things and then left the isle again. However, they never found what and where those things were hidden. The ship continued coming back, so one night in 990 AC they ambushed these humans and killed all those who were on the isle. The ship sent more boats to try to counterattack the Thenekos but they failed, at the end of the night the sea was blood-stained and the ship was in flames sinking near the isle. The Thenekos discovered these men carried boxes with gold (material that they knew from the Azcans) and strange stones, and decided to sacrifice these treasures to Quetzalcoatl.

GOVERNMENT AND Society in the KINGDOM of Oshkamab

The Thenekos government is theocratic, they follow Quetzalcoatl as their main god-king. After Quetzalcoatl, the Council of Nahuas rule Oshkamab. This Council guides villages in absolute respect for Quetzalcoatl. They defend the identity of each village through respect for traditions and social norms. They unify the laws so that trouble can be resolved following stable and clear rules. They aim to respect and recognize the traditions and history of each village. They reconcile conflicts between villages and limit their territories. They decide when they have to go to war. Their meeting place is the temple on top of the Pyramid of Quetzalcoatl, in the capital of village of Lanaku. Actually the Council also has Aluxes, Chenekes and Osom orcs representatives as they are also considered a part of Oshkamab territory.

Each village has its own shaman leader named Nahua, who is at the same time the head of a lineage. The Nahua is the spiritual and religious guide of his people. The Nahua have special powers given by Quetzalcoatl, taught through generations, known as the Legacy of Lanaku. They are responsible for the law, distribution of land and tax burdens among the families, the recruitment of the people for the armies, and the participation of the members of the village in the numerous religious festivities.

The Nahua has a private property at the center of the village and it is from here that the village starts to grow. Nahuas houses have palisade walls to protect them better.

The villages are occupied by families divided into four, six, eight or ten symmetrical neighborhoods, oriented towards the cardinal points. The predominant type of houses is of circular form with high ceiling finished in tip, built with roofs of palm leaves, walls of adobe, wood and floors of stone, its top roof is commonly covered with an inverted pot to prevent water from penetrating. When men get marry, they have to live with the mother of the husband, they build a house made of a single room in the mother's terrain.

The laws and punishments are carried out by the Nahua according to the Council of Nahuas agreements. Murder and treason are the highest crimes and are paid with death. Rape and kidnapping are punished with loss of body parts, lashes, fines and degradation of social class. The medium punishments are paid depending on their nature with economic fines, imprisonment, lashes or even the loss of some extremity of the body. Minor punishments usually range from imprisonment to fines.

Social classes among the Thenekos are:

- Nahua - Leader of the Village;
- Nahua noble family - A leader's family;
- Kush Warriors - Proven warriors of Quetzalcoatl;
- The Tisin - The best archer of a village;
- Common warriors - Normal soldiers;
- Merchants, farmers and craftsmen.

The Thenekos recognize the independent kingdoms of the Chenekes and Aluxes and respect their autonomy. And they recognize the Olom village as part of Oshkamab territory.

Thenekos Appearance

The Thenekos, on average, are of short stature, 5' to 5'2" height, with copper skin, straight black or dark brown hair, generally strong and in good health. They do tabular cranial deformation in three forms: erect, oblique, and mimetic; they sharpen their teeth. They paint their hair in different colors and tattoo their bodies. The Thenekos pierce the nasal septum and lobes for the main purpose of using shell, copper and bone ornaments. During war they paint their bodies. They use blanket clothes (made of cotton and a plant fiber combination of henequen, agave or yuca) use elegant jewelry made with shells and snails, which are combined with copper ornaments and fine feathers. Theneko women dye their hair yellow if unmarried and red if married.

Thenekos Calendar

The year is divided in twelve periods of 28 days each.. This is how they calculate the arrival of spring and the winter solstice. Through a mirror of water, they observe the movement of the moons, and by means of the celestial trajectory, they can interpret when it's time of sowing.

MONTHS:

Kaal, Tsab, Osh, Tse, Bo, Akak, Buk, Washik, Beleu, Lajun, Lajun Jun and Lajun Tsab.

SPECIAL FESTIVITY DAYS:

Kaal 1 – New Day – This is the celebration of the day Lanaku died.

Bo 12 – Mother Terra Day – A minor celebration held in some homes where they honor Mother Terra.

Osh 21 – Quetzalcoatl Day (or Summer Solstice) – This day a great religious ceremony is held at the pyramid of Quetzalcoatl. Everybody goes to watch the great serpent coming down the pyramid. This effect is produced by the sunset and the shape of the pyramid. The next day, farmers start to sow sugarcane and corn.

Washik 7 – War with Teixeira Celebration – This is more like a military festival. Nahuas, Kush Warriors, Tisins, archers, and warriors put on their war uniforms and are honored at the villages. A party is also held at night.

Lajun 20 – Day of the Dead – This celebration honors the dead. They tend to paint and decorate the cemeteries with flowers and candles. At night, a big party is held where everybody takes food, sugar or corn alcohol and gives it freely for all to celebrate.

Lajun Tsab 4 – Oshkamab Day – This day celebrates the discovery and landing on the isles.

Lajun Tsab 21 – Winter Solstice – The Thenekos realized that for a few days the sun did not move, so they celebrated the "birth" of the next cycle.

Religion

CREATION OF LIFE

There was a time when nothing existed, there was no ground and no sky. There was only an infinite sea and all was in darkness. Until Mother Terra (an alias of the Immortal Terra) decided she wanted to create something; she created Anam (Mystara). But Anam was sinking so Mother Terra created 4 creatures - the coyote, the eagle, the jaguar, and the tecolote (a large kind of owl). She put each creature at a different point to hold up the land. These creatures drowned, but their sacrifice calmed the waters and since then their spirits lived forever. From then on, these creatures were known as the cardinal points.

CREATION OF THE THENEKOS

It is said that Mother Terra formed a copper colored pod corn into a dough and gave life to two men and two women. With the corncob she made their bones, from the corn silk she made hair and from the corn husk, skin. Since then, the Thenekos can't live without corn and are known as the "men of the corn".

THENEKO DEITIES

Mother Terra for many centuries was the main god of the Thenekos. But after the Azcans conquered them, she became a minor god. Quetzalcoatl (Atruaghin) took the opportunity to expand his followers and acted through dreams on Lanaku to have him build a new place of worship for him. He adopted some Thenekos beliefs that were used to worship Mother Terra and adopted

part of the history of Mother Terra's creation of the world.

So in these days the major Theneko god is Quetzalcoatl, his temple (The Pyramid) at Paktha Isle is the major worship place for him but still Mother Terra has some shrines among the Thenekos.

SACRED GROUNDS OF THE NAHUAS

To the north of the capital, in a controlled access location, are the Sacred Grounds of the Nahuas. It is considered a very spiritual place and is forbidden to enter here unless you are Nahua or will be initiated as one. There are always guards in the zone. The remains of all the Nahuas, including Lanaku, are kept here.

THE LEGACY OF LANAKU

In the middle of the Sacred Grounds there is a small room where initiations are held. Every time a Nahua dies, his remains must be brought here by his successor (he must be of the same blood), who then cremates his body. The initiate must bring offerings of food, leaves of certain plants and trees. During the ritual the initiate must enter the room. At the center, he must build a campfire, in a pot he must put four blood drops, the offerings, the leaves, and some ashes of the dead Nahua. He has three days to find the spirit of his predecessor and obtain his powers. With the ritual he is transported to the animal spirit realm and must prove he has got a strong soul and enough wisdom to tame the spirit. To do this he must make a Ceremony general skill roll: a successful roll means he finds the spirit; on the first day the check is made with no

penalty, on the second day with a +4 penalty, and on the third day with a +8 penalty. If the initiate does not find the spirit, he has to take back the Nahua's ashes to the village and give them to the next on the line of descent to become initiated.

POWER OF THE NAHUAS

We already described what the Nahuas do, here we describe their powers in game terms. Each Nahua has a link to the animal spirit of his village and only he can be tied to this unique spirit. Nahuas must be of lawful or neutral alignment and have good nature. They obtain their power through the Legacy of Lanaku. They use the same XP table, saving throws, spell progression, and turning undead ability of a cleric of the same level but have access to a limited selection of cleric/druid spells:

1st-level: Cure light wounds*, detect magic, protection from evil*, purify food and water.

2nd-level: Bless*, hold person*, snake charm, speak with animals.

3rd-level: Cure blindness, cure disease*, hold animal (D), remove curses*.

4th-level: Cure serious wounds*, neutralize poison, speak with plants, sticks to snakes.

5th-level: Commune, cure critical wounds*, dispel evil, truesight.

6th-level: Cure all, speak with monsters* (D), weather control (D), wrath of Quetzalcoatl (A).

7th-level: Holy word, metal to wood (D), restore*, transport through plants (D).

[* Reverse spells available; (D) Druid spell; (A) Same spell as Wrath of Atruaghin, from GAZ14: *The Atruaghin Clans*]

Nahua's animal spirit powers are described below. These powers can be used three times per day, and each has a duration of 3 turns.

At level 3 the Nahua can communicate and see through the eyes of animals of their spirit kind.

At level 5 he can transform into his animal spirit, but this animal is a bigger sized specimen of its type and does +3 extra damage per attack. At this level he can also use, a gaze power to *charm people*, *detect evil* or *cause fear* (like the 1st-level magic-user or cleric spells of the same name; save vs spells to negate).

At level 7 his gaze power can *cure/cause disease*, *remove curse* and *curse* as ability. He can also enter a trance that allows him to communicate with the Nahua spirits; this power gives a +2 Wisdom bonus for a turn.

At level 10 he can transform into a man-beast of his animal spirit type; in game terms, the Nahua gets the movement, and armor class or the animal type (if better than his own), as well as the animal's natural attacks and damage, getting on each attack a bonus damage of +1 for every two full levels beyond level 10.

Oshkamab Economy

Their major Theneko activity is the farming of corn and sugarcane. These products are the basis of the diet of the people. From the corn they make several sub products, for example, tortillas, corn bread, tamale (dish of seasoned meat wrapped in cornmeal dough and steamed or baked in corn husks), and

corn brandy (an alcoholic brew). From the sugarcane they produce sugar, sugar juice, molasses, sugar alcohol, fertilizer (after milling the cane, the waste from the cane is used as fertilizer) and sugar rum. They also raise cattle and goats for meat and milk products.

Thenekos are excellent stone and mudbrick builders. They use copper and seashells to make weapons and tools. On Paktha Isle there is a copper mine, Ojbayal Isle is rich in adobe earth used to make mudbricks, and at Tsipil Isle there are several stone quarries used for construction.

The only coin used in Oshkamab is the copper piece (called Quetzaly) which is only produced at the capital village of Lanaku and distributed to the other villages and also used as barter as a trading method.

Oshkamab Military

Adopting some features of the Azcan Empire, the Theneko boys are trained at the Mancebo House. This place are centers in which the young people of the village are educated to serve their community and for war. Some are trained in body combat (one handed weapons and shield) and others as archers. Male children are taken at the age of 6 for their preparation and are not seen again until they master the weapons or are expelled. They live for years within the Mancebo House depending on how their learning progresses. Each time they reach a goal, they get a tattoo reward, so on until they finish their training and receive the tattoo of a warrior or an archer. Those who

fail to reach the goals are expelled and are given a tattoo of dishonor, which means that they must devote to doing menial tasks. But since they still have some training, they can be part of the Belemas when a war is approaching. There are 700 active warriors soldiers, but in wartime this can grow up to 1200 soldiers.

Most of the weapons used by them are made from copper, stone and even shells. Hand to hand weapons are normally stone maces, copper axes and copper swords (various lengths, from short to normal). There is a special flat wooden mace of 70 to 80 cm. long with 6 to 8 obsidian blades on both sides that is only given to the Kush Warrior, warrior that proves to be worthy of Quetzalcoatl, this mace is call Macahuitl. The Macahuitl is slightly heavier than the mace and inflicts 1d8 of damage. Archers are trained to use the spear, short or long bow, and the arrows can be of shell or copper points.

The armors are mostly leather armors or studded armors with pieces of copper. Only the Kush warriors can use Kush padded copper armors (AC7), the chest protection is made of copper (a padded shirt is use under) and the rest are made of padded pieces so he can have flexibility for fighting. Most armors are decorated depending on how good the warrior has been in battle. Helmets are also used by some warriors - leather helmets and the copper-wooded helmed. The copper-wooded helmet normally has the shape of an animal and is only used by the Kush warriors.

There are two kinds of shields - the more common wooden shield is decorated with birds or winged snake feathers, but there is a lighter shield made from sugarcane that is very effective in protecting against missiles but not used for hand to hand combat (AC modifiers: none in melee combat, and -3 versus missiles).

MILITARY RANKS

The Nahua of the capital village of Lanaku is the supreme commander of the Theneko in wartime. He is in charge of protecting the pyramid and in the worst of the cases blowing the Horn of Quetzalcoatl.

The Nahuas act as captains of their village army and coordinate with the supreme commander for the military strategy.

Kush Warriors are divided into two branches. The most respectful ones act as bodyguards of the supreme commander and have to go to the capital when a war is near. The other ones are responsible for protecting the Nahua of his village and also act as a lieutenant for guiding the common warriors.

The Tisin is the best archer of the village; he commands the archers following the Nahua orders.

Common warriors are the rest of the hand to hand and archer forces.

The Belemas are the lowest rank and are all those people who are not active in military but are called when there is a war.

PAKTHA ISLE

Population: 2,600

Area: 1,242 square miles

Paktha is the largest of the three isles. It has a natural barrier of mountains (Maputh Mountains) and in the center is a type of valley that extends eastwards to the coast. This is the isle with the best natural resources since it is the only one that has fresh water river that extends to a small dam made by the Chenekes. Here was built the first village of the Thenekos, the village of Lanaku. However, after the pyramid was built Lanaku decided to move the capital village where it is now, leaving the old Lanaku village mostly abandoned. But some people decide to stay there and renamed it Chunun

village. The Thenekos expanded to the east and built the newest village on the isle, Wahjut. After this, they built Tasabal Road, made with stones, to connect the villages; and in the narrowest part of the mountains, the wall Fort of Oshkamab was built to provide protection from future invasion. The island also features a copper mine where some Thenekos work all day.

The Thenekos are very respectful of nature, they only hunt and use the materials needed to survive. This is why the Chenekes became their allies. Although everything seems peaceful now, there are two creatures they have learn to respect. One is the ahuzotl, a strange animal that is seen near Kawalat River. The other creature (called the Shadow Walker) has not been there much time but everybody is scared of his presence.

Paktha Isle



1 Hex = 4.25 Miles

CAPITAL VILLAGE OF LANAKU

Pop. 1,320 Thenekos, 20 Olom orcs, 12 Aluxes, 6 Chenekes

The village of Lanaku was originally located on the shore of Ima Beach, but when the construction of the Pyramid of Quetzalcoatl was completed, a larger village, later called the Capital Village of Lanaku, began to be built. It is now the ceremonial and political center of Oshkamab. The Thenekos who live here are known as the Coyote Clan. Many of the decorations of the village incorporate figures or paintings of coyotes. The Nahua of the capital is known to harbor the spirit of the coyote.



The Pyramid of Quetzalcoatl in Lanaku

The Pyramid of Quetzalcoatl is located at the center of the settlement and is the largest construction on the isle. It is made of stones and at its top is the Temple of Quetzalcoatl. This temple, besides being the center of religious ceremonies, is the meeting place of the Council of the Nahuas. There is a stone throne where the great Quetzalcoatl is supposed to sit and 6 wooden thrones where the Nahuas and the representatives of the Chenekes, Aluxes and Olom orcs sit. There is a large crack in the temple that was made when the horn was first sounded. This crack is where all the sacrifices for the god are thrown. It is said that at the bottom of the fissure there is a great treasure, since all the valuable things that the Thenekos sacrifice are there, things that have been collected and looted in battles as well as the last treasures of Santiago de Sanchez . The cave labyrinth of the copper mine might have secret passage that could take you right below the pyramid. Inside this temple there is also a secret stairway that leads to the roof where the Horn of Quetzalcoatl is. Only the Nahua of the capital knows how to access these stairs.



Map of the Temple of Quetzalcoatl

After the pyramid, the Great Palace of Lanaku is the next largest structure. Built with the finest wood of the isle as well as with stone and adobe, much of its interior decorations are made from copper which gives the palace a unique look of natural colors and lights. Its perimeter is fortified by a double wall of palisade and has only one entrance that is well guarded. The Nahua that lives here is a true descendant of Lanaku. So although each tribe has its leader, there is a certain respect for the royal blood.

The largest Oshkamab market is also located here. In its surroundings, you will find various workshops that make weapons, armors, tools, stonework, adobe and copper. Plant and animal products are also sold here. In front of the palace is the copper coin workshop. This is the only place where the Quetzaly is made. In Oshkamab, only the copper coin is used, any other coin that comes into the hands of the Thenekos is sacrificed to Quetzalcoatl. On the front of the Quetzaly is the Pyramid of Quetzalcoatl and on the back is the feathered serpent.

The main Mancebo House is also located here in the village. Although each village has its own Mancebo House, this one has more prestige. The Mancebo House during wartime doubles as barrack for the Kush Warriors that come to protect the supreme commander.

Lanaku also hosts some special guest houses for the representatives of the Aluxes, the Chenekes and the Olom orcs. The orcs grew too much to the point that some of them have to sleep outside of the house. Families who live in the surroundings constantly complain that they smell bad and live in a

ugly hovel. But the Nahua has asked them to have a lot of patience since they are considered allies. The Nahua promised he was planning to build a house on the outskirts of the village to keep the complaints from growing.

Around the village are also found the largest fields of sugarcane and corn, the pillars of the kingdom's food economy.

CHUNUN VILLAGE

Pop. 350 Thenekos

Chunun village is the oldest village of the island, since it used to be the ancient village of Lanaku. When the capital was created, this village was left in the power of the Tiu Clan (Eagle). The Nahua here is empowered with the eagle spirit and most decorations in the village are representations of this animal. The villagers here mostly work as shell collectors on the beach. The shells are used for the manufacture of diverse things from arms to materials of decoration. There are also many fishermen who stock up the largest fish market in the isles. The village was built on Ima Beach and does not have fertile land to cultivate, so they use most of the trade to purchase corn and cane

The Chunun villagers are responsible for protecting the western part of the isle but they have the advantage that near them is the Fortress of Oshkamab. The Mancebo House was moved from the village to this fortress so that the children are taken there to be trained. Lately, death has surrounded this village and has made the villagers feel like they are prisoners at home, especially at night. The Shadow Walker is often seen at

night and someone always dies in its wake. They have been investigating this creature but they have only seen it turning into mist or disappearing towards the Maputh Mountains. Many believe that it is a restless Nahua spirit that seeks revenge.

FORTRESS OF OSHKAMAB

Pop. 92 Thenekos

Built after War with Texeira, its main function is to bring security to the west. It is a great wall that blocks the narrowest passage of the valley. Behind the wall is a fortress where soldiers live and train. Chunun's Mancebo House was also moved here.

WAHJUT VILLAGE

Pop. 200 Thenekos

Wahjut village is the newest of the villages. It is built on the east side of the isle to protect this entrance of the isle. The people of this village are known as the Tecolote Clan (Owl) and their village is decorated with paintings and statues of this animal. Like the other villages, it has its Mancebo House and small market. The people of this village have the responsibility to trade with the other isles as it is the nearest village to them.

Wahjut villagers are known to have the best farming lands, so their crops are the finest in all the isle. Here boats are built to trade and to transport people or soldiers in wars, and fishing is also a good activity. It is also the closest village to the Chenekes, so it is very common to find Chenekes walking around the village, especially those who are traders.

Also the village is well known for their natural healers and alchemists.

THE KINGDOM OF THE CHENEKES

Pop. 600 Chenekes

Chenekes are small creatures that resemble and have the same characteristics and abilities of the pixies described in PC1 Creatures Crucible Tall Tale of the Wee Folks. But Chenekes lost their wings a long time ago and in compensation gained the ability of haste. Chenekes are warlike creatures that tend to be territorial. They inhabit the forests and jungles, they take care of springs, trees and wild animals. Their height can be between one and two feet. They tend to carry weapons and use armors.

Like the Aluxes, Chenekes are native to these isles. At first, when the Thenekos came to the isle, they started to suffer the invasion of their territory. But in some way the Thenekos started to respect their territories. When there was calm, some beast-men burst their territory and killed several animals and caused damages. The Chenekes saw that humans were also fighting this beast-men but preferred to carry the war by their side independently. After the horn was blown, a giant snake passed through their territory, killing beast-men and peace was restored.

One day the king of the Aluxes went to visit the Chenekes; he spoke well of the humans and presented Chajip to them. Chajip started to learn from them and after three years, he was accepted among the Chenekes. He opened a trading route to their village and invited a representative as part of the Council of the Nahuas.

The territory of the Chenekes is in the southernmost part of Kawalat River. Not being a big river, the Chenekes built a dam that at the same time served to served as a border of their territory their territory. Towards the west are the mountains, towards the south and east the sea, and towards the north the dam. Its leader is King Neftarus, who is in charge of ruling the Cheneke people.

They take care of the creatures in their territory but also they look out for the creatures in all the isle. The Thenekos' appreciation for nature has helped their friendship with the Chenekes grow stronger and has brought peace between the two peoples.

The Chenekes are a warrior creatures and although limited by their stature, they do not freak out when a battle approaches. Their military comprises 250 warriors that also patrol their territories.

On the eastern side of the river is The Big Amte (oldest tree in the isle). The Chenekes built a watchtower on top of the Ante that offers a perfect view of the eastern part of the isle.

Items of Paktha Isle

THE HORN OF QUETZALCOATL

The horn is a magical instrument and an artifact created by Quetzalcoatl. Its only function is to wake up the Gargantuan Feathered Serpent that lives in Ojbaya Isle. It can only produce sound when there is a really desperate situation. Otherwise, one could try eternally to produce a sound but nothing will happen. It is made of copper and it gives the pyramid a shiny brownish color on sunny days.

Personalities of Paktha Isle

COYOTE CLAN NAHUA OKLEK

He is a 47 years old Theneko descendant of the Lanaku lineage. He is a hard ruler in the teachings of Quetzalcoatl. He knows that he has a great responsibility to the kingdom and tries to control everything around him. He is considered a fair person but very square, who only sees the world in black or white. His father commanded the army during War with Texeira, so he hopes that with whatever life left in him, he can prove to his country that he can also protect them. He has extensive knowledge of military strategy and is very persuasive when it comes to speaking at the Council of Nahuas.

On his normal days, he is always dressed in robes that are well decorated with copper ornaments and on his head he wears a hat with a coyote's head. During moments which require him to show off his military role, he uses a special studded armor which he can remove quickly if he needs to.

His stats are Str 13, Int 13, Wis 16, Con 10, Dex 12, and Cha 14. He is a 21st-level Nahua. During battle he uses a Macahuitl +2 and a studded armor +2, but he prefers to transform into his man-beast form.

TIU CLAN NAHUA JILIM

Jilim is the youngest of the Nahuas, he is only 26 years old. His father died young, which caused him to take the Legacy of Lanaku at age 16. He has tried to learn from other Nahuas but his love for music, party and alcohol, usually clouds his vision. The best parties of the kingdom are the ones organized by Jilim. He has not yet wanted to form a family. He rules in a relaxed way that usually creates more conflicts than resolutions. His character is friendly and calm but if he is drunk, he usually makes terrible decisions. His father liked to sow and it is something he inherited. It is not uncommon to see him at the farms.

His stats are Str 16, Int 11, Wis 13, Dex 13, Con 9, and Cha 12 and he is a 11th-level Nahua. He likes to fly so he attacks in eagle or eagle-man form. During war, he is in charge of scouting enemies during the day.

TECOLOTE CLAN NAHUA TSUNUN

Tsunun is the oldest of the Nahuas. He has to fight against the Texeirans and is part of the stories that he likes to tell. At 72 he is a gentler leader and it is common to see him walk in the village offering help to those who need it. He knows that there is a creature that walks at night in his village, and has tried to improve the guards to avoid more deaths. Sometimes he walks around the village at night in animal form trying to spot this

creature. The Council of Nahuas pays much attention to his words since he is considered the wisest of the members.

He is a level 25th-level Nahua and his stats are Str 10, Int 14, Wis 18, Dex 13, Con 9, and Cha 15. During battle, he normally scouts enemies at night and with that information tries to ambush them. In his man-beast form, he tries to use his abilities and cast spells. His man-beast form is the weakest of the Nahuas, but as his animal is nocturnal, he has been conferred the power of infravision.

CHAJIP

He is now an old man. Being a normal man, he has an extraordinary intelligence that helped strengthen the kingdom. He was the main mediator between the Thenekos and the Aluxes, Chenekes and Olom orcs, and thanks to him, they are now allies. Even at the age of 80, he still teaches the young Thenekos the languages of these creatures, so that every time there are more who know how to communicate with them. He does not like to stay for long period of time in a single place so he goes from village to village teaching.

TUJUP THE COPPER COIN WORKSHOP SUPERVISOR

Tujup has been in his position for more than 20 years. He is in charge of supervising the production of copper coins of the kingdom. He also takes care of the security guards of this workshop. Being a renowned copper working artist, he was selected for that important job. At night when he finishes work, he dedicates time to the creation of

copper jewelry, these pieces being the most expensive in the kingdom.

KING NEFTARUS OF THE CHENEKES

Neftarus has been ruler of the Chenekes for a long time. He has always been very protective of his kingdom and the nature that surrounds it. He commanded to build the dam in the river and thanks to that there are large reserves of water on the isle. At first he didn't want the humans, but little by little he started to trust them. Even so, he doesn't allow humans to freely enter his territory. Only those who have applied for permission to trade or to discuss political matters are allowed to enter the kingdom. Although considered part of the Kingdom of Oshkamab, he has his autonomy over the territory. He only leaves his territory when he has to appear at the Council of the Nahuas. For other matters, he sends counselors to live in the human capital.

Creatures of Paktha Isle

THE SHADOW WALKER

This creature is a vampire that was not originally from the isle. When Santiago de Sanchez thought he could hide his treasures here, he captured the vampire to use him as guardian. The truth is he kidnapped the vampire and left him at a cavern on top of the Maputh Mountains. The vampire needed blood by nature so he studied the villages and saw that Chunun was the best to attack from time to time. He always tries to be careful but he knows there is one human that isn't afraid of him (Tsunun) and can feel his presence.

AHUIZOTL

The Ahuizotl was created by James Jacobs and first appeared in the April, 2003 edition of Fiend Folio for D&D 3.0 ed.; what follows is an adaptation of the creature's stats to BECMi D&D and Mystara. This creature is the one that roams at Kawalat River. It is not known how many of these creatures live in the isle.

<p>AC: 1 Hit Dice: 7+14** (L) Move: 120' (40') / Swimming: 40' (10') Attacks: 2 claws/1 bite/1 tail Damage: 1d4/1d4/2d6+2/1d6 No. Appearing: 1 Save as: F8 Morale: 11 Treasure: Nil Intelligence: 8 Alignment: Chaotic XP Value: 1,500 <i>Monster Type:</i> Monster (Very Rare)</p>

An ahuizotl is a sinister creature that lurks underwater and snatches its victims from hiding so that it can feast on its favorite body parts: eyes, teeth, and fingernails. Although fairly large, an ahuizotl is quite squat and can lurk in water as shallow as 3 feet deep. The creature resembles a monkey in form, but it has a head and hind legs similar to a dog's. It keeps its body flat and low to the ground while on land. The most unusual feature of this creature is its long, prehensile tail, which is tipped with a muscular hand. An ahuizotl can speak the common tongue.

Ahuizotls can see in the dark and mimic spoken voices of specific persons with unnatural ease; it takes a successful Wisdom

check by someone who knows very well the voice of the real person to notice something strange.

In combat an ahvizotl prefers to lurk in the shallows of its lake among the plants, keeping the tip of its snout above water so it can entice victims with cries for help. If a victim comes near enough, the ahvizotl quickly tries to snatch the victim with its tail hand and retreats to the depths of the lake to feed. Ahvizotls also use the same tactics on people in boats.

When the ahvizotl hits someone of man-size or smaller with its tail hand, the victim suffers normal damage and is grappled. An ahvizotl deals a grappled victim tail hand damage each round, unless she can get free with a successful Strength check at -4 penalty. A grappled victim can still attack the ahvizotl, but does so at -4 penalty. If the ahvizotl is into the water, it will attempt to hold a grappled victim underwater in order to drown her; a victim can hold her breath for a number of rounds equal to half her Constitution score before starting to drown (use the drowning rules described in the *Rules Cyclopedia*, page 90).

Moreover, during melee an ahvizotl always tries to deal damage to its opponents' eyes. If the ahvizotl's bite or tail attacks score a natural 20 on the roll, the target is permanently blinded in addition to suffering normal damage.

Terrain: Any warm River/Lake.

THENEKOS AS PCs

Theneko characters have the same stats as any other human. All human classes are open to them. Magic-users among the Thenekos tend to be more a sort of alchemists than adventuring sorcerers or battle wizards, nevertheless they are highly prized in the kingdom for their abilities."

Theneko sample names:

Male: Abatwaléh, Bahtsik, Chajíp, Chakam, Exóbtis, Expidh, Jilim, Kámal, Kuitól, Loním, Ojhuél, Olíph, Toshil, Tzipák, Watsib, We'él, Yaan.

Female: Ajatlab, Albedh, Alhua, Chuyém, Ehath, Ich, Iyaláb, Jel, Kaylál, Kitsá, Oth, Shekél, Tam, Tayja, Unuph, Xewé, Yanél.

OJBAYAL ISLE

Population: 800

Area: 544 square miles

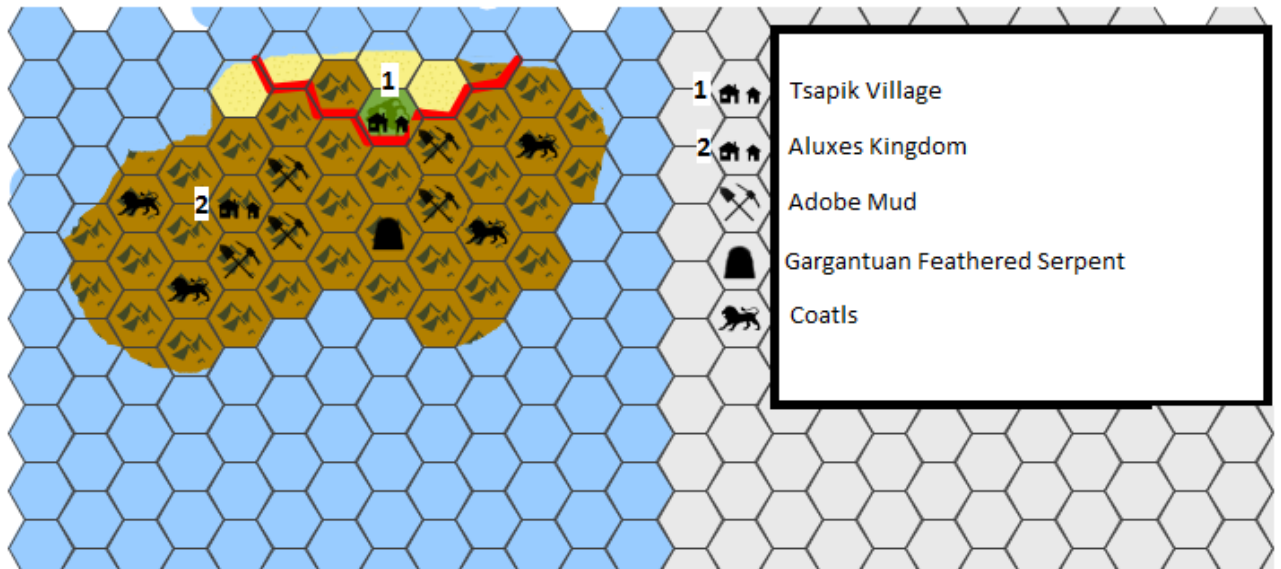
This is the middle isle of the kingdom. It is mostly covered with mountains (Tsalak Mountains). It is well known as the home of the Gargantuan Feathered Serpent. Most of this island is considered territory of the Aluxes, but they gave the Thenekos a small portion of it so that trade could be made easier.

Tsapik Village

Pop. 270 Thenekos

Tsapik is the only Theneko village outside Paktha and home of the Jaguar Clan. They decided to build a village here, after the Aluxes agreed to an alliance, because the location was near an adobe mud source. This is a small fishermen village but here is found also the mud brick workshop. From there, the boats carry mud bricks through all the kingdom. It is normal to see Aluxes walking on the streets and even some of them working with Thenekos. The inhabitants also collect sea shells for various purposes. Not having much open land for agriculture, they have to trade most corn and sugar from Wahjut village. The village's territory is somehow limited because most of the isle is considered Aluxes' territory, so if the inhabitants of Tsapik want to go deeper in

Ojbayal Isle



1 Hex = 4.25 Miles

the island interior they need to ask for permission from the Aluxes Kingdom.

It can be rightly said that this village is the most peaceful one to live in. It consists of a small population and a very friendly environment. Villagers constructed a special shrine for Quetzalcoatl's Feathered Serpent. Every new month at nightfall they build a small wooden raft, put some offerings on it, light candles, and send it into sea. This is done to celebrate the peaceful times and thank Quetzalcoatl for them.

ALUXES KINGDOM

Pop. 520 Aluxes, 10 Thenekos

The Aluxes have the same stats as the brownies described in PC1 Creatures Crucible Tall Tale of the Wee Folks. The difference is that they don't become attached to a place, they are more sociable and live in communities. What follows is then just a summary.. They resemble humans but are about 2'5" tall. They occasionally help humans, without asking for anything but will wholeheartedly receive a gift. If you offer a low quality gift or criticize their work, they can become troublesome.

The Aluxes have always lived in the Ojbayal Isle; what their ancestors told them was that they were created from adobe and were initially only small statues. But after a stormy day, a lightning struck them and they were born; then they became protectors of the adobe. They began building their village near the area where this material was found, and jealously guarded it. After living alone for a long time, with only a few other strange

creatures as company, one day bigger creatures similar to them came to the big isle. The Aluxes always observed what they did from distance. They also saw some beast-creatures landing on the isle, and fought those creatures. After days of battle, they heard a horn and after that they heard thunder, the land trembled, and a big coatl came down a mountain and went to the big isle.

Some months after, a group of those creatures arrived on their isle and began to try to take their adobe. They were aggressively persuaded to move away from that isle. But still in the distance they saw these creatures grew more and more. Some time later, one of them came to the isle and brought some gifts; he told them he was Chajip and stayed near the Aluxes' village trying to teach and learn from them.

Chajip was smart and learned their language. He told them that his people wanted to respect their territories. They wanted to send someone back with him to learn about the Thenekos. So they accepted and after two years they were trading in peace. The Aluxes knew the Chenekes very well, and offered help to meet their king.

The Thenekos invited the Aluxes to be part of the Council of the Nahuas and a trading route was established between them. The Aluxes traded adobe mud, mushrooms, ram meat and coatl (winged serpents) meat, feather and leather. They received in exchange milk products, copper tools and some weapons. The Thenekos sent people to teach them how to do mudbricks.

Aluxes are not warlike creatures but tend to be annoying when they try to persuade enemies to leave. If they have to fight, they prefer to use guerrilla tactics. Since they are fairy people, they can become invisible and attack at distance with strategy. They will never attack using hand to hand combat. They prefer to use ranged weapons and run to hide. They mostly use blowguns with poisoned (coatl venom) needles, but can also use slings and javelins.

Their military force consists of only 120 Aluxes trained on guerrilla tactics. When there is a potential risk, they can call 100 more unskilled Aluxes.

As fairies they do not worship any god but they respect the great coatl that lives in the isle.

The majoy challenge for the Aluxes are the coatsl or winged serpents. They have several nesting places around the isle. They don't like to be disturbed and will attack anyone coming too close. But the coatsl produce very good products for trading.

Personalities of Ojbayal Isle

JAGUAR CLAN NAHUA PADHUM

He is the strongest of the Nahuas having the spirit of the jaguar. He is also very religious but in his village it is common to worship both Quetzalcoatl and Mother Terra - the latter has more followers though. He is a mediator leader who always tries to solve things, trying not to affect negatively anyone. From time to time, he likes to travel the isle in his animal form, which makes him feel free. Being Nahua of the only Theneko

village outside the Paktha Isle, Padhum is always keeping an eye on his people's needs, especially food. He has a very good relationship with Lonpy, the Aluxes' king, and they spend time together exchanging stories. Usually they travel together when they go to attend the Council of the Nahuas.

Padhum doesn't like to use any armor or weapon during combat. He prefers to attack in his man-beast form. He is a 15th-level Nahua and his stats are Str 16, Int 13, Wis 14, Dex 10, Con 13, and Cha 11. He is 40 years old.

KING LONPY

Lonpy is in charge of the Aluxes kingdom. He is very funny and likes the good life, especially eating. He likes to sit watching sunsets by the light of a campfire and tell stories. Lately he has found very good company in Padhum who also likes to tell stories of his people. Lonpy likes to hunt coatsl since he considers these creatures to be a great challenge, but at the same time he tries to protect them in such a way that their population on the isle does not decrease.

Lonpy organizes all the community's tasks and supervises the extraction of the adobe. There are three major places where the Aluxes dig for adobe, but the isle is well known to have plenty more places. He is planning on building a second village to start processing adobe in another part of the isle.

Creatures of Ojbayal Isle

COATL

AC: 6
 Hit Dice: 1* (young), 2* (mature) or 3* (old)
 Move: 30' (10') / Flying: 120' (40')
 Attacks: 1 bite or spit
 Damage: 1d4+poison or spit (blindness)
 No. Appearing: 1d10 (for each 4 coatls one mature is present, for each 8 one old is present)
 Save as: F1 (young), F2 (mature), F3 (old)
 Morale: 10
 Treasure: Nil
 Intelligence: 3
 Alignment: Chaotic
 XP Value: 13 (young), 35 (mature), 50 (old)
Monster Type: Monster (Rare).

Coatls are winged feathered serpents that like to live in the rocky caves of Ojbayal Isle. The color of their feathers can vary from different combined tones of green, red, and blue. They are sociable with their species and it is common to have several coatls living together in a lair. They hatch eggs and become very aggressive when protecting them.

Coatls are territorial and will try first to scare anything coming near their lair, but if they fail they will attack. They attack by biting their opponent and if they succeed, a venom is injected in the target. After being bitten, the victim must save vs poison or receive an extra 2d8 points of damage; if the save is successful, the victim only receives half damage. If the poison isn't neutralized (with the saving throw) it will continue to have effect, causing an additional 1d4 damage each subsequent round for 1d6 rounds.

Coatls also have a second attack which consists in spitting venom at their victims' eyes; a successful hit will force the target to save vs poison: if the save fails, the victim will be blinded for 1d4 rounds.

Coatls don't have treasures in the lair but the feathers, the venom, and their leathery skin have high value. Only a mature coatl's skin can be used to produce leather. Young coatls' skin is too weak to endure the leathermaking process, while old coatls' skin is too rough to work with. Some Aluxes have managed to tame coatl pets. To tame a coatl as a pet, one must snatch a coatl egg before it hatches, and be the first creature the newborn coatl sees. The coatl will protect its owner by instinct, and can be trained to perform simple tasks such as bringing objects back to the owner, but can't be trained for combat.

Terrain: Cavern, Hill, Mountain.



A Coatl

GARGANTUAN FEATHERED SERPENT

AC: -4
 Hit Dice: 30* (195 hp) (L)
 Move: 150' (50') / Flying: 360' (120')
 Attacks: 1 bite or tail
 Damage: 3d10+4 or 1d10+4
 No. appearing: 1 (Unique)
 Save as: F36
 Morale: 10
 Treasure: Nil
 Intelligence: 12
 Alignment: Neutral
 XP Value: 9,000
Monster Type: Monster (Very Rare).

The Great Coatl - as the Aluxes refer to it - is a unique magical creature created by Quetzalcoatl. In many ways it is like a dragon. It is 22 feet long and the color of its feathers varies from different tones of green, blue, and red. Its snake head has two large fangs which it uses to attack, and it also uses its tail to inflict damage. It can move both on water and land, but moves faster by flying. It has a dragonlike, cloud-shaped breath weapon (size 50'x50'x30') of toxic venom doing damage equal to its current hit points, half that if a victim saves vs dragon breath successfully; the creature can use its breath weapon three times per day.

After creating such a powerful creature, Quetzalcoatl put it in a full hibernation trance. This creature can only be awakened by the Horn of Quetzalcoatl. It's a powerful creature but it is not immortal, and it can't leave the isles area. It just follows the command of the supreme commander, and after the task is done it returns back to its cave and hibernates again. It does not

possess any treasure and has no intention of having any.

The weakness of this creature is that it is normally hibernating, so whoever find its lair can take advantage of this to kill the creature. If asleep, it will take 1d6 round until he fully wakes and can attack back. However the creature's lair is hidden in a maze of caves that stretch all around Ojbayal Isle.

Terrain: Cavern (Ojbayal Isle only).

TSIPIL ISLE

Population: 201
Area: 156 square miles

Tsipil is the smallest of the three isles. This isle is the one that has the most difficult conditions to live. Almost all of its surface is mountainous (Tsipil Mountains), and you have to climb a lot to find some water. On the other hand the waters around this isle are good for fishing. Except for the orcs and the mountain giant that live here, you can only find nests of birds that migrate here for the breeding season and stay until the hatchlings are strong enough to fly on their own. The orcs came to this isle long before the Thenekos arrived. They were expelled from the other isles and found this one uninhabited, or so they thought. After some time, they realized that in the highest slopes of the mountains lived a big creature - they called him Pulik - who was very crabby. They

learned that getting close to him only meant that he threw big stones at them. So they learned to avoid that area.

The Olom Orcs

The orcs came to these isles before the Thenekos came to live on them. At first, they got to the isle of Paktha, but they were expelled by the Chenekes; then they tried to stay in Ojbayal, but their luck was the same with the Aluxes. So they ended up on the smaller isle, Tsipil, where they established Olom village. For a long time they lived with what the isle could give them, which really was not much. Fishing was their main activity and during the breeding seasons they collected eggs from the birds that were nesting.

The isle was very small, so there was always conflict between the orc clans for territory; this forced the orcs to migrate and search



1 Hex = 4.25 Miles

for new lands. For that reason the orc population never increased, and once some orcs left, they were no longer allowed to come back.

With time, they learned that men came to the other isles. That there had even been a war against the beast-men that had ended with a great roar from the sky and with a very strange tremor in the earth. But as these things didn't affect them, they didn't worry. And so the Olom orcs lived with ease and happily, only worrying about what their next meal was to be.

Fifty years ago, the orcs saw a fleet of ships approaching their isle, and before they could do anything they were enslaved by humans. These humans were different from those who inhabited the other isles; and from the orc village these humans went to fight against the inhabitants of the other isles as well. After two years of slavery, a great roar was heard in the sky and the earth trembled. Within a few months, a large group of humans, Aluxes and Chenekes freed the orc village and expelled the other humans from the isles. The orc leader, Terdam, decided to join the victors knowing it was going to be beneficial. The humans showed great interest in the stones of Tsipil island and began to trade with the orcs. The only problem was that the best stones were located in the highest slopes of the isle. So, using their "great" intelligence, the orcs decided to harass the giant in order to have him throw down the stones, among which they could collect the finest ones. One day the orcs left the giant some food to see how he would have reacted, and eventually an unspoken pact of trading food for stones was agreed upon, and it lasts to this day. Of course,

occasionally some orcs still die during these "exchanges".

The other humans (the Texeirans) left tools to build weapons and the Thenekos taught the orcs to use them; they became very good at it. A group of pigs was left behind by the Texeirans, and they learned to raise them successfully. The orcs' main trade goods are stone, copper weapons, fishes, pig meat, and - at the right time - bird eggs and feathers.

Personalities of Tsipil Isle

TERDAM

Terdam is a dark-yellowish, fat orc that is regarded as the orcs' leader. After War with Texeira, no one wanted to be the leader of Olom village; he was persuaded by other orcs, telling him that if he was to be the leader they would give him more food and nobody could object him anything. Terdam accepted, but soon he realized that being leader was a lot of work; he started looking for someone else to pass leadership to, but nobody wanted it. Chajip spent time learning to speak his language, and then began to advise Terdam on how to use the political power that his people had given to him. From then on, he began to better organize the village and to concentrate the village's production efforts toward toward what could be traded with other isles. Chajip sent him a teacher so that he could instruct his people in using arms. Little by little Terdam earned the respect of the other orcs and now he is really in control everything regarding the orcs.

PULIK

Pulik is a very lonely mountain giant. His kind lived in this isle for many years. Pulik's family got sick from a strange disease, and died when he was young. He learned to survive alone. He knew he had to protect his lands from the little ugly creatures that lived by the beach. So each time they came too close he scared them away by throwing stones. But for him that was also the only situation which could ease his loneliness. Pulik always longed to see those creatures every day. One day the creatures left him food, and that continued every subsequent day. Pulik understood that they wanted stones, and were leaving food in exchange. Pulik still does not want to have direct contact with those creatures, but he has gradually grown fond of them, and now would be willing to defend them if they were endangered.

Creatures of Tsipil Isle

THE WEEPING WOMAN

It is told that, before War with Texeira, one day the Olom orcs realized that a family of humans had built a house on their isle. They got so upset at it that one night went out to kill those humans. The desperate human mother watched as her husband was killed and her two sons drowned by the beach. She asked Quetzalcoatl to allow her to have revenge for the whole eternity, then threw herself off a cliff, crying and screaming for the death of her children. From then on the orcs hear the horrible cries of a woman at night. It is said that whoever hears these wailings is found dead in the next day. The Weeping Woman is always around the area where the human house was. After several deaths, the orcs don't go to that place anymore. This creature is now no other than a very vengeful banshee; if any living creature passes near her haunt, she will attack - regardless of whether trespassers are on a boat, ship or on land.

**Mystaran Almanac
AC 1019**

...at the Vaults of Pandius
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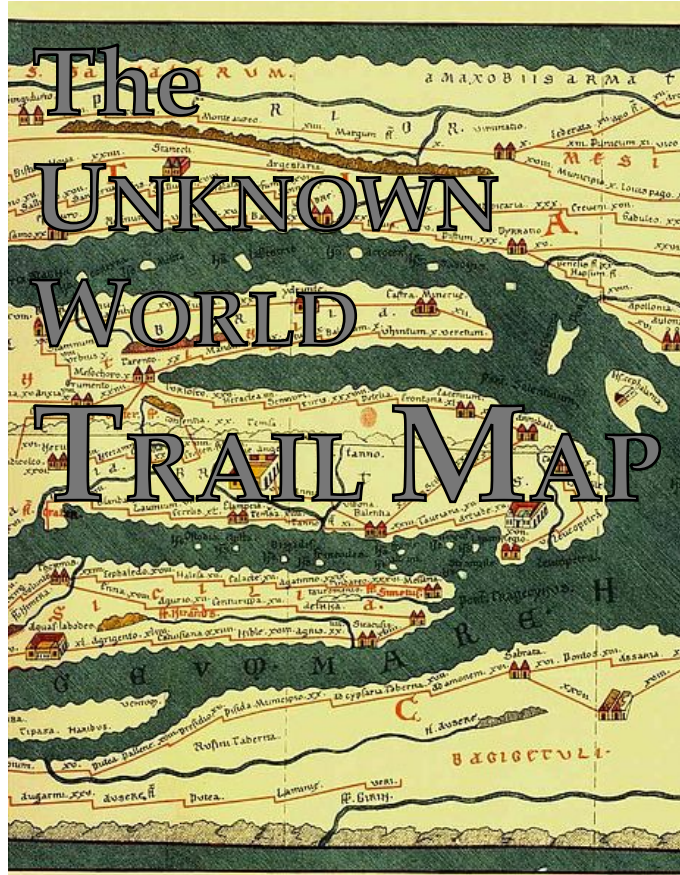
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Part V, The West: Atruaghin lands, Sind and Adri Varma

by Francesco Defferrari
(Sturm)

A guide to the wilderlands of the KNOWN World

This article follows previous installments detailing the south east of the Known World (Five Shires, Karameikos, Ierendi, Minrothad and Thyatis) in [Threshold issue #13](#), the Broken Lands and Shadowlands in [Threshold issue #14](#), the central nations (Darokin, Alfheim, Glantri and Ethengar) in [Threshold issue #15](#), and the eastern nations (Ylaruam, Rockhome and the Northern Reaches) in [Threshold issue #16](#), to be completed with the north in Threshold issue #19. See the introduction of the first article of this series for a full explanation of the population maps and the purpose of these articles.

KNOWN World Populations

Yellow:

“Civilized” lands, high human (or halfling) density, average 75 humans (or halflings) per square mile.

Orange:

Borderlands, low human or halfling population, average 25 people per square mile. May contain other races also, average 2.5 people per square mile.

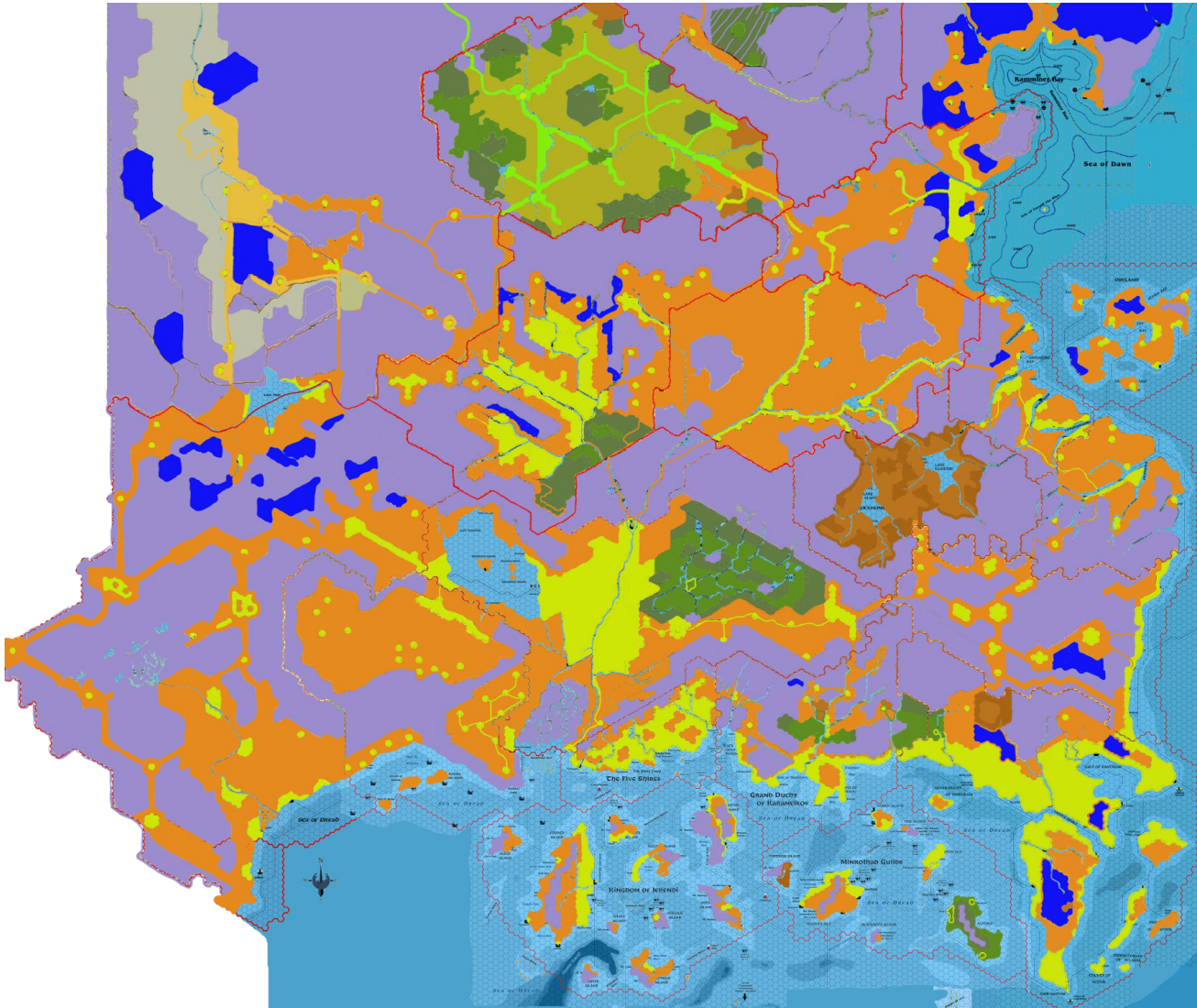
Purple:













Humanoids, giants and others, average 25 per square mile. May also contain small number of humans, average 1.2 per square miles.

Green:

Elves, average 20 per square mile. May also contain small numbers of fairies, average 2.5 per square mile.

Map of KNOWN World Populations



 Civilized (humans or halflings)	 Elves, borderlands	 Lupins	 Wendar, humans and elves
 BORDERLANDS (humans or halflings)	 DWARVES, civilized	 Abri VARMA, humans and others	 Wendar, borderlands
 Wilderlands (various creatures)	 DWARVES, borderlands	 Abri VARMA, oghriz	
 Elves, civilized			

Dark green:

Elven borderlands, average 10 elves per square miles. Should also contain fairies, average 10 per square mile.

Brown:

Dwarves and/or gnomes, average 70 per square miles. Each hex should be inhabited by 4,000-5,000 dwarves with very low numbers of other creatures, if any.

Dark Brown:

Dwarven borderlands, average 15 per square miles. Should contain also humanoid and other races, average 15 per square mile.

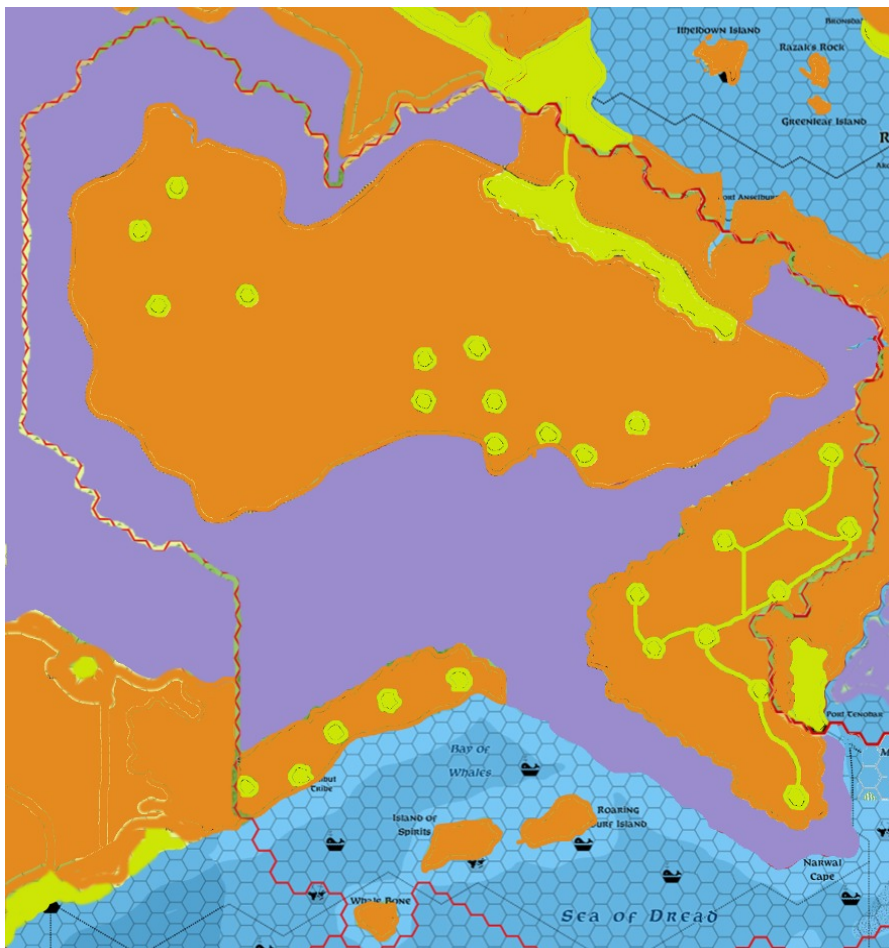
Blue:

Lupins or Rakasta, average 40 per square mile.

ATRUAGHIN LANDS

Populations and density

In the Atruaghin lands, I have marked only towns and cities of the clans as **settled territory**, meaning they are regions inhabited only by humans. In the yellow hexes there are about 75 people per square mile with a total population of 350,000 people. Some of these people will be roaming the wilderlands most of the year, given the nomadic life of most clans.



Atruaghin lands population map

The **borderlands** in orange are about 560 hexes and should have a very low human density, about 10 per square mile, and 10 members of other races, like centaurs, lupins, fairies and wood imps, ents, harpies, orcs and other humanoids, werecreatures, lizardmen and troglodytes, meaning about 350,000 human inhabitants and 350,000 of other races.

The **wilderlands** in purple, numbering about 470 hexes, should have about 25 inhabitants of other races per square mile and about 1 human, meaning about 750,000 inhabitants of various races, mostly red orcs and other humanoids, fairies and centaurs, lizardmen and troglodytes, and 30,000 humans.

The territory should be able to support about 1,000 dragons. My estimation of the population of the land is 730,000 humans, 300,000 red orcs, 150,000 other humanoids, 50,000 lupins, 50,000 centaurs, 50,000 other fairies, 150,000 lizardmen and 150,000 troglodytes, 200,000 other creatures which could include werecreatures, geonids, rockmen, gyerians, turtles, crabmen, brutemen, chameleon men, frogfolk, caymen or any other race the DM could find appropriate. Canon products in fact have little or no information about other people which could live in the Atruaghin lands, and only red orcs, centaurs and werecreatures are mentioned. Note also that the total square miles given in canon product, less than 50,000, is clearly wrong. Looking at the 8 miles per hex canon map, the total area is more like 70,000 square miles. The population estimated in canon products is 231,000 human inhabitants, while Simone

Neri in his "*Demografia Mystariana*"¹ estimated about 280,000 inhabitants, mostly humans with some small minorities of other races. As explained in the previous articles of this series, I prefer to assume a much higher population density, particularly for non-human races.

I - The Wilderlands of the Atruaghin lands



Horse clan riders in the plains

"We beat the red orcs in the past many times. They imitate our customs because they admire us as warriors. They have become less cowards fighting us. We will beat them again many times in the moons to come. They will become better warriors to fight"

- *Cetanwakuwa (Hunting Hawk), warrior of the Salmon Tribe*

Area: 320 x 28 miles, or 8,960 square miles.
Days to cross²: 3 days traversing the region or

¹ Available [in the Vaults of Pandius](#) in Italian only, but part of it was updated and translated into English in [Threshold issue #1](#) and [Threshold issue #3](#).

² By foot with light encumbrance. However as this refers to difficult wilderlands, often without trails, the movement rate on horses should not be much different. Note also that the chance of getting lost in these areas,



View of the Orclands hills

In TM2 The Eastern Countries Trail Map, a King Hutapanca is mentioned. He could be a King of the Tiger clan, which is however named as Naravipa Dagger Tooth in the Poor Wizard's Almanac.

In Fan productions:

- The [replica map of Atruaghin lands](#) by Thorfinn Tait is available in The Vaults, and also contains explanations on the canon names encountered in the map.
- ["The Monstrous Atlas: The Atruaghin clans"](#) by Sheldon Morris is available in The Vaults
- [Fan Almanacs from AC 1014 to 1019](#) in the Vaults of Pandius include descriptions of Atruaghin and events, with the ascent of Eelsha Spider's Kiss to High Priestess of the Tiger Clan and their raids on Darokin in 1014 AC. A humanoid invasion and a surrender of the Tiger Clan to Darokinian and other clans' forces in 1015 AC. A successful rebellion against the Church of Atzanteotl among the Tiger Clan in 1019 AC, and a Darokinian gold rush in the territory of the Bear Clan, with war brewing.
- Long Runners, Royal Basset Hounds, Mongrels and Shag Head lupins from *Dragon Magazine* #237 are indicated as present in

the Atruaghin lands by Simone Neri. According to Átila Pires dos Santos from Threshold Magazine issue #2's ["History of the Lupins"](#), the local breeds are the Shunka Warakin and the Urd and Grey Kobolds also live in the region.

- More fan developments and idea for the Atruaghin lands can be found in the section of the [Vaults of Pandius](#).

2 - Hills of Spirits

"The Spirits live in the hills, guarding us from the betrayers, the Children of the Tiger, and from the Easterners who would invade our lands. We know that because Spirits are our friends"

*- Hok'ee (High wolf),
shaman of the Mountain Goat Tribe*

Area: 140 x 24 miles, or 3,200 square miles.
 Days to cross: 3 days traversing the region or 10 days bordering the Plateau, normally it is possible to cover only 12 miles per day due to the difficult terrain.
 Intelligent inhabitants: probably up to 80,000 (gnolls, other humanoids, undead, fairies, hill giants, geonids, gremlins, harpies,



Bear clan village atop the Plateau

lizardmen, troglodytes, brutemen, werereatures and at least 50 dragons), with extensive underground areas.

In Canon products:

- In GAZ14: *"The Atruaghin Clans"*, or other canon products there is no information about this region, see above about canon information on the Atruaghin territories.

In Fan productions:

- See above

3 - Narwal Coast

"The Tigers fear the Turtles, as they should, because the coast is ours. We trade with the people of the east, we fish, we hunt the lord of the waves. We drown the Tigers who get too near to the waters, as Tigers cannot swim as good as us"

- *C'aak Hupal (Water moon), warrior of the Pelican Tribe*

Area: 185 x 20 miles, or 3,700 square miles.
 Days to cross: 2 days traversing the region or 20 days bordering the coast, normally it is possible to cover only 10 miles per day due to the difficult terrain.
 Intelligent inhabitants: probably up to 95,000 (kobolds, gnolls, other humanoids, hill giants, harpies, troglodytes, lizardmen, brutemen and at least 50 dragons), with extensive underground areas.

In Canon products:

- In GAZ14: *"The Atruaghin Clans"*, there is



Turtle clan canoe meeting visitors

no canon information about this region.

- Merrow and Kna are probably the most common inhabitants of the coast, or so it can be deduced from the map in PC3 The Sea People.

In Fan productions:

- See region 1 above

4 - The SINGING FOREST

"Men and women go into the Singing Forest and sometimes they return. They return with gifts, they return with curses. They return changed."

- *Ltsuq Tyee (Water chief), boat master of the Halibut Tribe*

Area: 160 x 80 miles, or 12,800 square miles.
 Days to cross: 10 days north - south or 20 days east - west, normally it is possible to cover only 8 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 350,000 (humanoids, faeries, gremlins,

harpies, lizardmen, troglodytes, brutemen and at least 200 dragons), with possible underground areas.



Elk clan family in the forest

In Canon products:

- In GAZ14: *“The Atruaghin Clans”*, this area is not described, only named as The Singing Forest on the map. The Palace of Atruaghin however is described in the Gazetteer as a connection between the Outer and the Hollow Worlds.
- In *“Who’s Who Among Dragons”* by Bruce Heard, published in *Dragon Magazine* #170 (and reproduced at the Vaults of Pandius), in the deep of the forest lies Atturamak, the realm dominated by Attura, a 16-HD green dragon.

In Fan productions:

- See region 1 above.

SIND AND JAIBUL

Populations and density

In Sind, I have marked as **settled** areas, in yellow, only the big cities and their immediate vicinities. There are only about 130 such hexes, but their density should be quite high, around 100 people per square mile, therefore containing 830,000 inhabitants. In Jaibul there are 12 hexes of high density, containing about 75,000 people.

The **borderlands** are extensive, about 700 hexes with a population of 1,125,000 humans and about 125,000 non-humans. In Jaibul there are about 85 hexes of wilderlands which should contain 135,000 human inhabitants and 15,000 non-human ones.

The **blue** regions in the north of Sind are those inhabited by lupins and rakasta, and should amount to about 350,000.

The **wilderlands** of Sind, depicted in purple, are immense. There are about 2,340 hexes of wilderlands which should contain 150,000 human inhabitants and 3,750,000 non-human inhabitants. Jaibul has 65 wilderland hexes for a non-human population of about 100,000 intelligent creatures.

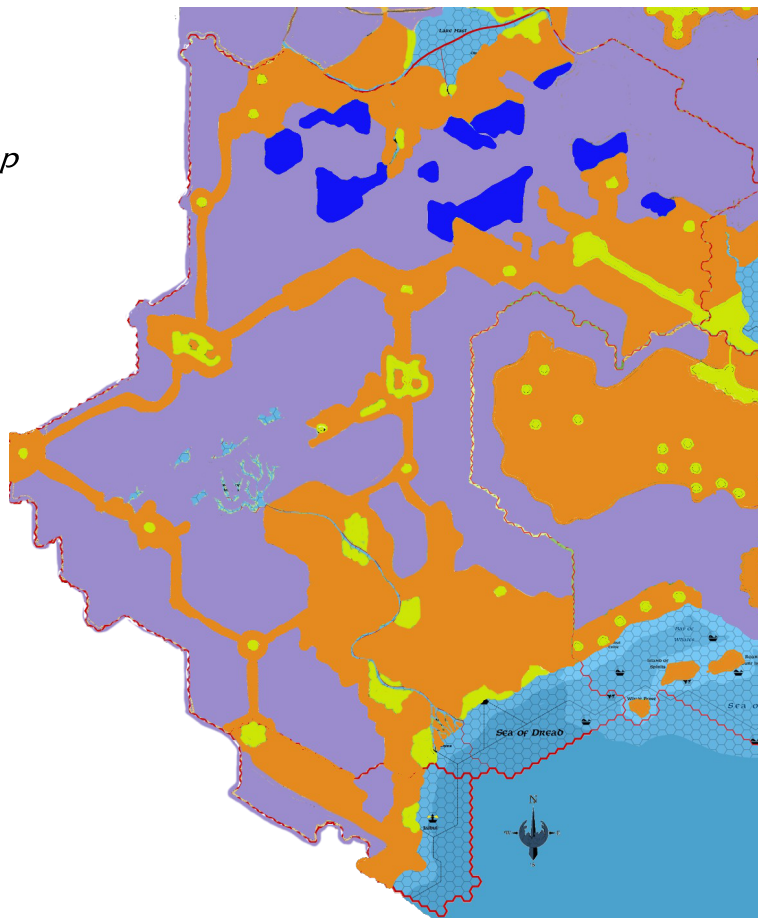
The territory of Sind and Jaibul should be able to support more than 3,000 dragons. My estimation of the total human population of the region of Sind and Jaibul is therefore 2,315,000 inhabitants, which is way higher than the 550,000 human inhabitants in Sind

(plus the same number of humanoids and minions of Hule) estimated in the *Poor Wizard's Almanac*. My estimation is not very far from the about 2 million human inhabitants in Sind and Jaibul estimated by Simone Neri in his *Demografia*.

Given the extension of the wilderlands and borderlands in the region my estimation of the non-human population, however, is way higher, reaching 4 million intelligent creatures. These creatures should be lupins and rakasta, gnolls, manscorpions, trolls, sphinxes, undead, efreet and djinns (mentioned in the *Poor Wizard's Almanac*) shapeshifters of various nature (mentioned in the History of Sind) bugbears, gnolls, ogres (mentioned in the settled lands in *X4*

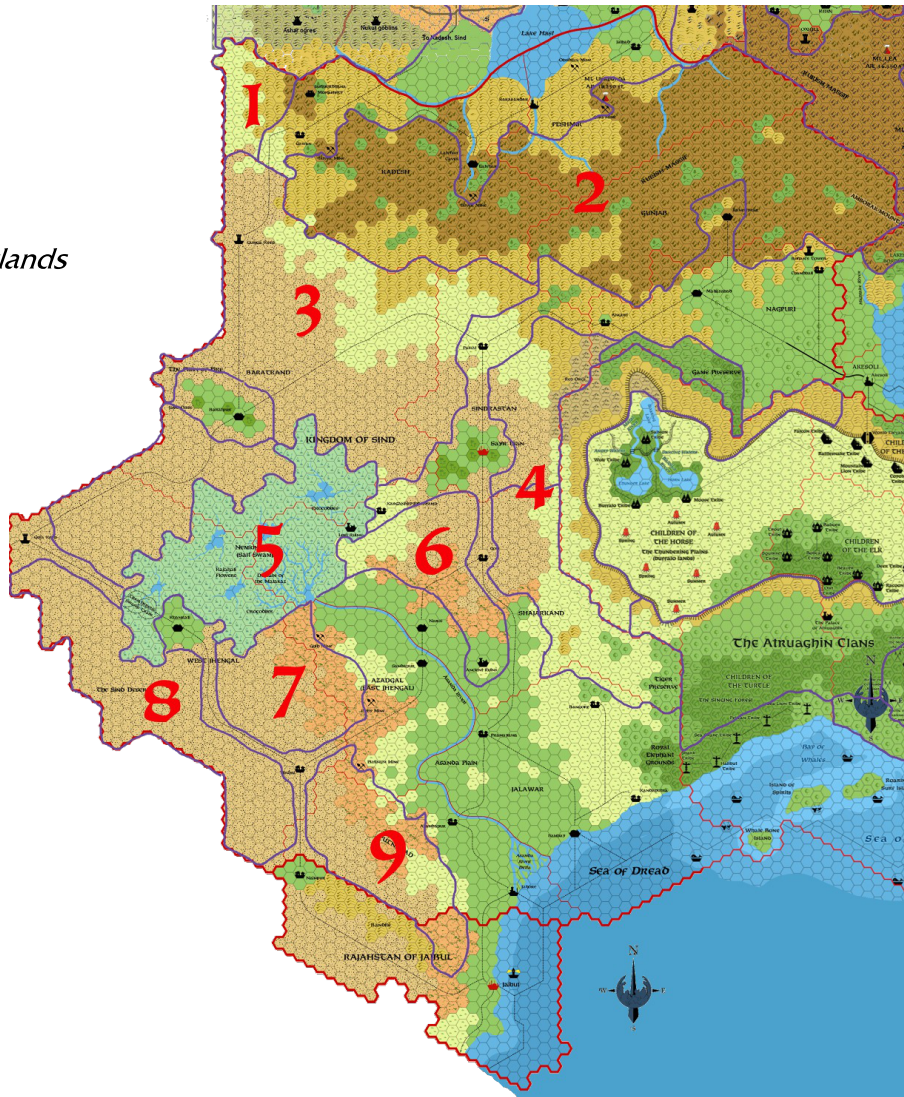
Master of the Desert Nomads) and also red and grey orcs, thouls, gargoyles (supposed by Simone Neri) adaptors, beholders, bhuts, faenare, geonids, giants, harpies, mujina, nagpa, pooka, sidhe, tabi, troglodytes, wercreatures (supposed by Sheldon Morris based on nearby lands and the encounters in modules *X4* and *X5*). The Explorer's Manual of *Champions of Mystara Boxed Set* mentions on page 18 Dylkes Sahib ("Mister Charming"), the legendary father of all crocodiles, living in the Salt Swamp. I imagined him in *Threshold* issue #9 as a huge black dragon with gatormen servants. Lizardmen, caymen, chameleon men and brutemen could also be present in Sind, as they are all creatures present in the B and X series of modules.

Sind population map





Sind Wilderlands



The Wilderlands of Sind

Area: 56 x 72 miles, or 4,000 square miles.

Days to cross: 4 days east - west or 5 days north - south, normally it is possible to cover only 12 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 100,000 (ogres, grey orcs, kobolds, gremlins, manscorpions and at least 50 dragons), with possible underground areas.

In Canon products:

- In the Explorer Manual from the "Champions of Mystara" boxed set, the

1 - Urduk Plain

"Kadesh claims this land, as Urduk nomads and Ogres do. Their claim however is more effective than the one made by our government."
*- Kamlesh Das,
 officer of the army of Kadesh*



mumlyket of Kadesh is briefly described on page 22.

- In the *“Poor Wizard’s Almanac”* Sind is briefly described, flora and fauna listed is animal herds (cattle), giant ants, bandits in the desert, basilisks, camels, cockatrices, djinn, red dragons, efreet, elephants, ghouls, gnolls, giant lizards, manscorpions, mummies, giant scorpions, shadows, sphinxes and trolls. In the time of 1010-1013 AC Sind is occupied by the force of the Master of Hule, but in the meantime the new religion of Gareth is rising, and rebels rise against the occupants.

- The first part of module X4: *“Master of the Desert Nomads”* is set in Sind invaded by the force of the Master of Hule (even if at the time Sind has not been developed yet as a nation and is not mentioned as such) from Pramayama to the Salt Swamp and the Sind desert.

In Fan productions:

- The [replica map of Sind](#) by Thorfinn Tait (stored in the Vaults of Pandius) also contains explanations on the canon names encountered in the map.

- [“The Monstrous Atlas: The Kingdom of Sind”](#) by Sheldon Morris is available in the Vaults

- [Fan Almanacs from AC 1014 to 1019](#) in the Vaults of Pandius include descriptions of Sind and events, with Sind freed from the Master’s forces between 1016 and 1017 AC and the independence of northern mumlykets.

- More [fan resources on Sind](#) can be found in in the Vaults of Pandius

**2 - Kurish Massif
(aka AMSORAK MOUNTAINS)**

“Sure the caravan road to Baratkand is much longer, at least 40 days to reach Sayr Ulan. If you take the southern road through the Kurish you could reach Sayr Ulan in 25 days. But you will have to cross the Kurish”

- *Kbusbnaseeb,
Latebar guard*

Area: 480 x 96 miles, or 46,000 square miles.
Days to cross: 100 days east - west or 20 days north - south, normally it is possible to cover only 5 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 1,200,000 (giants, ogres, grey orcs, red orcs, bugbears, kobolds, other humanoids, lupins, rakasta, gremlins, tabi, troglodytes, brutemen and at least 700 dragons), with extensive underground areas.



Sindian battle against humanoids

In Canon products:

- In the Explorer Manual of the *“Champions of Mystara”* boxed set, the mumlykets of

Kadesh, Peshmir and Gunjab are briefly described on page 20-23. In the boxed set the mountains are called Amsorak mountains, even if the map has Kurish Massif. Amsorak could be the Darokinian name, and Kurish the Sindhi one.

- In *Dragon Magazine* #247, the article "Rakasta of Mystara" by Bruce Heard mentions Mountain Rakasta in the Kurish Massif.

In Fan productions:

- See area 1 above

- In *Dragon Magazine* #237, the article "Lupins of the Mystara setting" introduces several breeds. Sind is not mentioned, but Simone Neri in his "Demografia Mystariana" supposes almost all the breed described for Glantri and the Savage Coast could also be present in Sind. Atila Pires dos Santos created the Senjabi as a Sindian breed in his article, "[Lupin Breeds](#)", at The Vaults, and in the "[Histoty of the Lupins](#)" article in *Threshold* magazine issue #2, where he also suggests some Urd kobolds could live in Sind as well as in Atruaghin lands. The Senjabi should inhabit mostly Peshmir and the northern mumlykets.

- In "[History And Evolution Of Rakastas](#)" by Simone Neri, rakasta and rakshasa inhabited Sind until their expulsion during the revolt against the shapeshifters. I assume however many still inhabit the northern mountains.

3 - The Desert of Baratkand

"Two major caravan roads cross the desert, with villages, oasis and caravanserai. Far from them however is a sparsely inhabited land claimed by humanoids, Urduk nomads and such. Better to stay away, if you ask me."

- *Abhijeet, Baratpur caravan guard*

Area: 175 x 175 miles, or 31,000 square miles.
Days to cross: 14 days east - west or north - south, normally it is possible to cover only 12 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 700,000 (ogres, grey orcs, gnolls, kobolds, humans, gremlins, nagpa, tabi, manscorpions and at least 400 dragons), with possible underground areas.



View of the desert

In Canon products:

- In the Explorer Manual of the "Champions of Mystara" boxed set, the mumlyket of Baratkand is briefly described on page 20. See also region 1 above.

In Fan productions:

- See area 1 above

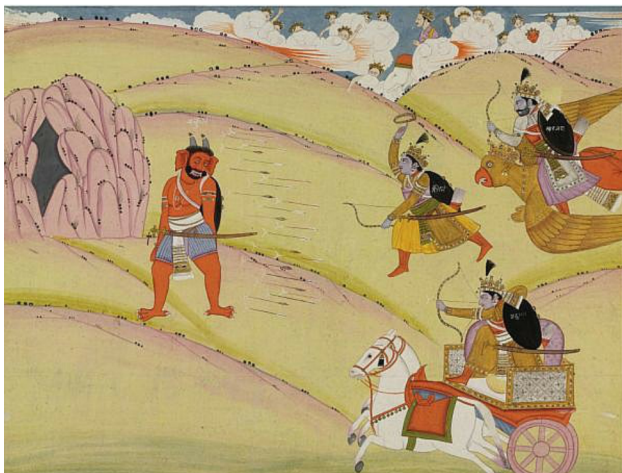
4 - The Eastern Wildlands

“The eastern wildlands have been left as game preserves for years by the maharajah of Nagpuri, Sindraestan and Shajarkand. That’s what the Himaya tell foreigners. The truth is most of this land belongs to the red orcs, and they often come out of it to hunt humans. Unless the maharajahs pay them well, of course.”

-Jitendra, Jadugerya (wizard) of Sayr Ulan

Area: 400 x 36 miles, or 15,000 square miles.
Days to cross: 3 days east - west or 30 days north - south, normally it is possible to cover only 12 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 350,000 (red orcs, gnolls, kobolds, geonids, brutemen, troglodytes, manscorpions and at least 200 dragons), with extensive underground areas.



Sindian warriors fighting a red orc

In Canon products:

- In the Explorer Manual of the “*Champions of Mystara*” boxed set, the mumlykets are briefly described on page 22-23. See also region 1 above.

In Fan productions:

- See region 1 of Sind and also region 1 of the Atruaghin lands above.

**5 - Nemkin Ylaka
(The Great Salt Swamp)**

“The swamp has lost ruins, monsters, crocodiles, prized flowers. A haven for adventurers and explorers, and also the tomb of many of them”

*- Radha, Rishiya (cleric)
of Parvati (Valerias) in Khamrati*

Area: 200 x 80 miles, or 16,000 square miles.
Days to cross: 50 days east - west or 20 days north - south, normally it is possible to cover only 4 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 400,000 (gatormen, lizardmen, caymen, troglodytes, frogfolk, kobolds and other humanoids, manscorpions and at least 250 dragons), with possible underground areas.

In Canon products:

- In the Explorer Manual from the “*Champions of Mystara*” boxed set, the mumlyket of West Jhengal and the swamp are briefly described on page 21-22, along with the rare Kajahali flower. Shajarkand is



View of the swamp

described on page 24 with the mention of the ruins of a lost city in the swamp near Kargani. See also region 1 above.

- On page 18 under Asin (Ambyrmt) is described a festival in the Salt Swamp dedicated to Dylkes Sahib ("Mister Charming"), the legendary father of all crocodiles. I imagined him in [Threshold issue #9](#) as a huge black dragon with gatormen servants.

- In module X4: "*Master of the Desert Nomads*" there is an encounter with a mysterious magical entity living in the swamp, the Malakaz.

In Fan productions:

- See region 1 above.

6 - The Shajarkand Desert

"Outside the main road there are many dangers, including bandits and humanoids. Young Himayas have many chances to prove their worth in the wilds. Or die trying."

- Nirmal, Himaya (warrior) in Naral

Area: 130 x 64 miles, or 8,300 square miles.
Days to cross: 2-8 days east - west or 10 days north - south, normally it is possible to cover only 12 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 200,000 (gnolls, kobolds and other humanoids, humans, sis'thik, manscorpions and at least 120 dragons), with possible underground areas.



Ruins in Shakarkand

In Canon products:

- In *Champions of Mystara's Explorer Manual* the mumlyket of Shajarkand is described on page 24 but no details are given about this area.

In Fan productions:

- See region 1 above. According to Thorf's map, Shajarkand has other ancient ruins in its territory, which could date back to the early years of Sindh or even to the ancient Azcan and Oltec empires from before the Great Rain of Fire.

7 - The Jhengal Desert

“Humans dig into the earth to find stones and gems, stealing from our land. They will soon regret it”

- *Vadash, chief of the Roaring Moon gnolls and kobolds tribe*

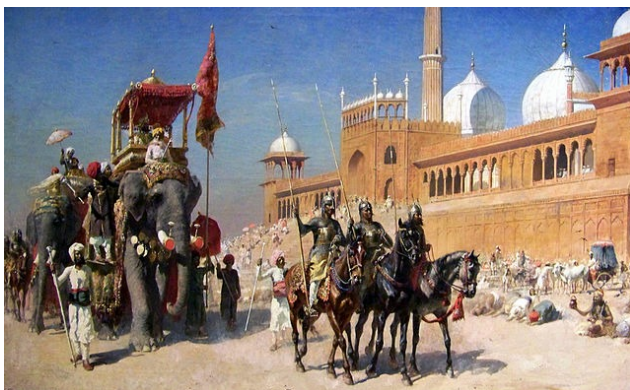
Area: 88 x 72 miles, or 6,340 square miles.
Days to cross: 6 days east - west or 7 days north - south, normally it is possible to cover only 12 miles per day due to the difficult terrain.
Intelligent inhabitants: probably up to 150,000 (gnolls, kobolds and other humanoids, humans, sis'thik, efreet, djinn, manscorpions and at least 100 dragons), with possible underground areas.

In Canon products:

- In the Explorer Manual from the “*Champions of Mystara*” boxed set, the mumlykets of Azadgal and West Jhengal are described on pages 19-22: the region is rich in precious minerals and contested.

In Fan productions:

- See region 1 above.



Maharaja's entourage

8 - The Sind Desert

“Beyond lies the vast desert, where people live, some enemies some allies. Some will be blessed by Himayeti, some will be destroyed by Aksyri³”

- *Sarika, Rishiya (cleric) of Hymayeti (Ixion) in Sindri*

Area: 290 x 40 miles, or 11,500 square miles.
Days to cross: 4 days east - west or 29 days north - south, normally it is possible to cover only 10 miles per day due to the difficult terrain.
Intelligent inhabitants: probably up to 200,000 (gnolls, kobolds and other humanoids, humans, sis'thik, efreet, djinn, desert ghosts, manscorpions and at least 150 dragons), with possible underground areas.

In Canon products:

- In the Explorer Manual from the “*Champions of Mystara*” boxed set, the mumlyket of West Jhengal is described on pages 21-22: the region is subject to raids from Urduk nomads and humanoids.

In Fan productions:

- See region 1 above.

³ The destructive aspect of Ixion in “*Champions of Mystara*” boxed set, page 15 of the Explorer's manual.

9 - The Desert of Putnabad and Jaibul

“Many people inhabit the desert and the hills. All have some power, and some have powerful magic. If we are able to unite them, the Black Rajah will fall and freedom will return in Jaibul”

- *Timingila Uma, former Risbiya and leader of the resistance in Jaibul*

Area: 180 x 50 miles, or 9,000 square miles.
Days to cross: 4 days east - west or 15 days north - south, normally it is possible to cover only 12 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 200,000 (gnolls, kobolds and other humanoids, humans, sis'thik, efreet, djinn, manscorpions and at least 130 dragons), with possible underground areas.

In Canon products:

- In the Explorer Manual from the “*Champions of Mystara*” boxed set, the mumlyket of Putnabad and the ryaset of Jaibul are described on pages 23-24: the border is inhabited also by rebels who fight against the Black Rajah of Jaibul, who constantly plots to take over Putnabad, as described in *Voyages of the Princess Ark* (and on pages 5-9 of the Heroes of the Princess Ark book from “*Champions of Mystara*”).

In Fan productions:

- See region 1 above.

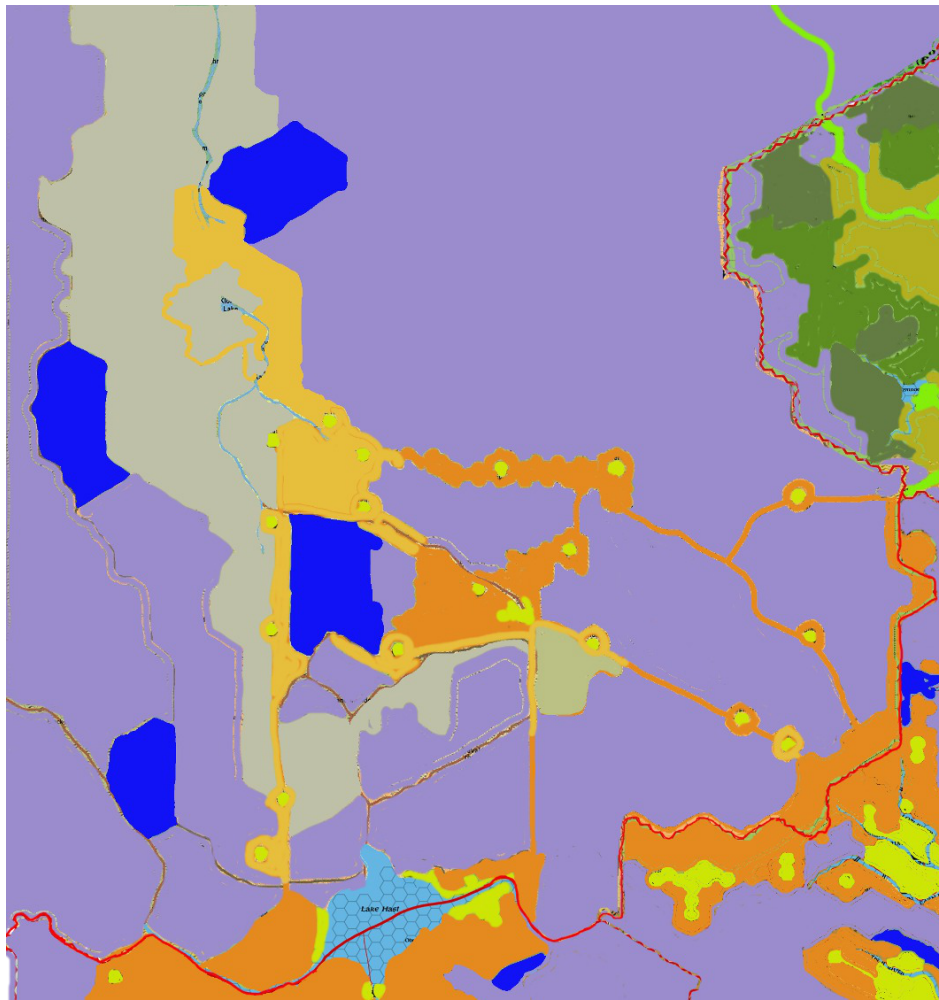
ADRI VARMA

Populations and density

Foreword: About Gulluvia and the Adri Varma Plateau

Gulluvia was introduced in the first edition of the module B3: “*Palace of the Silver Princess*” (orange cover) where the disappeared city of Haven was placed in the Adri Varma plateau northwest of Glantri. Later the module was moved to Karameikos in the (green cover) later edition and both Gulluvia and the Adri Varma plateau were basically ignored by later canon products (except for a brief mention in the Dragonlord trilogy, set in 500 AC, about the Overlord’s army amassing in the unnamed territory north west of Glantri⁴). The Mystara fan community however filled the void and now there are a lot of resources about the Adri Varma plateau, listed below, and also a Gazetteer in Italian by Omnibus (Roberto Roma), with an [English translation](#) by Gary Davies available in the Vaults of Pandius, which compiles and expand the available fan resources. The Adri Varma plateau is also inhabited by unique races, such as the oghriz (mixed Neathar/Oltec humans, orcs and ogres), the stolari (cactus men), the ungolwaith or sandfolk (four armed humanoids introduced in the module DA3: “*City of the Gods*”) and the ubue (humanoids with three heads, arms and legs which appear in the original edition of module B3).

⁴ See also “[Dragonlord Chronicles - Detailed Summaries](#)” by David Keyser



Adri Varma population map

In Adri Varma, I have marked as civilized in **yellow** only the human communities of Gulluvia and the town nearest to Glantri and Sind. There are about 30 such hexes with should have a relative high density (over 100 people per square mile) and a total population of 200,000, mostly humans with some humanoids and oghriz. I have marked in **orange** (as borderlands) the rest of the territory more or less controlled by Gulluvia. There are about 105 such hexes for a population of about 170,000 people mostly humans with some humanoids and oghriz. The **light orange** hexes are instead inhabited by oghriz, humanoids and humans, in

roughly the same proportion with a majority of humans in the south and oghriz in the north. A few humanoids are integrated in the human or oghriz society, while some are hostile to both. There are about 185 such hexes for a population of 300,000 inhabitants.

The hexes in **grey** are those inhabited mostly by oghriz with minorities of humans and humanoids. The area of Sol-Klor, the oghriz city, should have a density of more than 100 people per square mile. It is about 35 hexes wide and should have 230,000 inhabitants. The rest of the grey hexes are inhabited by

nomadic oghriz and have therefore a much lower density, containing about 400,000 inhabitants in 300 hexes.

The **blue** hexes are inhabited by lupins and rakasta. There are about 230 such hexes which should support a population of about 500,000 inhabitants.

Last, the true wilderlands of the plateau, in **purple**, cover most of its territory, 3,000 hexes with a density of about 20 people per square miles and 3,750,000 inhabitants, mostly sandfolk, stolari, manscorpions, ubue, giants, ogres, orcs, trolls, hobgoblins, goblins, kobolds, bugbears, troglodytes, brutemen, lizardmen, geonids, faerie, faenare, werereatures and frogfolk.

An estimation of the different people inhabiting the plateau could be of 450,000 humans, 700,000 oghriz, 250,000 lupins, 250,000 rakasta, 500,000 sandfolk, 500,000 stolari, 300,000 orcs, 200,000 ogres, 200,000 hobgoblins, 200,000 goblins, 200,000 bugbears, 200,000 kobolds, 200,000 manscorpions, 200,000 ubue, 200,000 brutemen, 200,000 troglodytes, 100,000 lizardmen, 100,000 trolls, 100,000 frogfolk, 100,000 geonids, 100,000 fairies, including centaurs, 100,000 giants, 100,000 faenare, 100,000 werereatures, undead and other intelligent races. The plateau should also be able to support 3,500 dragons.

The Wilderlands of Adri Varma

I - Northern Wasteland

“Lots of different people inhabit this region. Some can be partners in trade, some can be reasoned with, some must be bribed, some could be scared away, others must be fought. But if you do not have someone with you who knows which is which, you are dead”

- *Pyrin, dwarf trader living in Thorold*

Area: 305 x 210 miles, or 64,000 square miles.
Days to cross⁵: 25 days north - south or 18 days east - west, normally it is possible to cover only 12 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 1,280,000 (oghriz, orcs, ogres, hobgoblins, giants, other humanoids, lupins, sandfolk, stolari, ubue, brutemen and at least 1,000 dragons), with extensive underground areas.



Northern desert with snow

⁵ By foot with light encumbrance. However as this refers to difficult wilderlands, often without trails, the movement rate on horses should not be much different. Note also that the chances of getting lost in these areas, unless the PCs have a good map or a good guide, should be very high, so the actual travel time could easily double.



Adri Varma Wilderlands

In Canon products:

- This region is not described in the original module B3: *“Palace of the Silver Princess”*

In Fan productions:

- All the available resources on the Adri Varma Plateau are available at [the Vaults of Pandius](#)
- Sheldon Morris’ *“Monstrous Atlas”* lists, as

intelligent inhabitants of the Plateau, brownies, dragons, dwarves, geonids, giants, hobgoblins, leprechauns, lupins, manscorpions (scorpionfolk), nappa, neanderthals (brutemen), ogres, orcs, rakasta, sidhe, thouls, ubue. Other intelligent beings which should inhabit the plateau are oghriz, sandfolk and stolari (from other fan resources), centaurs, kobolds (as they appear in the original B3), and possibly chameleon men, caymen, other fairies, gargoyles,

gyerians, hivebrood, other humanoids, lizard men, troglodytes, werereatures and any other creature mentioned in adventures and modules set in the Known World.

- In my [8 miles per hex map of the Plateau](#), I placed in this region mostly humanoids, lupins, brutemen, giants and sandfolk.

2 - Adri Varma Hills

“The gateway to the vastness of Brun is a dangerous realm inhabited by giants, humanoids, lupins, rakasta and manscorpions. Beyond there is Grouzhina, Kyurdukstan, the Borean valley and much more, if you can reach them”

- *V'stor, half oghriz warrior of Desb*

Area: 560 x 40-160 miles, or 56,000 square miles.

Days to cross: 70 days north - south or 5-20 days east - west, normally it is possible to cover only 8 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 1,120,000 (hobgoblins, goblins, giants, lupins, rakasta, fairies, manscorpions and at least 700 dragons), with extensive underground areas.



Stream in the hills

In Canon products:

- This region is not described in the original B3 module

In Fan productions:

- See region 1 above.

- In my [8 miles per hex map of the Plateau](#), I placed in this region mostly humanoids, lupins, rakasta, fairies brutemen, giants and manscorpions.

3 - The Dark Wood and the Misty Swamp

“A cursed land it is, some say, with the restless dead. Others say it's a land inhabited by fairies and centaurs and prohibited to men and oghriz. Others say the hobgoblins rule there. Whatever the truth is, people fear the swamp and the woods with good reason”

- *Shiara, artisan in Thorold*

Area: 150 x 80 miles, or 12,000 square miles. Days to cross: 15 days north - south or 8 days east - west, normally it is possible to cover only 10 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 245,000 (hobgoblins, brutemen, fairies, centaurs lizardmen, troglodytes, caymen and at least 180 dragons), with extensive underground areas.

In Canon products:

- The Misty Swamp was described on page 4 of the original B3. Fans later expanded the

story about a mysterious evil wizard living in the area.

In Fan productions:

- See region 1 above, and in particular the article [“Atzri-Voca, Azcan Lich”](#) by Christopher Cherrington
- In my [8 miles per hex map of the Plateau](#), I placed in this region the Black Pyramid of Atzri-Voca, hobgoblins and fairies. The Ancient Palace marked on the map is the original location of Princess Argenta’s palace of Haven from module B3.

4 - The Thousand Caves

“We will soon take back the hills from the vermin which infest them above and below ground. They will submit again to the rule of Gulluvia or be destroyed”

- Lady D’bmis, Baroness of Gulluvia

Area: 120 x 40 miles, or 5,000 square miles.
Days to cross: 15 days north - south or 5 days east - west, normally it is possible to cover only 8 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 120,000 (humanoids, brutemen, troglodytes, manscorpions and at least 75 dragons), with very extensive underground areas.

In Canon products:

- This region was described on page 4 of the original B3 under Moorfowl mountains. The text says the former dwarven mines have been overrun by evil creatures.



Painting of humanoid and oghriza fighting

In Fan productions:

- See region 1 above.
- In my [8 miles per hex map of the Plateau](#), I placed in this region The Thousand Caves, an extensive underground network of former dwarven and gnomish mines, now mostly occupied by humanoids and troglodytes.

5 - Western Gulluvia

“Lady D’hmis thinks she can conquer us, or persuade us to join her puny barony. She is gravely mistaken. We will throw ubues and giants to her, or our own claws”

- Ka’eta, shaman and chief of the Aszen rakasta

Area: 120 x 80 miles, or 10,000 square miles.
Days to cross: 15 days north - south or 10 days east - west, normally it is possible to cover only 8 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 120,000 (rakasta, giants, ubue, humanoids and at least 150 dragons), with extensive underground areas.



Western Gulluvia in Spring

In Canon products:

- The village of Dead Mule was briefly described on page 4 of the original module B3, as a former peaceful town of miners occupied by Gulluvia soldiers.

In Fan productions:

- See region 1 above.
- In my [8 miles per hex map of the Plateau](#), I placed here the Aszen rakasta, ubue lairs and giants in the stronghold of Sand Thunders.

6 - The Red Waste of the South East

“A dangerous land it is, but caravans cross it every day, as trade in exotic goods, gems, rare metals, spices and monsters is important for Glantri and the rich Princes do not care at all about the many Gulluvian or Glantrian men lost in defence of the caravans”
- *Louis, soldier in the Fortress of Ylourgne*

Area: 400 x 160 miles, or 64,000 square miles.
Days to cross: 13 days north - south or 35

days east - west, normally it is possible to cover only 12 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 1,300,000 (rakasta, giants, ubue, humanoids and at least 1,000 dragons), with possible underground areas.



View of the Stolari desert

In Canon products:

- This region is not described on page 4 of the original B3, as the desert depicted on the Plateau in later canon maps is not present in the module. The town of Velders is briefly described as occupied by Gulluvia and subject to humanoid raids.

In Fan productions:

- See region 1 above.
- In my [8 miles per hex map of the Plateau](#), I placed here mostly the Ungolwaith (sandfolk), the stolari, ubue, manscorpions with some tribes of oghriz, ogres, orcs, kobolds and some human villages. (Velders is wrongly spelled Veldens on my map.




Dwarven Families

expanded

PART I

by Hausman Santos & Leandro Abrahão

AUTHORS' NOTES

This article includes expanded details of the dwarven families and additional information beyond what was reviewed in the last article "Updates to your Rockhome Campaign" - despite repeating family names, it includes a little more detail on minor families and presents diagrams such as genealogical charts, and family relations.

This article also counts on some additional contributions from Leandro Abrahão; a friend, enthusiast in Mystara (who has helped me a lot in the Mystara Brazilian group "*Mystara De Hausman*" on Facebook page here in Brazil) and player of my dwarf game group campaign since 2004. We both discussed the structure and meanings of each Heraldic symbol together, and Leandro was responsible for the execution of the graphic part of the Heraldry and Coat of Arms of the families and clans.



Dwarf on Rockhome lizard

Below is the structure of the article, each Rockhome clan in alphabetical order, followed by their larger and smaller families (with family tree diagrams) as well as additional details such as domains, allies, relationships, and coats of arms.

INTRODUCTION

Being large enough in dwarf numbers, Rockhome is the ancestral land of the Rockborn Dwarves. This means a complex and ordered structure of families and clans in their territory (not to mention the distant colonies founded by exploratory dwarves away from Rockhome).

Their main families make up the base structure of each clan; these families can count on more than 1000 members. We are talking about extended families here: usually several venerable dwarf family leaders, their senior children and the senior to whom they are married; their children; adopted children, fosterlings, apprentices from outside the family, etc.

Extended families are more politically active within the clan; and have the immediate support of the smaller families who accumulate a lot of members but have little influence of power (but hope to ascend socially through the vassalage to the main).

EXPANDING VILLAGES AND SETTLEMENTS IN ROCKHOME

This article takes into account the work of Robin¹ and Ignacio Ramos about other settlements in Rockhome in addition to those described in the official map of GAZ6: *"The Dwarves of Rockhome"*.

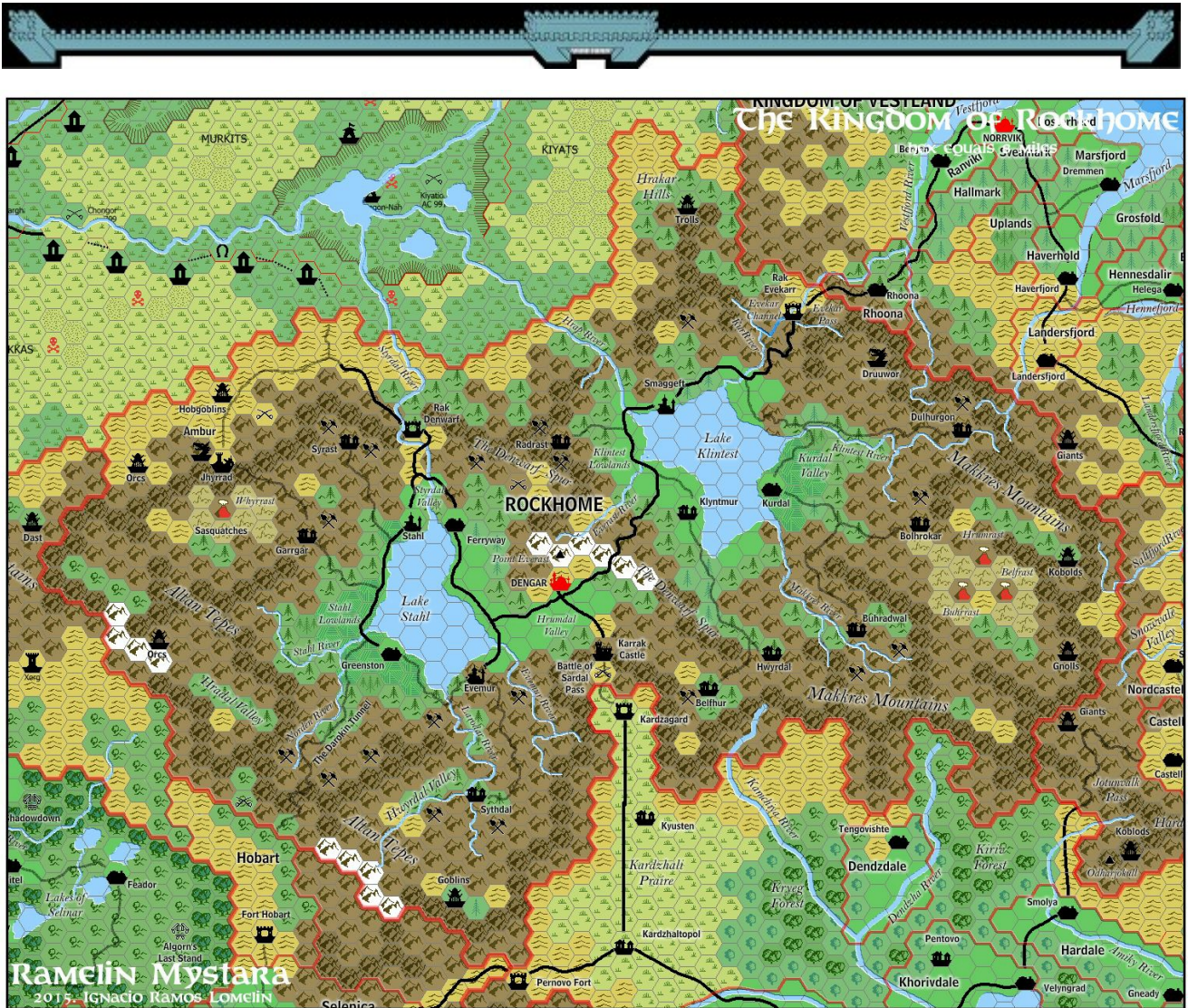
Below is an excerpt from Jose Ignacio Ramos' explanation of his opinion of Rockhome in his project *"Ramelin Mystara"*² :

"Rockhome lacks villages (it has almost as many settlements as Alfheim!). Moreover: Where are all the mines? These are Dwarves, for Kagyar's sake! I agree there are problems with the river bifurcations on the Klintest and Vestfjord rivers.

"Therefore, on this map: 1) I added some villages, 2) Added mines, 3) Separated the river Klintest from the Masfjord system, 4) Separated the Vestfjord river from the Rockhome system, renamed the new river "River Kur (black)" and in a very dwarven fashion linked the two rivers by an artificial channel and named it the 'Evekar Channel' 5) I added many geographical labels, using the Dwarven language set by Aaron Allston on

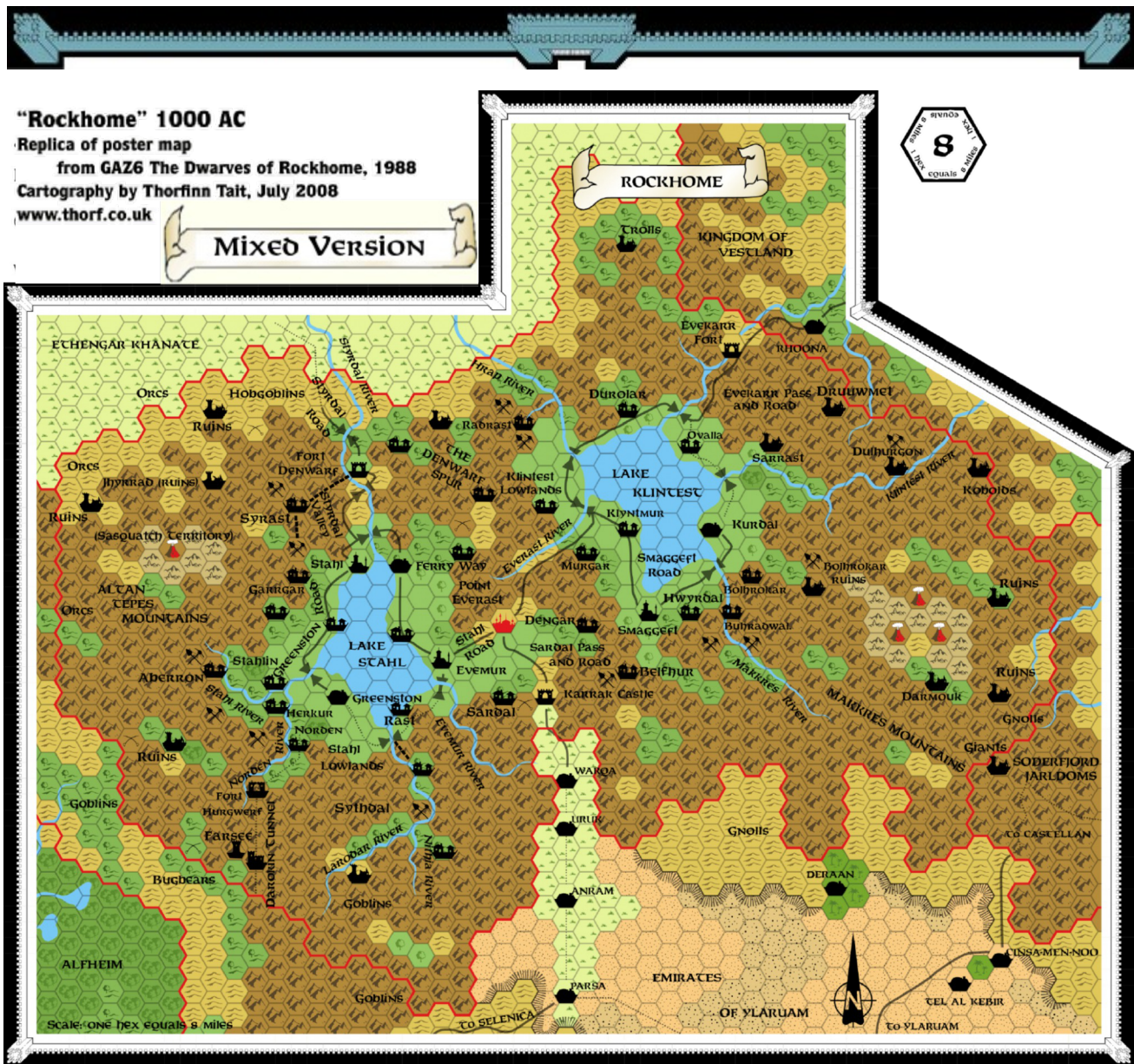
¹ For more information about this map, refer to ["Darokin Tunnel Map in 1 Mile Hexes"](#) by Robin at The Vaults of Pandius

² You can learn more by visiting either his [deviantart web page](#) or this [pinterest web page](#) or in ["Ramelin Mystara"](#) at the Vault of Pandius



GAZ6,6) I added tall mountains to make the realm a little more closed in, like two bowls around the lakes, 7) I added farmland around Greenston and Kurdal, as the text on GAZ6 explicitly tell us that these are extensively farmed regions.”

Having been adapted to the canon map of Rockhome (of the original Rockhome Gazetteer) what follows is an alternative proposal to the fanon that can unite the two ideas and versions (and the additional version from Sturm’s map - issue #16).



Wartime militia by Families: In times of need, confrontation, or battle campaigns, families can muster a considerable number of troops to defend their territory or pursue a campaign against the enemy; usually 1/4 to 1/3 of the dwarves in the family are brought together with quality and equipment varying

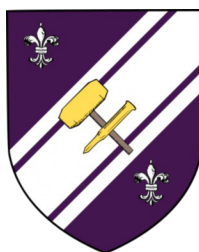
according to the financial resources arranged (treat the main militia unit or cohesion of family nobles as having the stats of a *Typical Village Squad* (CT Good / BR 116) and the other units that make up the militia as having stats of a *Wartime Militia Company* (CT Poor / BR 36)³.

³ These statistics are used based on the description "The Rockhome Military" From GAZ6: "The Dwarves of Rockhome".

Clans and Families

BUHRODAR

The Buhrodar follow in their policy of reconstruction and pacification of Rockhome after the intense years of conflicts. Between their support of the Everast, and encouragement of understanding between Torkrest and Wyrwarf, they also support the growth of Syrklis trading (under the guidance of Kagyar).



BUHRODAR

Personalities - *Koris* (Senator) daughter of Goris; *Doric* (Venerable); *Dorto* (Head) son of Doric; *Thoric* (Minister) son of Dorto;

Major Families: Buhrodar/ Dulrad (in Stahl)/ Blystats/Denwarfin / Blystat-hrodar/ Buhrast/ Buhrad.

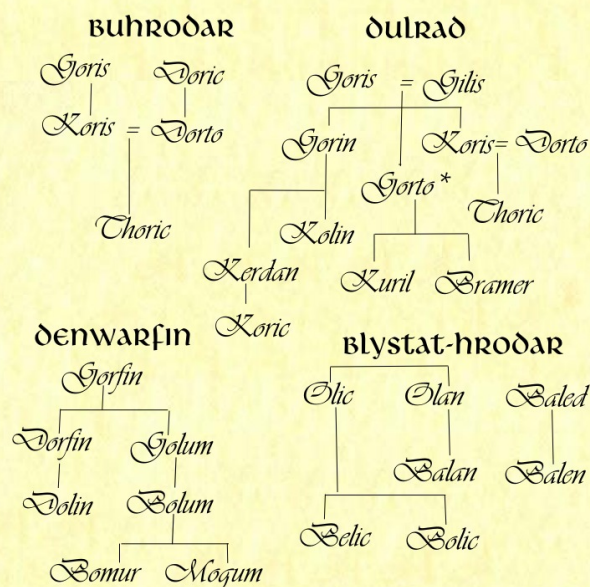
Minor Families: Buhraden (in Buhradwal) /Buhrhrokar (in Bolhrokar) / Buhrod-Syrklis (in Fort Denwarf).

DULRAD - The Dulrad follow a tradition of engineers and builders. They have excellent relations with Dorto (leader of the Buhrodar) who has a profound knowledge of subterranean rivers and irrigation. Senator Koris lived among the Dulrad before she married Dorto Buhrodar. The Dulrad are still a very influential family in Stahl and where possible



DULRAD

BUHRODAR FAMILIES



* DECEASED

assists the Blystat-hrodar in border territories such as Karrak Castle and Fort Denwarf.

Siege - Stahl.

Allies/Enemies - in Good Relations with the families that govern Stahl (*Daroban, Kurutar, Evedain...*); Allies mainly with the main family Buhrodar (by marriage alliances) and also with *Blystat-Hrodar* (which offer some local help).

Personalities - *Goris* (Venerable); *Koris* daughter of Goris; *Kolin* (Airship Project) son of Gorin; *Koric* (Library Auxiliary) son of Kerdan; *Gorin Dulrad* (Head); *Kerdan* (Minister) son of Gorin; *Gorto* (deceased); *Bramer Fulllight* son of Gorto; *Kuril* sister of Bramer.

BLYSTATS – The Blystats descend from a noble lineage of kings. During the reign of the Torkest (811-730 BC)⁴ some Blystats broke away from their main branch and soon after joined in marriage to Buhrodar families. This branch of the Blystats (now Buhrodar) ruled for some time (697-661 BC). Haughty and aristocratic, they remain strong and manipulative politicians in the Senate.



BLYSTATS

Siege - Dengar.

Allies/Enemies - Allied with all Buhrodar in Dengar. Poor relations with Hurwarf and Wyrwarf (like the *Torenwarf*). Respectful with families of noble lineage like *Blystar*(Torkrest), *Everast*, *Thoric-Hrodar*(Hurwarf), *Daroban*(Syrklist), *Sardal*(Torkrest)... etc.

Personalities - *Blystat* (the Old); *Blytor* (Head) son of Blystat; *Blindis* (deceased) wife of Blytor; *Blirun* (Senator) brother of Blindis; *Blirin*, daughter of Blindis; *Blindar* son of Blirun; *Bifor* son of Blytor; *Birin* daughter of Blindis.

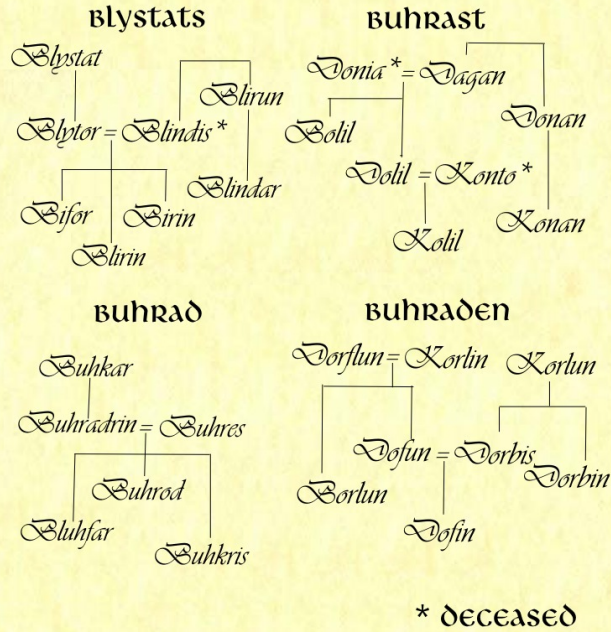
DENWARFIN – The Denwarfin have tried to preserve their ancestry from the Everast since they first protected Denwarf. They have a great religious dedication to the temples and the faith in Kagyar.



DENWARFIN

⁴ Dates and periods are in accordance with [“Timeline of Dwarven Kings”](#) by Giulio Caroletti on Pandius.

BUHRODAR FAMILIES

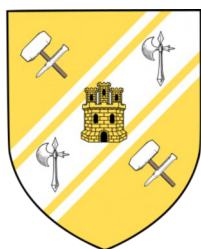


Siege - Dengar.

Allies/Enemies - Allied with all Buhrodar in Dengar (greater proximity to the *Bubrast* and *Blystat-Hrodar*). They live in good terms with the Everast (from whom they descended).

Personalities - *Gorfin* *Denwarfin* (Venerable); *Dorfin* (17thDEF) son of Gorfin; *Bolum* (Master of the Temple) son of Golum; *Bomur* the “purified” son of Bolum; *Mogum* (Thoric Auxiliary) son of Bolum; *Golum* (Head/Senator) son of Gorfin; *Dolin* son of Dorfin.

BLYSTAT-HRODAR – These practitioners of the ancient tradition of the Order of the Golden Battle (“Buhrad – Hrodar”) still preserve its ideals and dedicate themselves to military support on the frontiers and personal honor in battle. Its most ancient and oldest members still remember the deeds of the order. They are very devoted to honor and their Order as the dwarven equivalents of paladins.



Siege - Dengar.

Allies/Enemies - Near the *Denwarfin* and the Forgotten *Bubrad*; Occasionally they visit and help the *Dulrad* in Stahl or even the distant *Bubrod-Syrklis* in Fort Denwarf.

Personalities - *Belic* son of *Olic*; *Bolic* son of *Olic*; *Baled* (15thDEF); *Balen* (Library Auxiliary) son of *Baled*; *Olic Hrodar* - the Old (Head); *Bolis* (Senator) wife of *Olic*; *Balan* daughter of *Olan*; *Olan* sister of *Olic* (seniority).

BUHRAST - They are great artificers and guardians of ancient forging secrets and incantations of dwarven legends. Many sages and researchers are among them (including the creators of the *Royal College of Sages*) - they are by habit, isolated.



BUHRAST

Siege - Dengar.

Allies/Enemies - They live in cordial relation with all the Buhrodar (but remain far away); the closest families with whom they have a relationship are *Denwarfin* and the *Blystat-Hrodar* besides the small but old *Buhrad*.

Personalities - *Dagan Silverbeard* (Sages College); *Kolil* (Library Auxiliary) daughter of *Dolil*; *Dolil* daughter of *Donia* (deceased); *Bolil* son of *Dagan*; *Konto* (deceased) son of *Konan*; *Konan* son of *Donan*; *Donan* Buhrast (Head/Senator); *Donia* Buhrast (deceased).

BUHRAD – Currently a smaller family. They are cited here among the larger families because of their great importance in the clan. The *Buhrad* claim to possess the lineage of the first leaders among the Order of the Golden Battle (as well as important relics, trophies and documents sacred to them). Successive combats, deaths and exclusive dedication to order, contributed to the reduction of its members, its economic power and influence - today they are a pale shadow of its days of former glory. They are aided politically and economically by *Buhrast* and *Blystat-Hrodar* (who share their ideology and history).



BUHRAD

Siege - Dengar.

Allies/Enemies - Generally little noticed by the large families of the other clans (well seen and received among the *Buhrodar*); has alliances with the *Bubrast*, the *Denwarfin* and the *Blystat-Hrodar*.

Personalities - *Buhkar Buhrad* (the Old); *Buhradrin* (Head) son of *Buhkar*; *Bubrod*

son of Buhradrin; *Bubres* wife of Buhradrin; *Bluhfar* (absent) son of Buhradrin; *Bubkris* daughter of Buhres.

MINOR BUHRODAR FAMILIES

BUHRADEN - Following the tradition of the ancient order, the Buhraden fought several battles in the Klintest Lowlands region and remained there after the end of the order of the Golden Battle (around 500 BC). Being more isolated from most other Buhrodar, they entered into ideological attrition with the Skarrad and preferred to remain outside the City of Smaggeft (assisting and guiding philosophically and spiritually the other dwarves in the Klintest region). The Buhraden have concentrated their activities around Kurdal.



BUHRADEN

Siege - Around Smaggeft and Kurdal on village of Buhradwal.

Allies/Enemies - They disagree with the Skarrad because of their practical / scientific pursuit; have good relations with the *Bubrbrokar* (Buhrodar) and the *Hwyrdal* (Wyrwarf).

Personalities - Dorflun (Senator/Head) mate of Korlin; Korlin sister of Korlun; Korlun ;Borlun son of Dorflun; Dofun son of Dorflun; Dofin son of Dofun; Dorbin son of Korlun; Dorbis wife of Dofun.



BUHRHROKAR - Like the Buhraden, they fought many battles in the Klintest Lowlands. The Buhrhrokar are accustomed to battle and remain vigilant over the mountains and around the Makkres ever since the BUHROKAR ancient goblinoid incursions (and more recently during Thar’s attack in AC 1016). They study geology and mountaineering in addition to monitoring any visible or noticeable changes in the “Triangle of Ashes” (where the three volcanoes exist: *Hrumrast*, *Belfrast* and *Bubrrast*⁵). The high incidence of goblinoids



BUHROKAR

⁵ The names of the respective volcanoes were proposed by Jose Ignacio on his Rockhome map for his personal project Ramelin Mystara as shown on the map above.

prevented them from better exploring the region, but some Buhrohkar they noticed lost vestiges of ancient civilizations and ruins (even among the abandoned paths and ruins of dwarves and gnomes there). Some members of the family disappeared in attempts to explore the region.

Siege - Village of Bolhrokar (near Makress Mountains - east of Kurdal).

Allies/Enemies - Good relations with the *Durolar* (Torkrest) in occasional military campaigns, allies of the *Bubraden* (Buhrodar) in the Klintest Lowlands and have regular contact with the *Hwyrdal* in Kurdal colony.

Personalities - *Glolun* (SagesCollege); *Gloren* (Head); *Gored* (military) son of Gloren; *Glarin* (Senator) wife of Gloren; *Glorin* son of Gloren; *Glondar* son of Glolun; *Glovia* (deceased) wife of Glolun; *Gloran* (deceased) son of Gloren.

BUHROD-SYRKLIS - They are of Syrklist origin. This family fought in many campaigns in the north next to the old king Blystar III against the goblinoid invasions in Denwarf Spur and Styrdal River (around 950 BC - which also saw the fall of Jhyrrad). They came to the peak and the end of the Order of the Golden Battle and remained united with the families that formed the Buhrodar. They still protect and influence the region.



BUHROD-SYRKLIS

Siege - Around Fort Denwarf.

Allies/Enemies - They are allies of the *Hurgon-Hrokar* (Torkrest). They have considerable respect for the *Blystar* (Torkrest), *Evedain* (Torkrest) and especially for the *Blystat-Hrodar* (Buhrodar).

Personalities - *Toril* son of Thorfic; *Thordic* (Templar) son of Thorfic; *Torto* (Templar) son of Torban; *Torban* (Senator); *Toris* wife of Thorfic; *Thorfic* (Head); *Thordil* wife of Torban.

EVERAST

The Everast were subjected to many tests and trials after the clan war. After the government reformulation, there are some issues that need to be solved to consolidate Rockhome into a united and strong nation.



EVERAST

King Everast XVI has this great responsibility and has the support of the families of his clan. They are dedicated to dialogue and to reuniting the families of the other clans again.

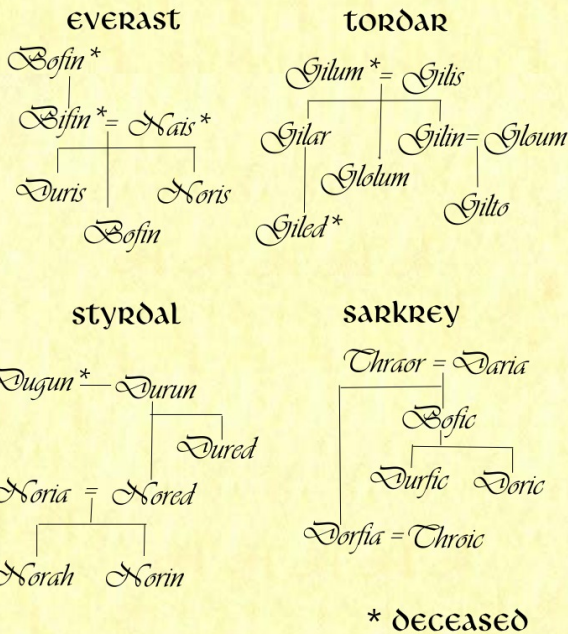
Personalities - *Bifin* son of Bofin (deceased in the Clan Wars); *Bofin* (King) son of Bifin; *Nais* (deceased); *Noris* (Senator) daughter of Nais; *Duris* (Military) daughter of Nais.

Major Families: Everast/Tordar/ Styrdal (on Evemur)/ Sarkrey (on Karrak Castle).

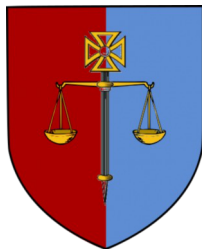
Minor Families: Hrumdal (Hrumdal Valley - Dengar) / Evehrodar.

TORDAR - Among the aristocratic tradition, they are the largest and strongest supporters of the royal family among the Everast. They

everast families



are bureaucrats and plotters in the senate and have better contact with other senators of the various clans.



TORDAR

Siege - Dengar

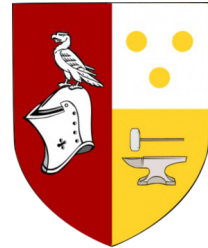
Allies/Enemies - Strong support to the main Everast family (as to the clan also in general); Cordial relations with the *Styrdal* (Everast) and *Sarkrey* (Everast).

Personalities - *Giled* son of Gilar (deceased in the Clan Wars); *Gilar* (Minister) son of Gilum; *Gilis* (Head) wife of Gilum; *Gilin* (Senator) daughter of Gilis; *Gloum* (12th DEF) mate of Gilin; *Gilum* (deceased);

Glolum (Sages College) son of Gilum; *Gilto* (scout DEF) son of Gloum.

STYRDAL – They are the largest allies and supporters of Syrklist in Evemur - dedicated to trading and studying in metallurgy. They are the diplomatic bridge between trade and politics in the Stahl Lowlands.

Siege - Evemur.



STYRDAL

Allies/Enemies - Well connected with the King's Guard and the *Dulgar* (Syrklist) besides of course, the rest of the Everast clan; they supported the *Garrak* assuming leadership of clan Skarrad after AC 1016.

Personalities - *Norab* (King's Guard) daughter of Noria; *Norin* (King's Guard) son of Nored; *Noria* (Senator) wife of Nored; *Nored* (King's Guard Representative) son of Durun; *Dured* (1st DEF) son of Durun; *Durun* Styrdal (Head); *Dugun* (King's Guard, died in the Clan Wars) brother of Durun.

SARKREY – They are the greatest Everast power in the south and influential in Fort Karrak, and are strongly allied with Everast XVI since he served time as general there. They have contacts and allies in the Emirates of Ylaruam.

Siege - Karrak Castle.



SARKREY

Allies/Enemies - Well connected to King Everast XVI (due to his service as general in Karrak Castle) as to the clan in whole; Allied *Kurpubn* (Torkrest - allies in marriages in the family) as well as allies of the *Sardal* (Torkrest). They have commercial and diplomatic contacts with Ylaruam.

Personalities - *Thraor Sarkrey* (Head/Senator); *Throic* (absent) son of Oic (Torkrest) mate of Dorfia; *Durfic* son of Bofic; *Doric* son of Bofic; *Bofic* son of Thraor; *Dorfia* daughter of Daria; *Daria* (Head) wife of Thraor.

MINOR EVERAST FAMILIES

HRUMDAL - Patrol and protection: they are guardians of the valley and hills around Mount Everast and Dengar (and surrounding roads). They can always count on the support of the King's Guard or the Dengar garrison (for this they receive some privileged positions among the military and local authorities).



HRUMDAL

Siege - Dengar and Valley Around.

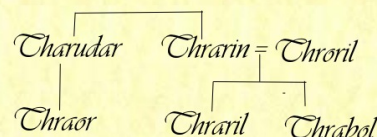
Allies/Enemies - Support of military forces and King's Guard (when needed) on the roads around Dengar; occasional tensions with the *Evebrodar* (Everast), *Torenwarf* (Wyrwarf) and *Eftkrotten* (Syrklist).

Personalities - *Thraor* (kingsguard) son of Tharudar, *Thrarin* wife of Throril, *Thraril* son of Throril, *Throril* (Head/Senator), *Tharudar* (military), *Thrabol* (military) son of Throril.

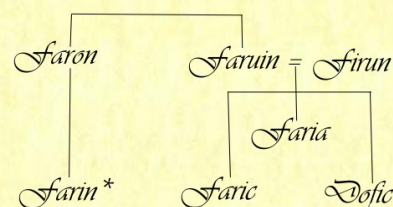


EVERAST FAMILIES

hrumdal



evebrodar



* DECEASED

EVEBRODAR - By tradition, they are servants of the King's Guard and are the arm of action within the Everast clan. They have a history of escalating disputes, being the exaggerated defenders of Everast honor (for being bellicose, they tend to get more involved in conflicts).



EVEBRODAR

Siege - Lower Dengar.

Allies/Enemies: Unconditional protectors of the main Everast family and true allies of the King's Guard (their motive of social standing); occasional tensions with the *Hrumdal* (Everast), *Torenwarf* (Wyrwarf) and *Eftkrotten* (Syrklist).

past). They Oppose the opening of Rockhome boundaries proposed by the Skarrad and Syrklist. No current contact with the exiled *Lyrrast* (like Duric and Bifia).

Personalities - *Bifi* (deceased); *Bifia* daughter of Bifi (Exiled); *Bifin* (deceased); *Bifed* son of Bifin (went missing during the wars, may be dead); *Bilia* niece of Bifi; *Balor* (6th DEF); *Bifa* (Sages Auxiliary); *Morlun* (Kudwarf Family) mate of Bilia.

KUDWARF/KURWARF - This family ascended by joining the *Lyrrast*. They are zealot-style politicians and many of their members are part of a Hurwarf subgroup - the Black Mantles. Their preoccupation with an isolated and strengthened nation (complete with migration control) generated ties and contacts with the Hammer (guild) and with some Torkrest hard-line sympathizers of the Black Mantles.



KUDWARF

Siege - Lower Dengar.

Allies/Enemies - Allies with the *Throrur* (Hurwarf) and the *Lyrrast* (Hurwarf) through marriages; integrated with the Black Mantles (and Torkrest Hard-line sympathizers) and also with links to the Hammer subgroup. Reasonable relations with the Torkrest, suspicious of the Everast and Buhrodar.

Personalities - *Mathora* daughter of Dora; *Morlun* son of Dohr; *Fared* cousin of Mathora; *Dobr* (Head) father of Mathora; *Dobrun* (Senator) brother of Dohr; *Durla* (Exiled) daughter of Dora; *Bilia* (Lyrrast Family) wife of Morlun; *Farin* (Throrur Family) wife of Fared (Exiled).

HROKAR - The Hrokar are regarded as the most combative and bellicose warriors among the Hurwarf (rumors and tales point out that their ancestors were already part of the Order of the Golden Battle before humans were allowed to enter into Rockhome, when they began to isolate themselves from the others). They resent the Torkrest and Everast after the fate of Denwarf, and the Torkrest support to Everast XVI, and many left the military life and became more insular. They are skilled explorers as well as guards, mercenaries, and escorts for miners.



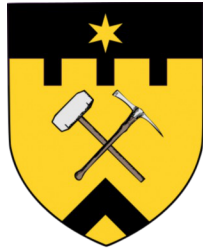
HROKAR

Siege - Lower Dengar.

Allies/Enemies - Allies with Black Mantles and Hurwarf clan in general - except to *Thoric-Hrodar* (Hurwarf) for not following Denwarf in the Clan Wars; Enmity and current hostility to Torkrest and Everast; Indifferent to the Wyrwarf and isolated from the others (currently their alliances with the Buhrodar families - the links with the old order of the Golden Battle - were shaken).

Personalities - *Gored* (Senator) nephew of Oar; *Oar Hrokar* (the Old); *Dofar* (deceased in the Clan Wars) mate of Doar; *Durur* (exiled) son of Dofar; *Dored* (Military - Removed) son of Gored; *Doar* daughter of Oar (Head) wife of Dofar.

HURDURGAR/HURDAGAR - They are skillful builders, and miners: always in service at *Riverrun Cavern* (with eventual help from *Hrokar* for their safety and defense). They responsibly assume the task of structuring, mining, and engineering the boundaries of Tunnels Pass into the unknown⁶ as entrusted to them by the Hurwarf.



HURDURGAR

Siege - Lower Dengar.

Allies/Enemies - Good relations with the Hurwarf in general; Good alliance with the *Hrokar* (Hurwarf) who defend them and help in underground work. They have little contact or closeness with any non-Hurwarf, except for the *Syrklis-Hurgon* (Syrklist) with whom they exchange experiences of excavation work and techniques.

Personalities - *Bifar* (Library Auxiliary) son of *Bolar*; *Bolar* son of *Bofar*; *Bolan* daughter of *Bolana*; *Bolana* (Senator) wife of *Bofar*; *Bofar* (Head) son of *Nodar*; *Nodar* Hurdagar (deceased).

THRORUR - These nationalist politicians were strong allies of the Lyrrast. They are articulators in the Senate and bureaucrats who also had a greater participation in the Clan Wars. With the loss of members, like the death of *Faroc* in the Duel of the Kings, part of their family were exiled: *Farin* and the ex-Senator *Duroc* in AC 1011

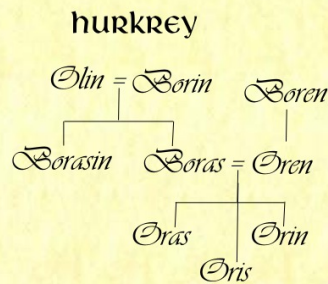
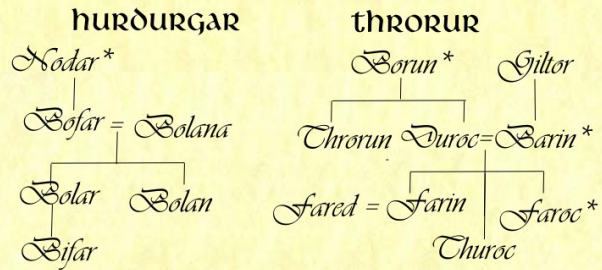


THRORUR

⁶ See GAZ6: "The Dwarves of Rockhome", page 54.



hurwarf families



* DECEASED



(following *Duric* and *Bifia*). The part of the family that remained neutral or loyal after agreements was not banished and continues to reorganize its structure (without contact with the exiles).

Siege - Lower Dengar.

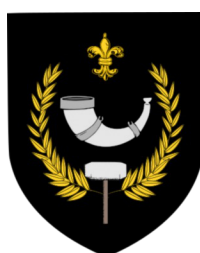
Allies/Enemies - Allies of the *Lyrrast* (Hurwarf) and *Kudwarf* (Hurwarf) through marriages; Reasonable to Indifferent to *Torkrest* (post-Clan Wars); Neutral to other clans; Hostile to the *Everast*.

Personalities - *Throrun* (Head) son of *Borun*; *Borun* (deceased); *Giltor the Old* (Senator); *Fared* (*Kudwarf* family) mate of *Farin*; *Thuroc* (absent) son of *Duroc*; *Duroc* (Exiled) son of *Borun*; *Farin* (Exiled)

daughter of Barin; Faroc son of Duroc (deceased in the Clan Wars); Barin (deceased).

MINOR HURWARF FAMILIES

HURKREY - This family is famous for mediations; are forward speakers and spokespeople (in matters requested by the clan) to resolve sensitive issues and cases outside of the Hurwarf. Although



HURKREY

reserved, they are more accessible to other clans and generally diplomatic and courteous in behavior.

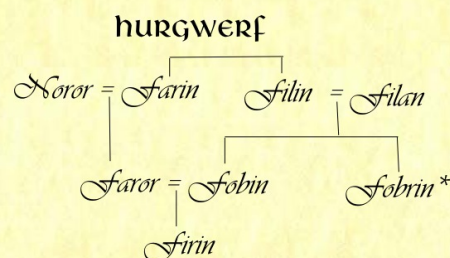
Siege: Lower Dengar.

Allies/Enemies: Away from the Everast; Neutral to other clans (it is necessary for diplomatic work and agreements between families and clans). Relative to close contact with the Torkrest. They do not usually declare enemies (this does not do well in their profession).

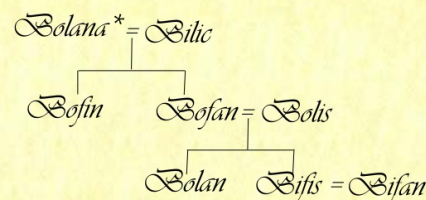
Personalities - *Oras* daughter of Boras, *Boras* (Senator) wife of Oren, *Oris* (merchant) daughter of Boras, *Borasin* (military), *Olin* (Senator) wife of Orin, *Orin* son of Boren, *Borin* (Head/military); *Boren* mate of Boras.



hurwarf families



thoric-hrodar



* DECEASED

HURGWERF - It comes from the corruption of the original name "Hurgon-Warf" (cavern Born). They are minor allies of the Black Mantles among the Hurwarf (though hardworking and dedicated). They have even gone on missions in the past to aid the Thoric-Hrodar and Hrokar (and more recently some Thorns - in the times of *Bifed Lyrrast* as one of the leaders among the group). Being helpful in pursuing external missions to Dengar whenever necessary to the Hurwarf, they until recently supported the Torkrest, and took part in the construction of a fort at the Darokin Tunnel to prevent goblinoid invasions through it.



HURGWERF

This became known as Fort Hurgwerf where some of its members are military there (near a local village - Batavia)⁷.

Siege - Lower Dengar and Fort Hurgwerf.

Allies/Enemies: Among the Hurwarf, they are closer to the *Thoric-Hrodar* (Hurwarf) and *Hrokar* (Hurwarf); have already worked together with the Thorns on missions by the Darokin Tunnel (and some Torkrest as the *Norden* and the *Sardal*) and have taken part in campaigns with the Black Mantles. Their sense of duty and patrol allows them to tolerate others but they are more comfortable when among their own.

Personalities - *Faror* (miner) son of Nogor; *Firin* (Thorn) daughter of Fobin; *Filin* (military); *Farin* (hammer) also Head/Senator; *Noror* (military/hammer) mate of Farin; *Fobin* daughter of Filin; *Fobrin* (military - deceased); *Filan* mate of Filin.

THORIC-HRODAR -

Former members of this family had a stake in the Order of the Golden Battle (Buhrod-Hrodar) until near the end in 500 BC. These, however, did not join the Buhrodar, preferring the seclusion of the Hurwarf. *Thoric Hurwarf*, supreme war leader of Rockhome, son of the Hurwarf Clanmaster and of *Bifia Bubrod-brodar*, sister of *Blystar IX*, was proclaimed king by his troops⁸.



THORIC-HRODAR

They are priests of Kagyar and have relative contact with Buhrodar (this put them in a complicated situation during the Clanwars in AC 1011). Their dedication, protection and faith focused more on the undergrounds of Dengar, the relics and properties of the race and history of the dwarves - and especially - of the Hurwarf.

Siege - Lower Dengar.

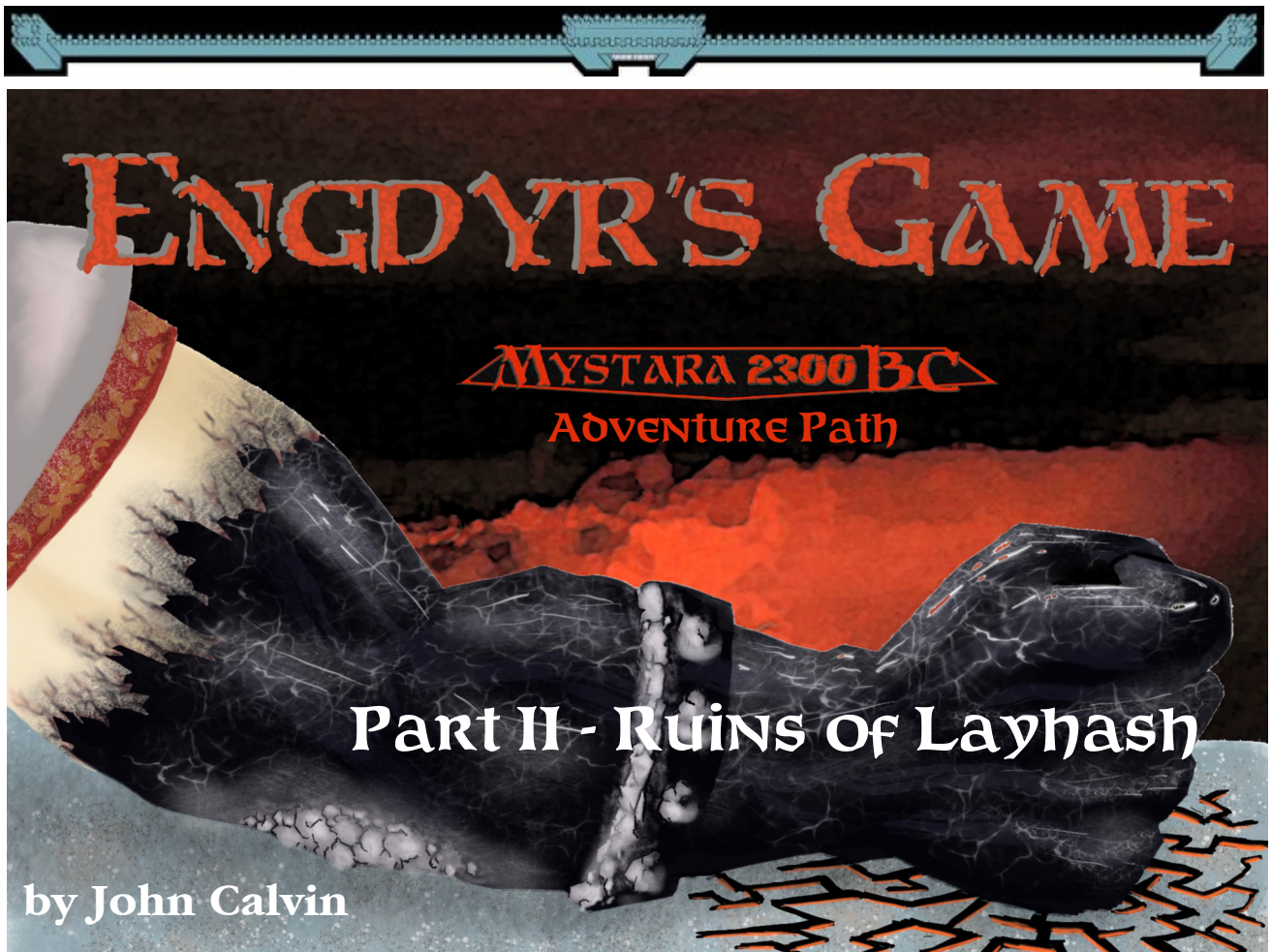
Allies/Enemies: Their relationship with the Buhrodar generally cooled somewhat due to the Hurwarf's displeasure and pressure on them (after the Clan Wars). They were closer to the *Blystat-Hrodar*, *Bubrast*, *Denwarfin*, and *Bubrad* (for their links to the old Golden Battle - and the maintenance of secrets); are allies of the *Hurgwerf* (Hurwarf) but have lost their ties with the *Hrokar* (Hurwarf); The *Thoric-Hrodar* are considered by them as traitors of Denwarf (they did not support him in AC 1011). They do not have much contact with the families of the other clans.

Personalities - *Bolis* (priestess) wife of Bofan; *Bolan* (military-Air troop) son of Bofan; *Bolana* (deceased); *Bofan* (Senator); *Bifan* (Lyrrast family) mate of Bifan; *Bofin* (exiled); *Bilic* (Head/Venerable); *Bifis* (Templar) daughter of *Bolis*.

The authors' extensive work has produced a lengthy and comprehensive piece, and we have decided to split the article across issues. Details of other Dwarven families, and the more important dwarven organization in Rockhome, will be in our next issue (#19).
 - the THRESHOLD Editorial Team

⁷ For more information, see Robin's "[Darokin Tunnel Map in 1 Mile Hexes](#)" at the Vaults of Pandius.

⁸ This passage is well described in Giulio Caroletti, "[The \(Not so\) Young Races Part 2](#)", from Threshold Magazine issue #16, page 16



INTRODUCTION

The Engdyr's Game Adventure Path will take PCs on a journey through the Shimmering Lands and introduce them to the bizarre and fantastic technomagical world of the Moadreg dwarves, last inheritors of ancient Blackmoor. They will contend with the mad dwarven elder, Engdyr Heldfyst, and his plot to silence all living things within his domain. However, even as Engdyr attempts to remove the hateful living creatures around him, a new form of life may be stirring... one created by accident by the mad dwarf himself.

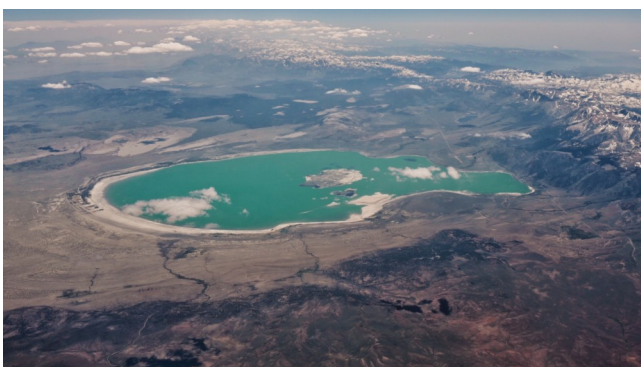
This adventure path is intended to introduce DMs and Players to the Mystara 2300 BC

setting in general, and to the Shimmering Lands and its inhabitants specifically. Players will start on the plains of the northern province of Kargthyme, but from there they will be sent across the Shimmering Lands. During their journeys the PCs will be introduced to all facets of life in the Shimmering Lands, from the fiery forges of the Yadrak dwarves in Himmevand to the gnomish controlled hills of Qivar. As their careers advance, PCs may have the opportunity to gain dominions of their own within the dwarven lands, meet the movers and shakers of the Elder Conclave and even possibly determine the fate of the dwarven nation on Brun.

Articles comprising this adventure path will attempt to provide much of the information required to run a campaign in these lands, however it will be impossible to cover all aspects of game play and the source material. Additional references can be found in the following sources:

- [Mystara 2300 BC Campaign Setting Overview](#)
 - [GazBC 1, The Shimmering Lands DM's Guide](#)
 - [GazBC 1, The Shimmering Lands Player's Guide](#)
 - [Map of the Shimmering Lands](#)
- [Mystara 2300 BC Forum](#) at [The Piazza](#)

Design Notes: This adventure is designed as a dungeon crawl and is intended to provide PCs with some of the resources and tools that they will need in order to complete challenges later in this series. It is also intended as an homage to the old DA modules, in that it showcases items that may have originated during the Age of Blackmoor and that are not necessarily found in a typical fantasy setting.



Crater of Layhash

OVERVIEW

Sixty years ago the Elder of Layhash stopped sending her tithe of troops and supplies to Kairhyeld Gatherhold. Instead she began building up her own troops and augmenting them with beastman mercenaries from Urzud. Engdyr Heldfyst and several other Elders learned of her plot before she could launch an attack against Kairhyeld. Their combined forces marched upon the traitor, destroying her forces utterly. Unknown to most, Layhash and many of the dwarves serving her, were all changelings of Grondheim fostered on the estate for decades.

Now the ruins of Layhash are stirring again, as minions of the Troll Queen of Grondheim once again occupy its halls. The PCs must investigate Layhash and root out the Troll Queen's minions, but this is not the only threat lurking within the ruins. In the caverns under the estate compound some of Engdyr's escaped spiders have begun establishing a foothold in this realm. Invaders from the Aethereal Plane¹, these creatures will need to be neutralized to insure the safety of the area.

¹ The Aethereal Plane is the name commonly used in BC 2300 for the Ethereal Plane. It is a realm of gray mists that parallels the Material Plan in many ways. The Aethereal Plane and the Ethereal Plane should be considered one in the same.

PLOT HOOKS

This adventure is intended to be run as the second part in the Engdyr's Game Adventure Path, however with little modification it can be run as a stand alone dungeon crawl. PCs returning from Part I² could have been directed to Layhash by several different motivating factors. Those are presented below for completeness. Each can be used as plot hooks for new characters playing through this chapter in the AP as a stand alone adventure.

Recruited by Ryndis

Ryndis Heldfyst is the commander of Kairhyeld, and is furious that the gatherhold's most valued weapons (those made of iron) have been stolen. Though typically stingy and untrusting, she has loosened her policy on strangers to her lands and is granting adventuring charters to any group willing to recover her missing goods.

If the PCs are working for Ryndis, they have been sent to Layhash to look for the thieves and to recover the missing weapons and return them to Kairhyeld Gatherhold. Ryndis however, is not known for her patience. If the PCs can not recover the iron weapons in a reasonable time, they may find themselves persecuted by the local militia.

² See [Threshold Magazine #17](#), Western Brun for more information on Part I of this adventure.

Recruited by Sentinel

Kherdehk is one of the Sentinels of the Dusk Shroud based out of Hrokyrdran, and has recently been tracking a strange monster infestation - giant translucent spiders that seemingly appear from thin air. Unable to deal with all of these incursions at once, Kherdehk has been recruiting small adventuring bands to help him contain the creatures.

He has tracked one such incursion to the ruins of Layhash. If the PCs are working for Kherdehk, the Sentinel has sent them to investigate the ruins, and clear out any hint of the monstrous spiders.

Recruited by Giant Princess

Princess Byrnkja is the daughter of a frost giant jarl from the Jotunheight Mountains bordering on eastern Grondheim. Her father was tasked by the Grondheim nobility with sneaking into dwarven lands to sow unrest. When her father went missing, Byrnkja went to look for him, but was unfortunately captured by dwarven Enthralers based out of Kairhyeld Gatherhold.

If the PCs are working for Byrnkja, that means that they freed her from her bonds at Kairhyeld and promised to help her find her father. The trail has led them to the ruins of Layhash, but finding the frost giant jarl won't be the PC's only problem. The Enthralers may be on their trail, attempting to recover their stolen goods, and if the PCs aren't careful they may be labeled traitors for aiding enemies of the state.

ACT I - UPPER LAYHASH

The Estate of Layhash was built around and within the remains of a giant crater deep in the heartlands of the Syrlhin Plains. A jagged wall of colossal stones rings the outer rim of the crater, pierced in three locations by pairs of tall circular towers. Steep slopes define the inner edges of the crater before flattening out into a more gentle bowl-like basin. A thin band of wooded hills circle the estate's main mansion directly in the center of the crater.

Although the dwarven elder of Layhash spent most of her time in the center mansion, a community of servants grew up around the crater and its environs, dedicated to serving their dwarven mistress. Although damaged and decrepit, structures from that time still dot the landscape across the crater's surface.



BC 2300 to AC 1000 Comparison

Design Notes: Many of the bad magic sites in modern day Ethengar can be associated with a dwarven estate from the ancient Shimmering Lands. In BC 1700, the destruction of an ancient Blackmoorian device near modern day Glantri (in what would now be the Broken Lands), triggered the formation of the Land of Black Sands, and area where the spirit world spilled into the Prime Material Plane.

Why would a device south of Glantri, trigger a paranormal event in eastern Ethengar? One reason is that the two locations were in some way connected or related. In the Mystara 2300 BC Campaign Setting I assume that this connection is caused by related Blackmoorian technomancy located in both areas. Although Hrokydran (the modern day World Mountain) was the primary repository for Blackmoorian technomancy, the dwarves of 2300 BC were responsible for disseminating some of that technomancy across Ethengar (concentrated primarily in their lavished estates). Layhash is just one of those locations, being the easternmost bad magic site along the border with the Land of Black Sands.

Ruins of Layhash

The ruins of Layhash have lain fallow for decades, after Engdyr Heldfyst and his followers crushed a budding rebellion from that estate. In truth, Elder Farsah Layhash and many of her followers were changelings of Grondheim. Some of the changelings



survived and have been using the ruins as a base of operations while plotting their revenge.

Should the PCs take their time and scout out the area before advancing they may discover the following:

During the Day

The fey and changelings in locations C2, C3, and C4 remain quiet throughout the day, keeping themselves mostly indoors and under cover. There is very little activity that

can be discerned in these locations in daylight hours. The changelings in area C1 are more active, and spend their time searching through the various ruins of the old village. They are less concerned about keeping their presence hidden because they are impersonating normal Shimmering Lands inhabitants.

The giants in area C5 have been given orders to stay in their shelters, although one will occasionally venture forth looking for supplies.

During the Night

During the night the crater comes to life, with areas C1, C4, and C5 all showing signs of activity through camp fires. Area C7, near the giant skeleton, will also come to life with multi colored flashes of light illuminating the cliffside at irregular intervals.

Factions

Fey

The fey, a small clan of *gruendels*³, have been sent here to replace more mortals with changelings from Grondheim. They have several young mortals held captive, waiting to be transported to Grondheim. The *gruendels* respect and fear the witch, disdain the giants, and bully and torment the mortals and changelings alike.

Changelings

The changelings have been living in this area for decades posing as dwarves. With the increase in activity of their allies, they have begun collecting iron, and plan to ship it back to their queen and collect the reward. The changelings hate and fear the fey and the witch, though they trust the words of the witch more. They are slightly contemptuous of the giants.

Giants

The giants in the area have been looking for easy dwarven targets to attack. They have been destabilizing the region for years, and

³ See Appendix 1: New Monsters, at the end of this article.

recently have begun working with the changelings to funnel dwarven made weapons back to their clans in the hills and mountains to the west. They hate the witch and her fey, and only tolerate the changelings because of their current deal. Recently their princess went missing, and finding her has become their top priority. Their jarl has secluded himself in the ruins and has not been seen for several days.

Troll Witch

Ostensibly in charge of the Grondheimers in this area, Torwenna has begun to chafe under the rule of her “grandmother” the Troll Queen, and is beginning to lose interest in her charges. She cares little about the lives of the giants or fey under her command and the chaos and antipathy that is growing between them. Instead Torwenna spends most of her time studying fragments of Blackmoorian lore she has been able to glean from Mistress Layhash’s ruined estate.

Locations

The following structures and sites can be found within the ruins of Layhash.

C1. Westgate Village

A small village made of stone and mud brick huts looms over the crater’s western precipice. Most of the structures are at least partially destroyed. Black scorch marks still stain the landscape, especially strong around the windows and doorways of crumbling huts. A wide dirt trail leads through the structures to a set of makeshift stairs that lead over the edge of the crater.

A small village was constructed around the western sentinel towers. This is where most of the estate's servants lived and also served as the main inroad for all goods and services being shipped to the central compound.

Now, a large group of changelings have made camp here. They will pretend to be other dwarven explorers from Kairhyeld who left the gatherhold days before the PCs arrived. They will attempt to get word to their fey compatriots in locations C2 and C3, and then betray the PCs at the earliest opportunity.

Changelings (5) HD 1, AC 5, hp 6

Treasure: The changelings have an assortment of coins and small gems between them adding up to 135 gp.

C2. Sentinel Towers

A pair of square stone towers stand before you, rising upward from the crater's rim. Though a few crumbled stones lie at the base of each tower, the structures themselves appear to be solid and in good repair. A wide dirt path passes between them, eventually leading to makeshift stone stairs that switchback along the canyon side until finally reaching the crater floor.

There are three pairs of these towers, situated respectively around the crater; in the west, the northeast and southeast. The changelings have been living in or around these towers for several years now and have spent some of that time repairing the buildings.

At the top of the northernmost tower are more changelings who keep a look out for

interlopers from the west. They will be aware of anyone approaching from that direction, and will warn the changelings in the village. They will wait until dark before alerting their comrades making camp further in the crater.

Changelings (3) HD 1, AC 7, hp 6

Treasure: The changelings have an assortment of coins and small gems between them adding up to 43 gp. One has a black horn inlaid with silver worth 150 gp. Stored in a locked wooden chest are 13 iron swords, the missing weapons from Kairhyeld's armory.

C3. Western Guard Post

A short, squat, circular tower stands before you, the top level sheared off long ago. Rubble is strewn about ground, and vermin can occasionally be seen darting between stones and tufts of thick grass which covers the area.

This was once a small guard tower along the crater's northern trail. Guards would inspect goods and visitors before allowing them to travel further inward to the central compound. Damaged in the attack against Layhash, its upper levels are smashed and in ruins, but the base of the tower still provides some shelter from the elements.

Several fey rummage through this area, harassing the tower's native rodent species and looking for sport. If they are forewarned of intruders or hear anyone coming down the trail, they will wait in hiding and attempt to ambush the interlopers.

A trap door along the northern wall of the tower leads down to U7, **Tower Basement**.

Gruendel⁴ (Fey) (3) HD 1*, AC 5, hp 6

C4. Kennel/Stables

A stone building with a U-shaped courtyard lies before you. Gates once separated the courtyard from the surroundings beyond, but were torn asunder long ago, and the building's slate covered roof has fallen in several areas. What appear to be pens or stables line the length of the inner courtyard.

This large building situated along the path from the western gate to the northern gate once served as the estate's main stables. Nearly 200 pens designed for housing war mastiffs, line the courtyard walls. At the far end of the courtyard are living quarters and work areas for the staff.

Most of this building is in disrepair, and its treasures have been long since ransacked, however a few of the inner stables have recently been modified to act as cages for prisoners. These house the mortals that have been switched by the fey for changelings, at least until they are sent back to Grondheim. The fey themselves make their abode in the old quartermaster's rooms.

Gruendel (Fey) (4) HD 1*, AC 5, hp 5

Treasure: The gruendel have gathered together odd bits and pieces of jewelry worth 400 gp (no single item over 25 gp in value), and one has a *wand of bold person* with 15

⁴ See the New Monsters Appendix at the end of this article for more information on gruendel.

charges left. In addition there are 15 dwarven children here ranging in age from 3 to 25 years old. One is the son of Elder Kohlgor in southern Himmevand. The elder will pay a 1000 gp reward for the safe return of his son.

C5. Beastman Dens

Several fractures and crevices can be seen along the eastern edge of the crater's walls. The caves were apparently once lined with stone walls and canopies, but those have long since crumbled away. New earthen walls ring one of the cave entrances.

A series of caves line the eastern edge of the crater, visible even from the opposite ridge. This is where the estate outfitted and housed several tribes of beastmen mercenaries. Now one of the old caves (at least the entrance) have been dug out by the hill giants to provide shelter for larger creatures.

The hill giants are agitated, and near to deserting. They are waiting for their jarl to return and provide them direction. They hate and fear the fey and their witch. The giants hate dwarves almost as much as they do the fey. They may be convinced to help the PCs, especially if they are with the giant princess.

Following the caves further underground will lead to area U1, **Beastman Caves** (see below).

Hill Giants (2) HD 10, AC 13, hp 53, 22 (these giants have both been severely wounded in recent battles and spend most of their time resting within the caverns)

Ogres (3) HD 2, AC 11, hp 8

C6. Barracks

A long stone building stretches out before you. The tiled roof is crumbling away, and the wall has been shattered in several locations. The air here is unnaturally still and quiet, and neither bird nor insect can be heard.

This structure used to be the estate's barracks, housing several hundred soldiers at a time. Fighting was intense here, as dozens of soldiers chose this building to make their last stand during the purge. Abandoned for decades, the restless undead have taken up residence here.

The witch knows about them and has directed her minions to give the old barracks a wide berth, however not all have followed her directions. Some of the fey have been tormenting the undead from afar. They may try to rile them up if PCs approach.

A set of stairs along the western corridor leads down to what was the estate warden's private quarters, U9, **Warden's Room**, and then to U10, **Prison**.

Gruendel (Fey) (2) HD 1*, AC 5, hp 5

Wight (Undead) HD 4, AC 13, hp 24

The wight stays in the barracks during the day, but may roam the area near it during night.

Treasure: The gruendel carry 1d8 gems worth 5 gp each. Strewn about the barracks are copper and silver coins worth a total of 76 gp. Under one of the broken cots is a pair

of *radiance gloves*⁵. The wight wears a set of dwarven bronze plate mail. Although not enchanted, the armor is masterwork quality and provides a +1 bonus to AC.

C7. Buried Skeleton

An ancient beast lies here, its bones half embedded in the crater walls. The skull is enormous, with twin fangs each as long as a spear, jutting downward from the beast's toothy maw. An elegant tent has been erected nearby.

The skeleton of a gargantuan saber-tooth tiger has been buried here even before the arrival of the dwarves in this region, its bones bleached white by the unforgiving sun over the eons. Little more than a curiosity to the estate's former inhabitants, the witch has taken a special interest in the discovery.

The tent is lavishly decorated, but the witch prefers to spend most of her time inside of the once great beast's skull. Torwenna has mostly abandoned her minions to their own devices, and focused all of her attention on trying to animate the creature's bones for her own designs. She is very close to success, and should the PCs prove too much for her, she will attempt to complete her ritual and bring the skeleton to life in her defense. Due to its sheer size, Torwenna will only be able to animate one of the ancient creature's claws.

⁵ See the Magic and Artifacts Appendix at the bottom of this article for more information on radiance gloves.

Torwenna (Troll Witch⁶) HD 3, AC 13, hp 12



Torwenna has spells of a 3rd level wizard (with a focus on enchantment)

Giant Claw (Animated Bones) HD 4, AC 15, hp 52

Treasure: Torwenna has collected an assortment of items found throughout the estate and in the local region over the past several months. In a chest are silver and gold coins totalling 500 gp, and gems and jewelry totalling 250 gp. In a leather pouch she keeps a *radiance enhancer* that she has not figured out how to work yet. She also has a *brooch of charming*, and one piece of a set of *earrings of communication* (which she uses to speak with one of her sisters in Grondheim).

C8. Estate Compound

At the center of the crater, surrounded by a thin ring of trees and stone, you see a squat circular building built from large granite stones. Towering columns of stone surround it, many of them smashed asunder. The compound itself is breached in several areas, and scorched with soot from decades old fires.

⁶ See the New Monster Appendix at the bottom of this article for more information on troll witches.

The central estate compound has remained abandoned since Layhash was put to the torch decades ago, its halls only just breached by creatures from another plane of existence. Even the fey forces of Grondheim have given the building a wide berth, at least until the giant Jarl Varhad sought solitude within its walls several days ago.

Shortly after discovering the central courtyard of the compound, Jarl Varhad was attacked by a swarm of aetheric spiders, boiling up from the caverns below the structure. Varhad was overcome and eventually killed by the swarm, after which an aetheric rescriptor⁷ merged with his body reanimating it. Now, controlled by the spiders, the undead giant guards the entrance to their underground lair.

Stairs found within lead to area **U15, The Elder's Suite**.

Camp ON Alert

Should the changelings manage to get word of intruders to their compatriots in the crater, or should the PCs assault be heedlessly clamorous, the fey and their allies will be quick to react. The majority of the fey forces will converge on **C4, The Kennel** in order to protect the Troll Queen's shipment of mortals. The giants will be slower to respond, and will only join the fray once Torwenna cajoles them to action. Should it look likely that the fey will be defeated, the giants will pull back their attack, and may even switch sides.

⁷ See the Monster Appendix at the end of his article for more information on aetheric rescriptors.

ACT II - LOWER LAYHASH

The lower levels of Layhash were once exclusively reserved for the elder of the estate and her most trusted servants. Now they have been infested by invaders from the Aethereal Plane.

Factions

Aetheric Spiders

Invaders from the Aethereal Plane, the aetheric spiders have only recently established a foothold inside of the ruins of Layhash. Though alien, the behavior they exhibit is that of a social colonial animal. They forage, build up stores of resource, and defend their lair from intruders. Should they succeed, the spiders will be emboldened, and may begin to expand their territory across the Shimmering Lands. They can feel the power source in the west (the Gate of Light in Hinnem) and will eventually try to capture it.

Aetheric Hivemind

While the aetheric spiders outwardly display only the most basic motivations, there is an ever growing intelligence forming within their ranks. The hivemind is just beginning to perceive its surroundings and awaken its consciousness.

Locations

There are several ways to enter Lower Layhash, from the barracks, the western guard post, and through the beastman caves along the eastern cliff base of the crater.

U1. Beastmen Caves

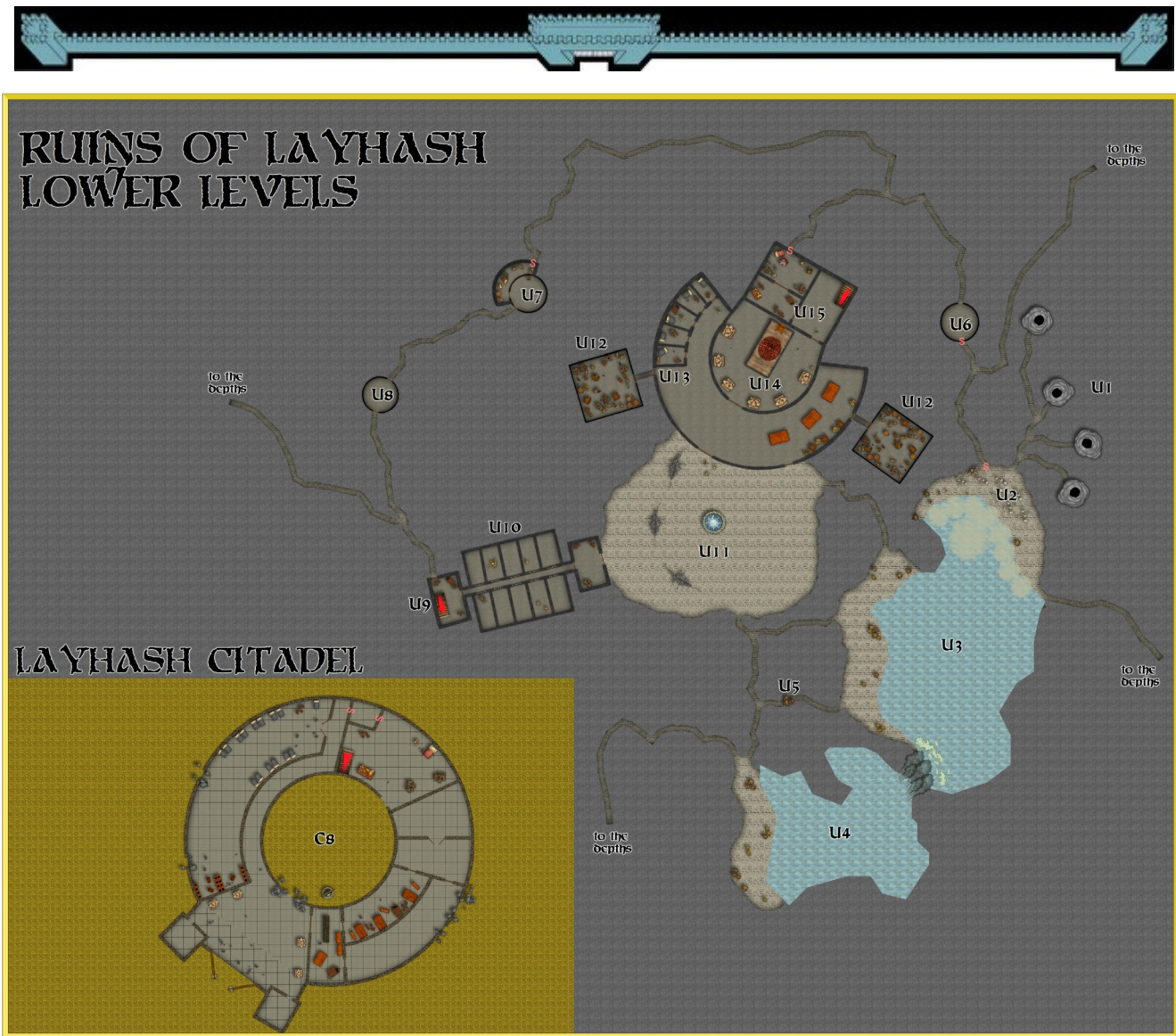
A long narrow passage leads further into the depths. Small caves open up at regular intervals along either side of the passage. Most are filled with decaying straw and moulding rags, along with sad remnants of furniture long since smashed and used for tinder.

Once these caverns were filled with the beastmen servants of Layhash. They carved the side caverns directly from living rock. Most are roughly 10' by 10' in shape, and contain the abandoned possessions of their former occupants.

While most of the material found here is little better than garbage, a thorough search of each chamber will yield a small treasure. Searching the area properly will take at least three hours and any noise may attract the attention of several restless vermin in the area.

Giant Centipedes (3) HD 1, AC 13, hp 4

Treasure: For each hour the PCs search they will find 1d10 gp worth of coins. If they have searched thoroughly (at the end of the third hour), they will find a bronze axe +1, +2 vs giants.



U2. Stirge's Ledge

The passage opens up into a wider cavern, with a small ledge overlooking an underground lake. The floor here is moist and foul smelling, and littered with dozens of decaying corpses from various rodents and other small animals.

A small colony of stirges makes its lair here, clinging to the ceiling and huddling together during the day in several small alcoves near the top of the cavern. At night they exit the

caves and search for easy prey, often traveling as far as 10 miles away to find it. Since the Grondheimers have moved in, the stirges have remained in the vicinity of the crater hoping for prey closer to home.

If this cavern is explored during the day, the stirges will be encountered here and will attack at the first provocation, retreating back to the ceiling only once sated or their prey proves too strong for them. There are a few trinkets that the stirges have dropped in the muck over the years, but anyone searching

through it may be infected by a disease known as Blood Lung.

There is a secret door along the northern wall that has been expertly crafted to appear as natural rock. It leads to area U6, **Eastern Guard Room**.

Stirges (10) HD 1, AC 14, hp 2

Blood Lung (Disease): Blood Lung is caused when spores are inhaled by the victim and take hold in their lungs. A fungal disease, as the mycelial strands expand they puncture the lungs causing the victim to cough blood. The disease takes 1 day to incubate. Each day thereafter a character must save vs Death Ray or Poison or suffer 1d4 temporary Constitution loss. A character that is reduced below 1 Constitution dies. The disease ends once a successful save has been made or the character is cured with a *cure disease* spell.

Treasure: Various coins totalling 30 gp, along with gems and jewelry totalling 75 gp. In the corner under a particularly large mound of dung is a silver dagger bearing the markings of Urzud⁸ worth 125 gp.

U3. Lower Lake

A faint breeze blows cool air from the underground lake across the shores of this vast cavern. In the distance splashing water

⁸ Urzud is the land of the humanoids in the northern region of Hyboria. Their chief city, also named Urzud, was a former Blackmorian stronghold called Uthorrad. See "[New Blackmoor 3050 BC](#)" Threshold Issue #2 by Francesco Defferrari, and the "[Urzud - Land of the Beastmen](#)" thread by John Calvin in the Piazza forum for more information.

can be heard, waves of light fog emanating from the lake obscure vision through the darkness.

This cavern, along with the Upper Lake, is a large natural cavern initially formed by the meteoric impact that created the crater above eons ago, and has since been expanded by water erosion. An underground river, created by runoff waters from the crater and surrounding plains, flows through here, accumulating into a two-tiered lake in the larger caverns before flowing further underground. The depth of the lake often rises and falls with the season depending on the amount of rainfall received in the immediate area.

A creature lives in the lower lake, sustaining itself mostly on blind fish and the occasional vermin that gets too close to the shore. Should the PCs remain near the shore for more than 10 minutes, or should any of them enter the water, the creature will attack.

Aquatic Kartoeba⁹ HD 10, AC 13, hp 85

The creature will stay in the water and attack with four of its tentacles. While defeating it entirely may be outside the capabilities of the PCs at this time, the creature will retreat once 20 hp of damage are done to its tentacles.

U4. Upper Lake

Water falls from the southeastern rim of this underground basin into the much larger lake in the cavern below. The air is slightly

⁹ See the entry for [Kartoeba](#) by Jaime Baty on The Vaults of Pandius. The kartoeba appeared in the module B10, Night's Dark Terror.

warmer here, and several small rivulets of water trickle in from cracks and crevices around the cavern and into the lake in its center.

Aside from the occasional blind fish, and small crustacean, nothing lives in the upper lake. The creature in the lower lake is too large and bulky to climb up the waterfall connecting the two bodies of water.

U5. Cave In

Rubble blocks the path ahead. Chunks of stone have sheared off of the cavern walls and clogged the passage.

This natural cave-in occurred decades ago and has blocked this passage ever since. Though a few shards of stone are particularly heavy, most can easily be moved by a person of average strength. The cave-in is however, fairly lengthy, and it would take days to clear it properly.

In addition, anyone attempting to clear the rubble may trigger further cave-ins unless the surrounding cavern is first shored up.

Rubble (Trap) Additional rubble falls down on the characters for 1d6 points of damage, and may pin PCs under rocks on a failed save vs Paralysis or Turn to Stone. Additional movement in the rubble will trigger a cave in causing 3d6 points of damage unless PCs save vs Paralysis or Turn to Stone at -2.

U6. Eastern Guard Room

This small room was carved by expert craftsmen, its walls and ceilings braced with stone and masonry.

This room once served as a gateway from the structures of the outer estate into the inner sanctum.

A secret door leading to **U2, Lower Lake** can be found along the southern wall of this chamber.

U7. Tower Basement

The room once housed supplies and weapons, now long since smashed or burned to ashes. Thick and cloying, the air weighs heavy in this dark chamber.

The room is sparse and covered in ash and soot. This room once served as a gateway from the structures of the outer estate to the inner sanctum, and was directly linked with a guard tower on the surface.

A ladder set on the northern wall leads up through a trapdoor to area **C3, Western Guard Post**.

U8. Western Guard Room

This small room was carved from the cavern by expert craftsmen, its walls and ceilings braced with stone and masonry.

This room once served as a guard room and way station for goods and services coming from the outer structures of the estate into the inner sanctum. It also served as a staging ground for the estate's soldiers during expeditions further into the Shadowdeep¹⁰.

¹⁰ For more information on the Shadowdeep, see Threshold Issue #14 [http://pandius.com/Threshold_14]

U9. Warden's Room

Long since ransacked, this was once a finely portioned room with rich trappings and silk upholstered furniture. Now it contains little more than smashed rubble strewn across the floor.

The warden was once in charge of managing the estate grounds and keeping any "long term guests" secure. He was one of Mistress Layhash's most feared servants and commanded her personal guard. As a valued servant his lifestyle was more lavish than most on the estate, and thus when invading armies came his chamber was a primary target of the looting. Most items of value were taken, but the warden's personal radiance belchers were left in the frey, most likely because the invaders couldn't figure out how to make them work.

Stairs along the western wall lead up to **C6, Barracks**.

Treasure: Two radiance belchers can be found after searching this room for a turn. Both are fully discharged, but will begin to recharge if taken into location U11, Comet's Hollow

U10. Prison Cells

Barred cages line each of the walls along the wide hallway before you. Each is fairly large with a wide gate leading into a deeper chamber. Shackles and chains of varying sizes are still attached to the inner walls, suitable for containing humanoid sized creatures as well as larger beasts.

Most of these cells are empty, though a few still hold bones of various creatures. All of the cells are sealed by locked bronze gates, but the keys can be found in the easternmost chamber, which was used as a guard area to protect the estate's inner sanctum.

Treasure: One of the cells contains a plain iron ring, a *ring of protection*. In another cell are the blackened bones of a large humanoid frog-like creature. They can be sold to a collector for 30 gp.

U11. Comet's Hollow

Smooth and slick, the walls of this roughly spherical room appear to have been subjected to extreme heat and pressure. Stalactites reach down from the ceiling like dripping candles, and rivulets of hardened stone and metal criss cross the entire length of the floor. The ground fractures along the western wall creating chasms of varying width and depth. Most of the cavern's walls are natural, but the northern wall curves outward, built from large stone blocks.

Glowing silken threads radiate outward from a large crystal ball dominating the center of the room. The threads spread along the cavern, seemingly merging with its floor and walls as they follow their arcane paths. Many of the threads culminate together and pierce the northern wall, where translucent white shapes can be seen milling about them.

The aetheric spiders that are infesting the estate originally came through an unstable portal to the Aethereal in location **U14, Antichamber**. Attracted to the radiance in this location, they have since begun

siphoning off the power stored in the central radiance receptacle and using it to widen and strengthen their portal to the Aethereal. Silken lines are drawing the power from the receptacle and funneling it into the portal in room U14.

In addition to strengthening the portal leading back to their own realm, the spiders have also been busy creating a hold on the Material Plane, turning several of the neighboring chambers into hatcheries. In ancient Blackmoor these spiders were cultivated and used by the Blackmoorians to create and interface with a myriad of technomagical items and engines. Now, without their old masters present, the spiders have seemingly begun to act on their own accord. An alien hivemind, trapped within the spiders themselves has begun to emerge. As the spiders increase in number and power, the hivemind is beginning to realize its own consciousness.

When the PCs enter this area the aetheric hivemind spider will be perched atop the radiance receptacle, occasionally plucking one of the aethereal threads emanating outward from it.

You see a large spider sitting atop the spherical crystal that dominates the center of the room. Its head is translucent with multiple sets of deep black eyes and its abdomen bulges outward, shaped like a gigantic pulsating brain. As the creature takes notice of you it becomes agitated, frantically plucking at the web strings around it. Each pluck elicits an aethereal chord that echoes across the room. Strung together it sounds like the distant voice of a female child.

“Help me... I’m trapped... They’re hurting me... Please make them stop...”

Once the PCs turn their attention to the aetheric hivemind, its minions disperse, circling wide around the room in an attempt to outflank the intruders and prevent them from escaping. The voice repeats itself over and over again, unless the PCs move to attack the hivemind. If they do, it says the following:

“Please help me! I’m sorry... I can’t control them! Don’t hurt me!”

The other spiders in the room will attack, but the hivemind won’t attack the PCs unless it has to defend itself. Once the other spiders are dispatched the hivemind, if still alive, will calm down and sit unmoving atop the radiance receptacle. No further interaction will get it to speak again.

The tunnels at locations **a** and **b** were once blocked off with piles of rubble, but were cleared away during the assault on the estate decades ago.

Aetheric Hivemind HD 3*, AC 6, hp 20

Aetheric Spiders (4) HD 2*, AC 7, hp 12

INNER COMPLEX

This area once served as the estate Elder’s inner sanctum.

U12. Store Room

Shattered barrels and crates are strewn across this room, their original contents long since rotted away and turned to dust.

These two identical rooms were located on either side of the estate's inner sanctum, and were mainly used to store goods and supplies used by Mistress Layhash. Little of value is left in these rooms having either been ransacked by pillagers or rotted away to nothingness.

U13. Servants Quarters

Small chambers line the wall here. They appear to have been spartan living quarters, with simple cots and chairs, and a handful of personal items now all smashed and strewn across the floor.

Thick pulsating webs run the length of these rooms, coming together in the corners to hold bulging silken sacks, each shaking intermittently with inner movement.

Only a handful of trusted servants were ever allowed into the estate's inner sanctum. Those with the distinction were housed in these rooms. Now they have been taken over by the aetheric spiders and used as brood chambers to grow the next generation.

Spider Swarm HD 2*, AC 10, hp 10

The spider swarm can only be hit by magic or by area of effect attacks (fire, acid, electricity, or similar attacks).

U14. Antechamber

Statues line the southern semicircle of this chamber, and a great stone throne once dominated the northern wall. Long ago shattered into pieces, the outline of the chair has taken on a new purpose. Pulsating webs stretch from the statues to converge

on the old throne, merging with the stone and forming an archway in the rock.

Aetheric threads converge above the old throne in this room and merge with the surrounding stone to create a portal to the Aethereal Plane. The portal is closed but can be controlled by the hivemind spider in area U11.

U15. Elder's Suite

These three chambers were once richly portioned. Now the tapestries hanging on the wall are torn to shreds and the furniture smashed and broken.

The spiders have made a brief foray into this area where they found the lone giant jarl brooding in the estate's central garden above them. After a heated battle, one of the aetheric rescriptors joined with the giant and now remains above, guarding the spider's lair from the surface. See area C8, **Estate Compound**, for more information.

ACT III - BETRAYAL

Once the last of the aetheric spiders have been dispatched, the estate's radiance receptacle roars to life. The wispy web lines leading from the crystal sphere through the walls and into the Antechamber begin to pulse with power and in mere seconds the portal in that area snaps open.

A heavily armored dwarf steps through the shimmering doorway just before it closes with a pop. The dwarf smiles through chiseled features and a black well trimmed beard, and you recognize Kherdehk.

“Well done,” he says. “Even Engdyr Heldfyst himself would be pleased with your efforts... Unfortunately he will never hear of your exploits.”

Kherdehk attacks the PCs, and will not engage them in idle banter. Although he is acting on Engdyr's orders it should be unclear to the PCs whether or not the dwarven elder wants them dead or Kherdehk simply wants to steal all of the credit for their success.

Kherdehk Halftroll

Dwarf 5, AC 2, hp 23

Treasure: Kherdehk carries assorted coins worth 130 gp, along with an additional 10 red gold¹¹ coins. He carries a spear and an enchanted bronze hand axe called “Biter” - *band axe +1, +2 vs giants*. He wears dwarven *scale mail +2*, and an *aetheric gauntlet*¹² on his left hand.

CONCLUSION

The PCs should be able to remove the immediate threat of both the Grondheim conspirators and the undead aetherics from the region, however the origin of these threats remains at large. Daring PCs willing to continue exploring both the ruins and the surrounding twilight region between the planes, may find additional allies and tools to use in their upcoming battles.

¹¹ See the [GazBC 1, The Shimmering Lands DM's Guide](#) for more information about the properties of “red gold.”

¹² See the Magic and Artifacts Appendix at the bottom of this article for more information on the aetheric gauntlet.

The ruins of Layhash may be cleared and used as a temporary base of operations, perhaps even sanctioned by the Elder Conclave. As the adventure path continues, the PCs may be able to rally allies to their cause, and eventually petition the Elder Conclave for permanent control of the now fallow estate (especially if one or more of them are dwarves from the Shimmering Lands). Engdyr Heldfyst himself may support such a move, if only to keep tabs on creatures he sees as potentially dangerous to his operations.

RETURNING THE IRON WEAPONS

Iron weapons are a rare commodity in the Shimmering Lands (and among most of its neighbors). There are very few craftsmen left alive that remember the ancient art of ironwork. While the dwarves prize such weapons, the fey of Grondheim, including the Troll Queen herself, despise them and would go to great lengths to see them destroyed.

By returning the iron weapons to Ryndis Heldfyst the PCs will raise their esteem in her eyes, not to mention help in the continuing struggles with Grondheim.

FREEING THE CHANGELING CAPTIVES

Freeing the changeling's captives will earn the PCs recognition across the Shimmering Lands, and perhaps also the enmity of Grondheim. The captives themselves will also be very grateful, and although many of them are young, there are a handful old and

experienced enough to make valuable allies or even hirelings for the PCs.

Should the PCs decide to make Layhash their home, several of the former captives will offer to stay and set up new lives there.

Dealing with the Hivemind

Still just emerging into conscious thought, the hivemind may be difficult for the PCs to communicate with, especially during the period of this adventure. Should the PCs choose to spare the hivemind, they will have the opportunity to communicate with it in the adventures to come, however should the hivemind spider be killed the PCs will not lose that opportunity.

Although the spider's body can be destroyed, the intelligence inhabiting it is much larger and the PCs will find other conduits of its self expression in the days to come.

Exploring the Depths of Layhash

There are a few passages beneath Layhash that lead further into the depths of the Shadowdeep. Although exploring those passages is outside the scope of this adventure, there are a handful of possible locations that the PCs could reach, should DMs wish to expand upon them.

Darmouk

This ancient outpost of the dwarves was created during the era of Blackmoor, and though it suffered heavily during the Great

Rain of Fire, Darmouk¹³ remains waiting to be rediscovered. In BC 2300 Darmouk is dominated by two groups, both descended from the original dwarven colonists. The pravum have sunk into barbarism, existing as little more than degenerate bands of dwarves who roam the empty streets of their unlit home scavenging for supplies and food. The necronaught dwarves have been able to maintain their civilization despite ever dwindling resources by turning to necromancy. They enhance their undead bodies with hraden¹⁴ powered tools and armor, and have built their new homes around the secured central mines where hraden can be acquired.

Picari Palaqwi

Home to the Inti¹⁵ for centuries during their sanctuary from the Wasting, the great cavern of Picari Palaqwi now stands mostly uninhabited. Most Inti have made the journey to the promised Land of the Sun above, but a few dedicated souls remain behind to protect the sunlit lands from the dangers that lurk beneath the surface. Soldiers here maintain vigil against minions of the Deep Elves and the horrors that they serve.

¹³ For more information on [Darmouk](#) in the modern era, see Threshold #16, *Dwarves, Gnomes, & Hin*.

¹⁴ A green glowing crystal that contains radiance energy. In dwarven, "hraden" literally translates to "green stone."

¹⁵ For more information on the Inti, see the [Mystara 2300 BC Campaign Setting Overview](#) at the Vauklts of Pandius

APPENDIX I: NEW MONSTERS

Gruendel (Fey)

Armor Class: 5
Hit Dice: 1* (M)
Move: 90' (30')
Attacks: 1 weapon
Damage: 1d6
No. Appearing: 1d6 (1d6)
Save As: Wi
Morale: 7
Treasure Type: U
Intelligence: 13
Alignment: Nhaotic
XP Value: 50

These small fey¹⁶ stand two to three feet tall and are humanoid in appearance, though their heads look slightly too big for their bodies. They appear as civilized and sophisticated courtiers. Many of them remember the era of Blackmoor where they made their homes in the dark spaces between towering buildings of iron and glass, and were often blamed for the disappearances of vagrants and lost children.

Gruendel look down upon most mortals and have a malicious sense of humor. The fey court of Grondheim entrusts them to oversee the “Changeling Project” where mortals are switched with fey counterparts who take over their former lives. Gruendel often relish this

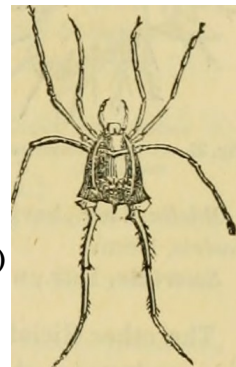
¹⁶ These fey may be the ancestors of modern day Wood Imps and Gremlins. See Jamie Baty’s [“Wood Imp”](#) article on The Vaults of Pandius.

assignment, and are known to torment captured mortals before taking them back to the fey realm for fates unknown.

After the “Glantrian Catastrophe” in BC 1700, many of the gruendel become warped and twisted, with their outer appearances more closely matching their dark desires. Some become gremlins¹⁷ and plague civilized lands, while others revert to a more savage existence becoming wood imps and redcaps.

Aetheric BONDEN

Armor Class: 9
Hit Dice: 1* (S)
Move: 60' (10')
In Web: No webs
Attacks: 1 bite
Damage: 1d4 + acid
No. Appearing: 1d4 (1d4)
Save As: Wi
Morale: 12
Treasure Type: U
Intelligence: 4
Alignment: Neutral
XP Value: 50



Aetheric bondens were specialized aetheric spiders bred by the ancient Blackmoorians in order to create and enhance magical weapons and tools. They are as large as a cat or small dog, and have a conical abdomen that extends forward covering their thorax,

¹⁷ Although gremlins are not technically fey creatures, some speculate that they descended from a diluted fey lineage. Perhaps they were cursed and lost their fey powers, or perhaps they simply intermingled too much with mortal races and became mortals themselves.

and eight short stubby legs which extend an equal distance around their bodies. A bonder's carapace is mostly translucent with softly glowing innards ranging from white, to green or blue.

A bonder's natural instincts are to search out and merge with physical items that have a strong tie with the Material Plane. They are particularly drawn to items crafted from metals and stone, but will attempt to merge with items made from wood and cloth if no other tools or weapons are nearby. They will only attack those who physically prevent them from bonding with an item.

Once a bonder has identified an item of interest, it moves to grapple with that object and injects it with its venom. Bonder venom causes an item to become malleable, at which point the bonder attempts to merge with the object, pulling and stretching it as if to wear it as a cloak. It takes a full turn for the bonder to merge with the item after which the spider and object are inseparable. The process creates a low level magic item of the DM's choice, but the new magic item should be related in some way to the original object.

The ancient Blackmoorians used bonders to create low level magical items, often as a core component for more advanced arcane rituals. With the destruction of Blackmoor all traces of these creatures vanished from the Prime Material Plane, however small, feral, bonder colonies can still be found in remote pockets of the Aethereal Plane.

Acid Attack: 1d6 acid damage. The bonder's unique method of merging with

items can also be a damaging attack when used on living creatures.

Aetheric Hivemind / Ovocereb

Armor Class: 6
Hit Dice: 3* (M)
Move: 80' (20')
In Web: 80'
Attacks: 1 bite
Damage: 1d8
No. Appearing: 1 (1)
Save As: Wi
Morale: 11
Treasure Type: U
Intelligence: 3-18*
Alignment: Neutral
XP Value: 200

This monstrous spider has an abnormally small thorax attached to a three foot diameter abdomen that is shaped remarkably similar to a human brain. Their translucent carapace pulses from within with a dim yellow light, but also produces strange luminescent symbols along the edge of its abdomen.

A hivemind will typically try to remove itself from combat, taking control of other aetheric spiders and using them as pawns to insure its own safety. Depending on the number of spiders under its control the hivemind may act with an animal intelligence or with the abilities of a super genius.

Blackmoorians created the hivemind spiders in order to help manage their vast aetheric networks, and the creatures were invaluable in maintaining a Blackmoorian presence on

that plane. With the Great Rain of Fire and the destruction of most Blackmoorian technomancy, surviving hivemind spiders have reverted to a feral state and act upon their own needs and ambitions.

Flock Shepherd: A hivemind can exert control over any other aetheric spider in its presence by spending one round of concentration. Once controlled the other spider behaves as if it were an extension of the hivemind's own will. This control lasts as long as the hivemind and aetheric spider are on the same plane of existence.

Variable Intelligence: A hivemind's intelligence is determined by the number of aetheric spiders directly under its control. With 0 - 10 other spiders the hivemind's intelligence score is 3. From 11- 20, its intelligence jumps to 13, from 21 - 40 it has an intelligence of 5, and with over 40 other spiders under its control its intelligence becomes 18.

Aetheric Rescriptor

Armor Class: 5
Hit Dice: 2* (M)
Move: 120' (40')
In Web: 120'
Attacks: 1 bite
Damage: 1d8
No. Appearing: 1d3 (1d3)
Save As: Wi
Morale: 7
Treasure Type: U
Intelligence: 10
Alignment: Neutral
XP Value: 50

Aetheric rescriptors are giant translucent spiders having a body length of nearly two feet. Their spindly legs extend twice that far and are tipped with sharp, jagged hook-like claws. A rescriptor's abdomen is long and thin, shaped like a pointed monolith that extends away from its thorax.

Much like their lesser cousin the aetheric bonder, aetheric rescriptors were bred to merge with an entity of the Material Plane, in this case a corpse. This aether spider attaches itself to the head of a deceased creature and is able to create an aetheric undead under the control of the spider. Once the spider binds with the corpse the two creatures become one, and the spider can not be separated from its host.

Rescriptors were created by the ancient Blackmoorians to help bolster defenses in remote regions or strongholds under siege. The Blackmoorians had additional technomagical items that helped them to control rescripted corpses, however undead resulting from feral rescriptors are notoriously hard to control.

Rescripting: Bonding with a corpse produces a unique form of undead. Use normal statistics for the base creature, but bolster them with an additional 2 HD acquired during the merging process.

Troll Witch (Fey)

Armor Class: 7
Hit Dice: 3* (M)
Move: 120' (40')
In Web: No webs
Attacks: 1 bite
Damage: 1d8 + poison
No. Appearing: 1d6 (1d6)
Save As: Wi
Morale: 7
Treasure Type: U
Intelligence: 13
Alignment: Neutral
XP Value: 50

In their natural form a troll witch looks like a young human or elf female. Most have wispy blonde hair and pixie-like features. Their clothing is sheer and ethereal, often in light greens and blues decorated with glittering jewels. Few however, see a troll witch's true form as they prefer to mask themselves in illusion.

Tales abound throughout the lands bordering Grondheim of the troll witches and the infernal pacts that they make with unsuspecting mortals. They are masters of enchantment magic, and use their arts to beguile and manipulate all those around them.

Some say that the troll witches are the progeny of the Troll Queen herself, descended from a union between that fairy ruler and the Blackmoorian king Uther Andahar¹⁸. Whether this is true or not, the

¹⁸ See RobJN's work on [Thorn's Mystara](#) on The Vaults of Pandius for more information

witches possess magical powers along with ancient knowledge.

Enchantress: Treat a troll witch as an enchantress (specialty wizard) with spell levels equal to her hit dice.

APPENDIX 2: MAGIC AND ARTIFACTS

Radiance Receptacle

This large crystal sphere sits upon a solid onyx pedestal and is surrounded by whirring gears, machinery and tubes of all sizes. Although many dwarven estates have a radiance receptacle to collect radiance when the Gate of Light opens once a year, the receptacle at Layhash is unique. Before her demise, the mistress of Layhash experimented with her radiance receptacle by imbuing it with fragments from the meteor that formed Layhash Crater eons ago. The meteor metal seems to have a stabilizing effect on the radiance, allowing it to be stored and used much more reliably. The forge smiths of Layhash used these properties to create several varieties of magical items.

Each of the following magic items contains 10 charges, and can be recharged by placing them next to Layhash's radiance receptacle. The items must remain in proximity for a full day to regain their charges. For each charge expended by these devices, there is a 1%

on the Troll Queen (Morgana) and her Progeny. The troll witches listed here have diluted powers, as they are several generation removed from their originator.

chance (cumulative per day) that the user contracts a form of Wasting sickness (see below). This chance resets back to 1% at the beginning of each day (or after a long rest period).

Radiance Belcher

A radiance belcher looks very similar to any other dragon belcher, containing a handle attached to a long metallic cylinder. Rather than slots to load potion vials however, the radiance belcher contains a single fixed crystal at its base.

The radiance belcher can be fired as a ranged weapon by expending a single charge. It deals 1d6 points of fire damage along with 1d4 points of radiance damage (Save vs Magic Wands to reduce radiance damage by ½). On a critical hit, the target also contracts the Wasting sickness.

Radiance Enhancer

When held, this fist sized crystal ball can enhance the magical powers of any natural spell caster. By concentrating, a spellcaster may cast any known spell, of up to third level, by expending charges from the enhancer. Each charge expended counts as one spell level, and only three charges may be expended during each use.



Radiance Gloves

These supple leather gloves have an intricate design of crystals and filigree metals inlaid into each palm. Both gloves must be worn to gain any of their effects. Expending a charge and touching any mechanical device, will cause that mechanical device to operate in its intended fashion¹⁹. The DM must rule on intricate machinery, but locks may be opened or locked, clockwork devices charged or primed, and traps set or disarmed.

In addition to their standard use, the wearer of the gloves may expend two charges and make a touch attack. On a successful hit, the target creature is put to sleep (as the *sleep* spell), but also suffers a 5% chance to contract the Wasting sickness.

Aetheric Gauntlet

This silvery gauntlet has the embossed form of a spider stretching from its fingertips to its wrist. The gauntlet holds a total of 5 charges, and can be recharged from any item containing radiance energy. A single charge can be expended to open a portal to or from the Athereal Plane, however this power only works in specific regions where the veil between both planes is thin. Five charges may be expended to create a portal between the planes in any region.

Portals created by the aetheric gauntlet are large enough for a single medium sized creature to step through each round. The portal will close after being opened for 5 rounds.

¹⁹ One example of items that these gloves would work on could be the alien devices found in the DA Blackmoor series modules.

Spider Sword

A short sword with an arachnid motif, the Spider Sword is made of strong but nearly translucent metal, possibly of Blackmoorian design. Its hilt and pommel are crafted in the form of a spider with its bottom legs entwining the pommel, its center legs forming the guard, and its two front legs merging into the blade itself.

The Spider Sword functions as a +1 (+2 verses spiders) Ghost Touch sword. If the sword is wielded by a character of sufficient strength it can manifest additional powers.

Damage: 1d6 +1 (+2 verses spiders)

Ghost Touch: The sword may be handled by incorporeal beings (including shades) as if they were corporeal. In addition, when wielded it can harm all incorporeal beings as if they were corporeal.

Radiance Receptacle: A 3rd level character or above can use the sword to absorb 4 points of radiance energy.

Radiance Blast: A 3rd level character or above can cause the sword to expend 1 point of radiance energy on a successful attack, dealing an additional 1d6 points of radiance energy to the target.

Aetheric Portal: A 3rd level character or above can use the sword to open a portal to the Aethereal Plane. This power is identical to that of an *aetheric gauntlet* (see above).

Wasting Sickness

The Wasting disease spread across the face of Mystara in the wake of the Great Rain of Fire after the destruction of Blackmoor. A devastating disease, it was responsible for the death and destruction of entire cultures and civilizations. Most peoples that survived those times resorted to drastic measures in order to deal with the affliction.

In the centuries since the Great Rain of Fire, the Wasting has thankfully diminished, and few nations in the BC 2300 era now feel its direct impact, however many of the devices used by dwarves and other folk in the Shimmering Lands, still have the potential to reinvigorate the disease.

Minor Wasting

Initial contracting of the Wasting causes sickness (a character cannot rest, or gain the benefits of resting) and a temporary ability drain of 1 point. Roll randomly (1d6) to determine the ability score affected. These effects last for 1d4 days, and cannot be cured by natural means, although a *cure disease* spell will end the sickness. Once the sickness has passed, a character can regain full strength after a full rest period.

Should additional Wasting effects be applied to a character who is already under the influence of Minor Wasting, that character immediately contracts Moderate Wasting.

Moderate Wasting

The disease manifests itself by physically distorting and crippling an appendage of the character. Roll 1d3 to determine if Strength,

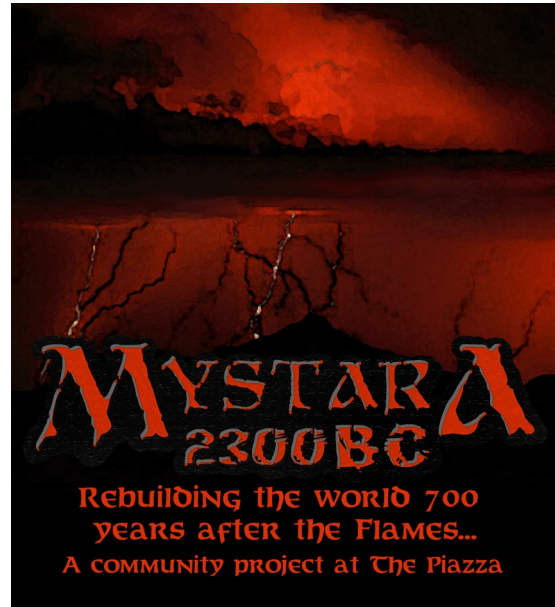
Dexterity, or Charisma is reduced permanently by 1 point. In addition, that character's movement speed is reduced by 10'. These effects can only be removed through a *wish*, or magic of equal or greater power.

Should additional Wasting effects be applied to a character who is already suffering from Moderate Wasting, that character immediately contracts Major Wasting.

Major Wasting

The disease begins to spread from the afflicted appendage to cover the rest of the body. Roll 1d3 to determine if Strength, Dexterity, or Charisma is reduced permanently by 1 point. Constitution is reduced permanently by 2 points. Each additional Wasting effect applied to this character will repeat this process.

Should the character suffer more than 5 bouts of Major Wasting, or should their Constitution scores drop to 0 or below, that character immediately dies from the Wasting disease. A wish spell, or magic of equal or greater power, applied to the character proactively can prevent the next bout of Wasting effects, but no mortal magic can reverse the disease.



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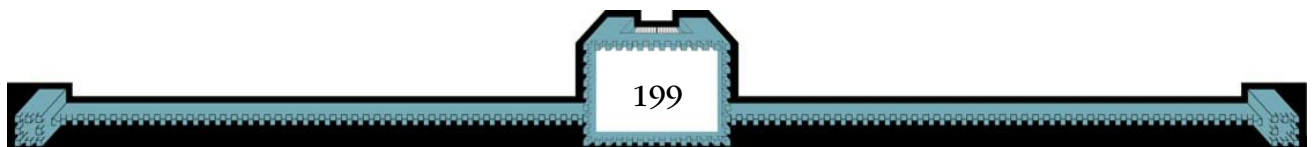
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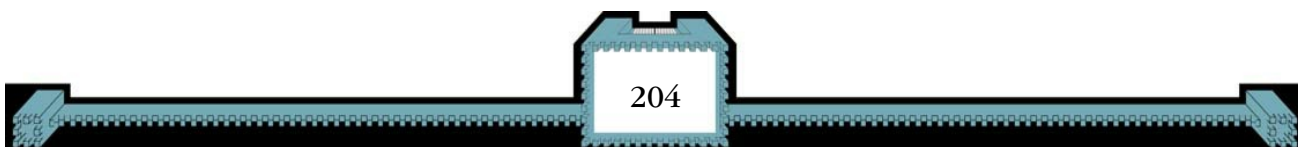
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PLANES AND THE IMMORTALS

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- Planar Cosmology
- Immortal Strongholds and Plots
- Adventure ideas for churches and religions

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