

THRESHOLD

ISSUE #19

[Editorial](#) [3](#)
[This Issue's Contributors](#) [4](#)
[Call for Contributors](#) [7](#)
[Cover Art](#) [8](#)
[Atlas of the Elemental Planes](#) [9](#)
[Reidyll](#) [35](#)
[Alphaks Gallery of Villains](#) [51](#)
[Omen of the Old Ones](#) [74](#)
[History of the Neathar Pantheon](#) [119](#)
[Stories of Mortals and Immortals](#) [126](#)
[Savage Tide Adaptation Part 2](#) [149](#)
[The Unknown World Trail map - part VI](#) [202](#)
[Dwarven Families Expanded - Part 2](#) [225](#)
[Artwork Sources and Credits](#) [256](#)
[Next Issue](#) [265](#)

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All issues of **Threshold** are available for **FREE download** from the [Vaults of Pandius](#) website

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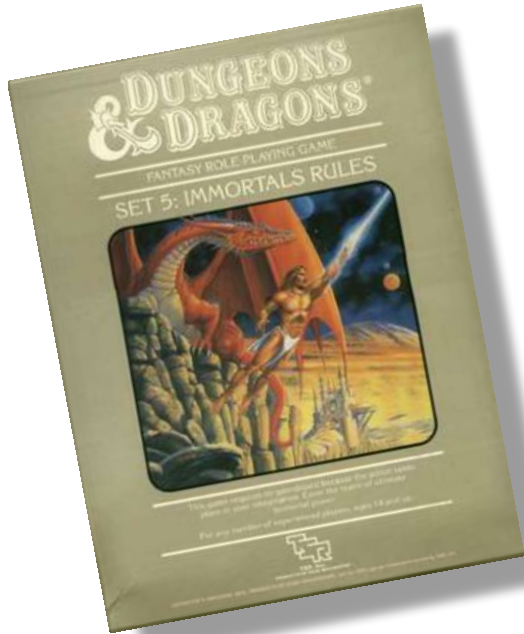
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Thanks To: The Mystara Community, for your support, hard work, and dedication to Mystara.

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

WRATH of the EDITORIALS



From the *Gold Box Immortal's Rules* to the *Wrath of the Immortals*, the life of a Player Character who has “graduated” from the mortal coil, so to speak, has always fascinated me. It is honestly not a playstyle that I have participated in very often, and I think that experience is common among Mystaraphiles. The life of an Immortal seems suited to a more collaborative style of storytelling, one where both Player and DM might actually wield a more balanced power.

Despite the fact that most of us probably do not spend much time in Immortal level campaigns, there is still a plethora of “Immortal” material that we can take from those sources and use in more traditional game play. Immortals are the undisputed movers and shakers of a Mystara campaign,

and can be used as sources of information, as party patrons, and even as the ultimate antagonists.

Understanding the Immortals, and their powers and goals, can go a long way in helping DMs understand the multiverse that surrounds Mystara, and to prepare this multiverse for adventure. High level characters need not be restricted to the confines of Mystara, in fact for them, the multiverse is the limit!

I hope that you will enjoy this issue of *Threshold*, and all of the secrets that it holds. Whether you play in an Immortal campaign, or explore the world through the eyes of less sturdy beings, the articles within should offer plenty of insights and opportunities for adventure.

John Calvin (Chimpman)
Issue #19 Editor-in-Chief



This Issue's Contributors

David Keyser has run four long-term campaigns set in Mystara since the 1980s, using published adventure and support materials as much as possible. He denies having any creative talent himself. It's just that if you put him with a group of friends who are willing to work with him to provide an evening of entertainment, there's a momentary spark like the scratch of flint on steel...and then something magical happens.

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 *Karameikos*.

He has narrated campaigns for game groups in Thyatis, Alphatia, 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.

Håvard (aka Håvard Blackmoor) does not, contrary to popular theory, have six arms. When he is not writing about Mystara at *The Piazza* or is working on his *Blackmoor Blog*, he goes out raiding neighbouring

villages like any true Norwegian. He also runs *The Comeback Inn*, a forum dedicated to Dave Arneson's *Blackmoor*.

I. "Meandratbel" 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*.

Michele "LoZompatore" C. played BECMI for most of his life, starting way back in 1987. He, most of all, likes mixing and matching canon and fanon material about Mystara to see how many new adventure hooks can be churned out. In the little spare time he has away from Mystara he helps other guys in designing oil and gas pipelines around the (real) world.

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



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the KNOWN WORLD



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*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.thepiazza.cra.uk/bb/index.php).





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 & Alphaia"](#)

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

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

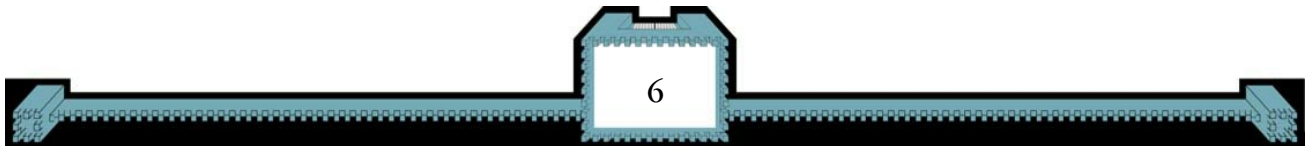
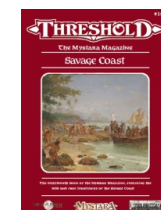
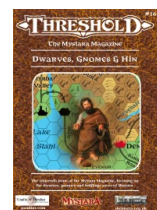
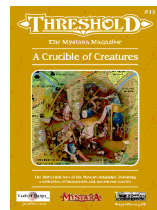
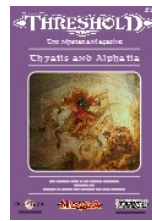
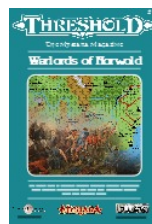
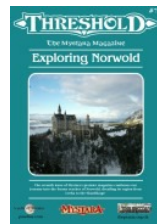
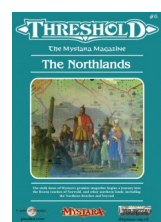
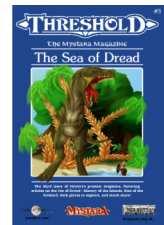
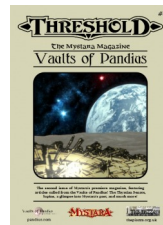
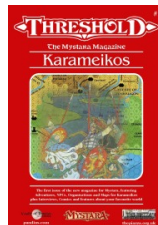
[#14 - "The Shadowdeep"](#)

[#15 - "Mystarospace"](#)

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

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

[#18 - "Savage Coast"](#)



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 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

Call for proposals for main themes of forthcoming issues (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

Issue 22 - Adventures and Campaigns

This issue will focus on adventures, campaigns, and other materials directly useful for your Mystaran games.

Proposal Deadline: October 21st 2018

Manuscript Deadline: November 21st, 2018

Issue Published: by January 21st, 2019

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.



This illustration by I. Calvin depicts Ixion and Nyx standing off over Mystara while Terra looks on from the void.

Atlas of the Elemental Planes

FROM the Mystara FORUM at



by Håvard & John Calvin (Chimpman)

INTRODUCTION

This article began as a series of excellent maps drawn by Håvard¹. Each of the maps represented one of the elemental planes of existence, in the regions that they overlapped with Mystara. The intention of this article is to take those maps and expand upon them, providing Players and DMs with multiple options for exploring beyond the Prime Material plane.

The original discussions on these planes can be found at The Piazza. Thank you to all of those who contributed in those threads and helped to develop these maps.

[*Mystara's Plane of Water*](#) (With Map)

[*Mystara's Plane of Earth*](#) (With Map)

[*Mystara's Plane of Air*](#) (With Map)

[*Mystara's Plane of Fire*](#) (with Map)

In addition to the Elemental Planes, other Inner Planes also exist, including the Ethereal Plane, Limbo, the Dreamlands, the Spirit World, and possibly many more micro-planes.

¹ All of these maps, and more, can be found on The Vaults of Pandius in the article, "[*Mystara's Inner Planes*](#)" by Håvard.

ELEMENTAL PLANES

The Elemental Planes are a subset of the Inner Planes of existence that contain within them the basic building blocks of the multiverse - the elements of Water, Earth, Air, and Fire. These elements are used to build livable environments on all of the planes throughout the multiverse, however something special happens on the Prime Material plane. On select worlds² inhabiting the Prime Material, including Mystara, all of the elements mix in roughly equal amounts, coming to an equilibrium and forming a balanced environment.

The relatively short "distance" between the Elemental Planes and the Prime Material, means that portals³ form often, allowing material to flow back and forth among these planes. Some of these portals may be transitory, forming for a short period before vanishing forever, while others may last for years, centuries, millennia, or longer. It is

² Most D&D campaign worlds fall into this category, however not all planets on the Prime Material conform. For example, several worlds in Mystaraspace are created primarily from Air, while Ixion, the sun, is composed of Fire.

³ Portals between the Prime Material and the Elemental Plane consist of openings on each plane and a tunnel through the Ethereal Plane which connects them.

through these more permanent portals, that many PCs will find their first gateways into the Elemental Planes.

Principles of Dominance and Opposition

The principles of Dominance and Opposition⁴ govern how the elements of the Elemental Planes interact with one another.

Dominance

The principle of Dominance describes which elements have power over their neighbors. A dominant element overpowers the element it dominates. The dominant element causes twice the amount of damage over the dominated element. It also takes the minimum damage from the element it dominates.

- Matter **dominates** Thought
- Thought **dominates** Time
- Time **dominates** Energy
- Energy **dominates** Matter

Opposition

Elements in opposition are enemies, however they are affected by each other's elemental energies normally. Creatures in opposition have a penalty on reaction rolls when interacting with one another.

- Air and Fire are in **opposition**.
- Earth and Water are in **opposition**.

⁴ For more information about the rules for Dominance and Opposition, see the *Rules Cyclopeda*, page 264.

Master Timeline

Table 1 contains some of the most prominent events that happened on the Elemental Planes, from prehistoric times up until the present day. Where appropriate, impactful events taking place on the Prime Material Plane are linked to related events in the Elemental Planes.

PLANE OF WATER

Overview/Traits

The Plane of Water is a vast expanse filled with ice continents surrounded by liquid seas and skies thick with fog. Some regions of the plane contain pockets of steam, suitable for most normal creatures to breath, but otherwise beings who normally dwell on land will need some kind of magical assistance to survive here.

For more information and discussion on the Plane of Water, see the thread [Mystara's Plane of Water \(With Map\)](#) at The Piazza.

Physical Traits

These traits determine the laws of physics and nature on the plane.

- Infinite size. The plane is infinite and coterminous to the Prime Material Plane.
- Objective directional gravity. Gravity on the plane is centered around large solid objects (such as continents).
- Erratic time progression. Time progresses normally in most parts of this plane, however time flow may change (either speeding up or slowing down) in small, confined regions.

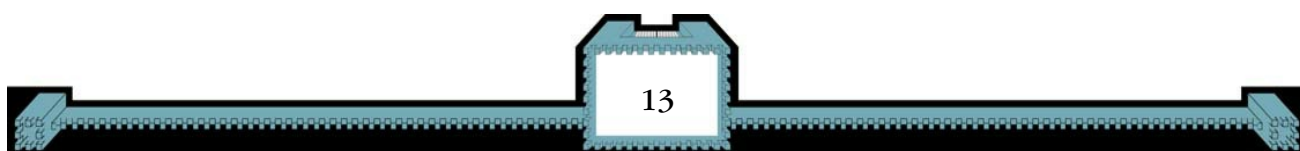
Table 1: Timeline Comparison from the Elemental Planes to the Prime Material

ELEMENTAL PLANES	PRIME MATERIAL PLANE
<p>Pre-History: Elemental wars reach a crescendo, when the armies of Fire, Water and Air combine their powers and attack the Plane of Earth. An Earth Elemental known as Terra leads the fight to defend her Plane against the invaders. Following these wars she ascends to Immortality.</p>	
<p>Earth ascends.</p>	
	<p>BC 4220: Thonian Mages begin exploring the planes.</p>
<p>BC 4123 (Earth, Air, Water, Fire): Ordo Elementarum establish strongholds on each of the Elemental Planes. They begin to forge alliances with local elemental life forms, and start exploring abandoned elemental ruins.</p>	<p>BC 4123: The Blackmoor Mages of the organization known as Ordo Elementarum mass plane shift away from the Prime Plane</p>
<p>BC 4090 (Earth, Air, Water, Fire): After nearly a generation, members of the Ordo Elementarum have begun to absorb the elemental energies of the planes they inhabit. The first genasi are born.</p>	
<p>BC 4015 (Earth, Air, Water, Fire): Having ascertained that elemental forces are once again stirring, preparing for a massive war on a planar scale, some members of the Ordo Elementarum return to Mystara in order to prepare Thonia for any backlash the Prime Material might face. Those who stay on the Elemental Planes become fractured themselves, and begin taking sides in the conflict.</p>	<p>BC 4015: Ordo Elementarum Mages begin to return to Mystara.</p>
<p>BC 4000 (Earth, Fire): The forces of Earth and Fire form an alliance, and begin siphoning a new energy from the Prime Material Plane. On instructions from Zugzul, the efreet begin constructing an elemental weapon on the Plane of Fire called the Well of Souls.</p>	<p>BC 4000: The Federation starship the USS Beagle crash lands on Mystara.</p>

<p>BC 3978 (Fire): Adventurers, with the help of the Sun Brothers, destroy the Well of Souls. This is a minor setback for Fire. Zugzul and his minions begin to rebuild the artifact in secret, and on a much larger scale.</p>	
<p>BC 3950 (Air, Water): Seeing their enemies gain strength, the elemasters of Air and Water join forces. Centuries of battles unfold, as Air and Water attempt to disrupt the plans of Fire and Earth by destroying their burgeoning super weapon.</p>	
	<p>BC 3700: Spillworld formed by massive emissions into the Prime Plane from the Plane of Earth and the Plane of Air.</p>
<p>BC 3000 (Fire): The armies of Water and Air assault Fire, breaching its defenses and capturing the super weapon being created. They turn the weapon against the Plane of Fire, wreaking havoc across the plane and destroying the weapon in the process. The forces of Fire are crushed, and most elemental armies retreat back to their home planes.</p>	<p>BC 3000: The Great Rain of Fire sends ripples across the planes. Spirits and Elemental Creatures are pulled towards the Prime Plane and merged with Mystara.</p>
<p>Water and Air ascend as the planet of Mystara freezes, and glaciers grow towards the equator.</p>	
<p>BC 2700 (Air): After nearly 300 years of relative peace, the forces of Air abandon their alliance with Water. The elemasters of Fire and Earth quickly seize the opportunity and mount forces to attack Water.</p>	
<p>BC 2500 (Water): Combined armies of Earth and Fire march upon the Plane of Water, decimating entire populations of Water elementals. The last vestiges of the Water armies that dominated the planes only 500 years ago are crushed.</p>	<p>BC 2500: Receding of the glaciers.</p>

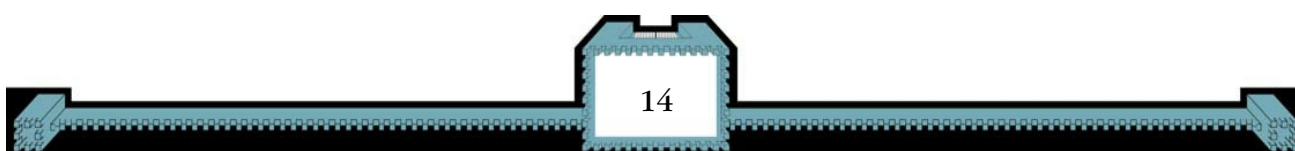


Earth and Fire ascend	
BC 2000 (Earth): The forces of Water, building their power back up in secret over the last 500 years, attack and destroy the Earth Elemaster's capital city. Water begins to wage a guerrilla war against Earth and Fire, striking prime targets quickly and then retreating.	BC 2000: The Klintest Glacier breaks, washing away the lizards of Mogreth in modern day Ylaruam.
Water ascends	
BC 1800 (Earth): Kagyar gives his followers the knowledge to create a magical engine called the Steam Powered Dimensional Launcher, and dwarven forces are sent to the Plane of Earth to bolster the Elemaster's own armies.	BC 1800: Kagyar creates “modern dwarves”.
BC 1750 - 1700 (Fire): Alliances shift, as the forces of Fire join with Water and turn on Earth.	BC 1750 - 1700: Time of turmoil in southern Brun, when the mainland breaks away to form the Ierendi and Minrothad islands. Much of the southern shores are consumed by the waves. [Possible corresponding turmoil in Water, Earth, Fire] Atraughin Plateau collapses.
BC 1750 (Fire): After receiving visions from Rathanos, Azcans flee the destruction of the Great Plateau and begin colonizing the Plane of Fire. Genasi (descendants of the Ordo Elementarum) share their secrets for surviving on the plane, and the Azcans are able to thrive in a few short decades.	BC 1750: The Great Plateau collapses, crushing the remnants of the Azcans living underneath it.
BC 1700 (Earth, Air, Water, Fire): Blighted lands appear and rapidly spread, as elemental energies are drained from the Elemental Planes and violently forced into the Prime Material. Elementals living near these areas disappear, and many who investigate are never seen again.	BC 1700: Glantrian explosion (Lesser Rain of Fire). The Land of Black Sands is created in Ethengar and a part of the Spirit World is drawn into the Material Plane. Taymoran lands sink beneath the waves amidst volcanic turmoil.
BC 1700 (Earth): The armies of Earth are crushed after Fire's betrayal. A combined army of Water and Fire invades the Plane of Earth through secret portals, and devastates its elemental populations.	





Water and Fire ascend	
BC 1350 (Fire): Atzanteotl gathers forces from within the Azcan Colonies. A civil war ensues as Atzanteotl's followers clash with those of Ixion.	
BC 1290 (Fire): Atzanteotl and his followers gain control of several of the colonies, enough to siphon the energies of Fire and send them to the Material Plane. He causes a magma eruption to destroy the city of Aengmor and kill all of his elven followers living there.	BC 1290: The city of Aengmor is destroyed.
Fire ascends	
BC 1280 (Air, Fire): The forces of Air come out from their strongholds and assault Fire. Fire is caught unawares, and their forces are decimated. Air rapidly dominates any armies sent against them.	
Air ascends, but is swiftly crushed	
	BC 1190: Humanoid tribes find the Rock of Oenkmar.
BC 1000 (Air): In the midst of their victories, the Plane of Air is drained of power as a group of powerful Alphatian mages pull massive amounts of Air into the Prime Material Plane. The Alphatian home world is destroyed sending Flaem refugees to the Plane of Fire and Followers of Air to Mystara.	BC1000: Alphatian Air Mages fill their solar system with air causing a massive drain on the Plane of Air. The Flaems depart for the Plane of Fire
BC 900 (Earth): With Air and Fire still licking their wounds, the forces of Earth seize the opportunity to assault their former enemies. Armies of Earth begin to surge through the elemental planes.	
	BC 795: Atraughin rebuilds the Great Plateau - perhaps representing a win for Earth?





Earth ascends	
BC 690 (Fire): The Flaems settle in the City of Brass.	
	BC 500: Spell of Oblivion erases all contact between Nithia and the Plane of Fire/City of Brass. The Rock of Oenkmar sinks back into the earth (floating on a column of lava).
BC 500 (Fire): The Flaems are banished from the City of Brass.	
	AC 395: Flaems end their sojourn across the planes and arrive in Glantri
	AC 600: Honor Island Mages begin exploring the Ethereal Plane and the Plane of Fire.
AC 835 (Water): Al-Kalim quests on the Plane of Water leading a force of undines against the armies of Earth.	
AC 865 (Fire): Al-Kalim visits the City of Brass, converting many of the common efreet to the Eternal Truth.	

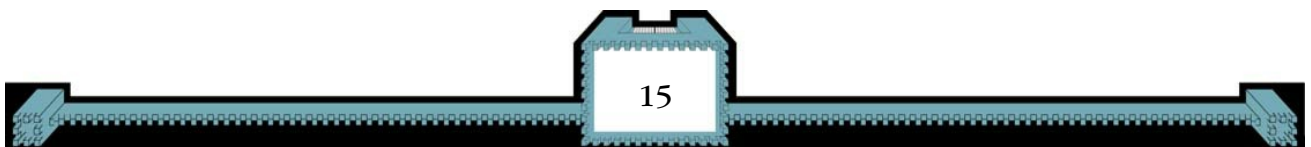
Elemental Wars and the Temple of Elemental Evil

While Immortal interaction on the Prime Material Plane is restricted, the Immortals have greater leeway in taking action on other planes throughout the Multiverse. Direct Immortal involvement on the Outer Planes is a given, and while frowned upon by some, direct involvement on the Inner Planes is not outrightly denied to them.

Several elemental beings, Terra included, have attained Immortality, and continue to take interest in their planes of origin. Other Immortals simply enjoy the extra freedom in direct activity, that operating on the Elemental Planes gives them. These Immortals, and other powerful elemental

beings, are some of the prime players in the Elemental Wars, a conflict that has spanned across the four elemental planes for eons and that sometimes crosses over into the Prime Material.

One noteworthy group of Immortals banded together to create the Temple of Elemental Evil. [Threshold Magazine #11](#) explores some ways that the Temple of Elemental Evil could be tied to Mystara, although not all of its possible Immortal members were explored in that article. Zugzul may be a good candidate hailing from the Plane of Fire, with N'grath from the Plane of Earth, Qywattz from the Plane of Air, and Kallala from the Plane of Water filling out the other positions.



Elemental and Sphere Traits

These traits determine the dominance of particular elemental or energy forces.

- Water dominant.
- Time dominant.

Magic Traits

As a result of the **dominance** of Time over Energy:

- Water spells and magic is enhanced. Water based spells can be cast as if one level lower here. Water based spell like abilities or effects are more powerful here.
- Fire magic is impeded. Fire based spells must be cast as if two levels higher here. Fire based spell like abilities or effects are less powerful here.

As a result of the **opposition** of Water and Earth:

- Creatures of Water are hostile with creatures of Earth, receiving a -4 penalty on reaction rolls.

Locations

The following locations can be found on the Plane of Water.

Glantrian Hydromancer Bastion

A small group of Glantrian mages have established a stronghold on the Plane of Water. The base is composed of several spherical “bubbles” of air connected together at irregular intervals. While the inner bubbles contain living and working

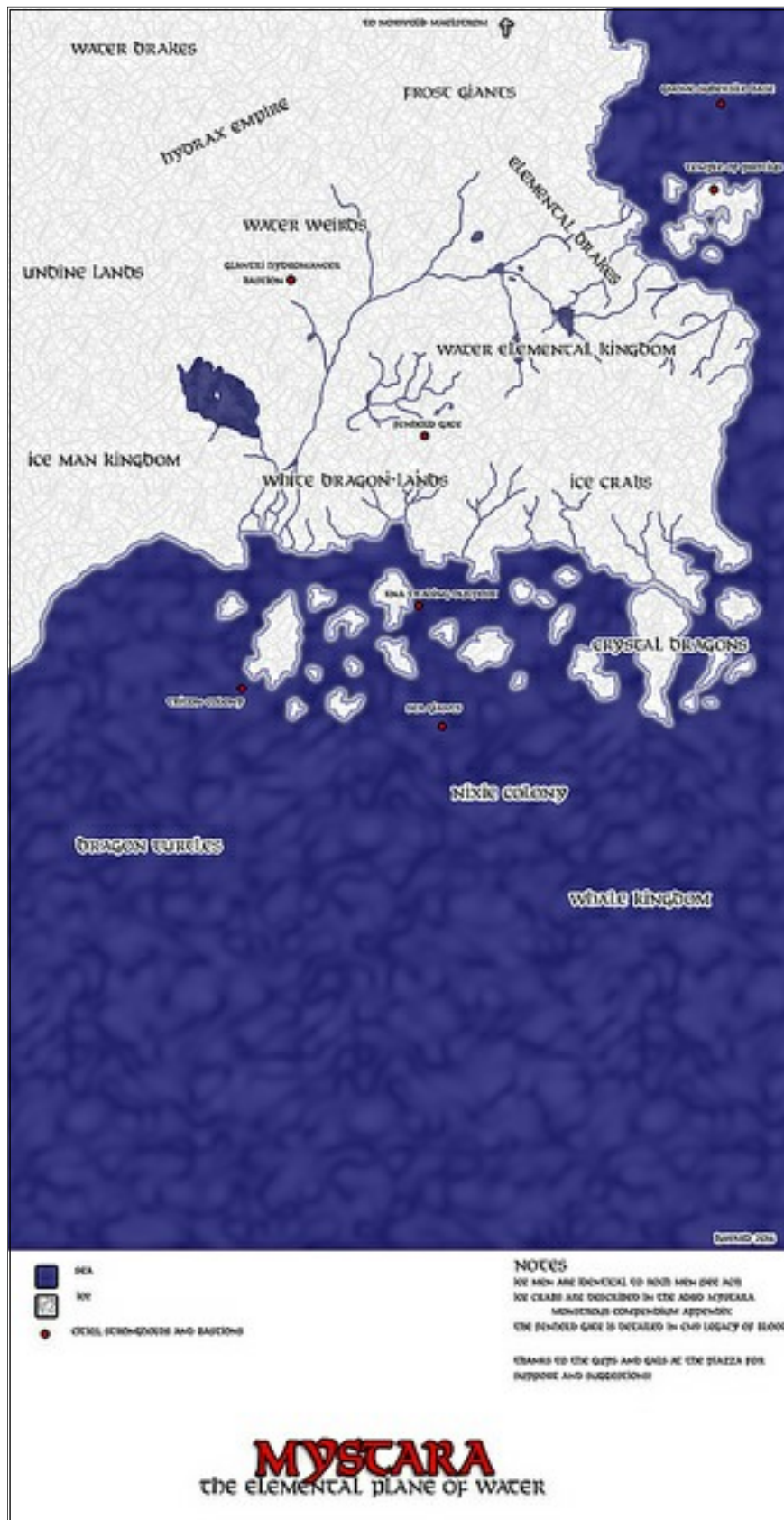
quarters and remain mostly dry, the outer bubbles can be flooded to allow for easy transition from the stronghold and into the watery surroundings.

Wavebreaker, Gnomish Submersible Base

From a distance this “gnomish base” looks like a gigantic silver fish floating peacefully in the warm waters of the eastern sea. The “fish” (dubbed Wavebreaker by the gnomes) is hollow and large enough to house an entire city. It is constructed of steel and other unknown metals, and was discovered by gnomes from the Earthshaker clan 350 years ago. Constructed by the same people who build Earthshaker long ago, the fish lay abandoned for centuries and was nearly destroyed by environmental pressures. Since taking ownership, the gnomes have begun to shore up the machine’s failings and are optimistic that they can bring it to life once again. In the meantime they have crafted smaller vessels upon the same principles that they use to explore the Plane.

Temple of Protius

Dedicated to Protius since time immemorial this temple, constructed using water in all of its states and held together with coral and ivory, serves as neutral ground on the Plane of Water. Pilgrims come from across the plane to behold the wonders of this temple and to make sacrifices to Father Ocean. Priests and pilgrims from a hundred different races and more can be found here. Any who worship Protius, or who do him homage, are welcomed here, as long as they leave past disputes and violent actions at the door.



FENHOLD GATE

Ancient strange looking metallic towers rise here. This site was once a place of cooperation between the humans of Blackmoor and the Water Elementals. However it has long since been abandoned. The gate here leads to Darokin on Mystara. No one has come through this gate from the Prime Material Plane in centuries.

TRITON COLONY

The ancestors of these triton fled to the Plane of Water in BC 2400 to escape conquest by the kopru of Adhuza. Since then they have expanded across the watery expanse of this plane. The original colony has since grown into the thriving city of Prabala. An ever expanding spherical mesh of coral, Prabala is a bastion of life in the empty waters of the plane. At its heart lies the magical core from which the rest of the city has been grown.

KNA TRADING OUTPOST

These Kna know secret waterways between the Elemental Plane and Mystara. They are renown merchants and provide a wide range of goods. Planar Spiders are among the races that show up at their market.

SEA GIANTS

Once inheritors of a great Prime Material kingdom, these sea giants have lost much of what they once had. Now content to farm and fish in the great waters that surround them, they have long since abandoned their original colony. Nonetheless, ruins of this once great city still remain, and may yet contain the secrets of the sea giant's past.

HYDRAX EMPIRE

The ice cities of the hydrax⁵ look like colossal crystalline domes rising up from the frozen steppes on the the Plane of Water. No two cities are alike, for the hydrax grow them organically from their surroundings, and they constantly seek to increase their borders. Nearly constant war rages between the hydrax and their undine neighbors to the south, but recently the evil ice creatures have been turning their attention to the gnomish community in the east. For now the warmer waters in that region have prevented the hydrax from attacking in full force.

UNDINE LANDS

Undine appear to be snake-like creatures composed entirely of water, often with additional translucent appendages attached to their bodies. Mysterious creatures, the undines maintain massive temples and monasteries throughout their lands.

ICE MAN KINGDOM

This kingdom is populated by a race composed solely of ice. They are allies of the Water Elementals. Use Rock Man stats to represent Ice Men.

WATER ELEMENTAL KINGDOM

Ruled over by the Water Elemaster, this kingdom of elementals spans regions throughout the entire Plane of Water. The elemental kingdom is a feudal society, and often comes into conflict with the Undines and Hydrax Empire.

⁵ See the [Hydrax](#) by John Walter Biles at the Vaults of Pandius for more information about different forms the hydrax can take.

NPCs

The following NPCs can be found on the Plane of Water:

BORMAN Doldeep

One of the first gnomes to actually be born on Wavebreaker, Borman is a natural engineer and self made expert on the gigantic machine. He worked his way through every system on Wavebreaker and now holds a seat on the Clan Council. Borman knows that other races are starting to take notice of the gnomes and their great machine, and that the position of his people are tenuous at best. His top priority is to get Wavebreaker swimming, and he is determined to succeed.

Naksatra

Naksatra, the Gravis Aqu (or High Priest) of the Spring of Eternity⁶, is a cold calculating hydrax that has spent years rising to the top of his profession. When Rafiel first established a foothold in hydrax lands, Naksatra was one of his chief supporters. With the Spring of Eternity (an artifact similar to the Shadow Elves' Chamber of the Spheres) nearing completion, Naksatra is poised to seize more control over more than his clerical order. The old hydrax is planning to use the power of the artifact to overthrow the hydrax empire and set himself upon the throne of a new nation.

⁶ See the article *Reidyll, Rafiel's Home Plane*, in this issue of *Threshold* for more information.

Plots/Adventures

A short list of potential plot or adventure ideas.

DONT SINK!

The humdrum life aboard the city sized craft Wavebreaker is shattered when a small raiding party of hydrax board and attempt to scuttle the ship. Although he gnomes eventually fight of the creatures, Borman Doldeep knows his people are in great peril. Seeking out the brave, or foolhardy, he sends them on a quest to acquire a precious aqueous mineral, the last component to get the ancient machine running again. Unfortunately the only known deposit of the material is deep within the Hydrax Empire.

SPRING OF ETERNITY

The evil hydrax cleric, Naksatra, consolidates his power as the Spring of Eternity nears completion. Once fully operational, Naksatra plans on using the Spring of Eternity to overthrow the monarchy and crown himself as the first Holy Regent of the Hydrax Empire. Once this happens the balance of power may shift in the Plane of Water, with the Immortal Rafiel in command of a significant portion of its denizens. If left unchecked, this shifting of political power could lead to the restarting of the Elemental Wars.

New Monsters

Crabfolk, Mystaran (BECMI)

Armor Class 4
 Hit Dice 3 (M)
 Move 120' (40')
 Attacks 2 pincers
 Damage 1d6, 1d6
 No. Appearing 2d6
 Save As F3
 Morale 9
 Treasure Type B
 Intelligence 9
 Alignment Neutral
 XP Value 35

Monster Type: Humanoid (Rare)

When Al-Kalim travelled to the Undersea Realm and the Elemental Plane of Water as part of his pilgrimage to request the sponsorship of the Old Man of the Sea (Protius), the Ylari helped the Merrow fight off an invasion of Crabfolk (see Gaz 2). Crabfolk are 9' humanoids with hard reddish-brown exoskeleton. They are amphibious and sometimes launch raids on coastal communities. They value silver and pearls that they often bring back to their cavernous lairs.

PLANE OF EARTH

Overview/Traits

This plane contains continents of earth and stone surrounded by seas of mud. The atmosphere is composed of dust and sand, and can be quite dense in certain regions. Creatures from the Prime Material Plane may be able to survive in regions with thin dusty air, at least for the short term, but magical assistance is required to traverse more inhospitable regions and to survive some of the harsher terrain of the planar landscape.

For more information and discussion on the Plane of Earth, see the thread [Mystara's Plane of Earth \(With Map\)](#) at The Piazza.

Physical Traits

These traits determine the laws of physics and nature on the plane.

- Infinite size. The plane is infinite and coterminous to the Prime Material Plane.
- Normal gravity. Gravity on the plane is determined as it would be on the Prime Material Plane
- Normal time progression. Time progression on this plane is the same as time progression on the Prime Material Plane.

Elemental and Sphere Traits

These traits determine the dominance of particular elemental or energy forces.

- Earth dominant.
- Mater dominant.

Magic Traits

As a result of the **dominance** of Matter over Thought:

- Earth and magic is enhanced. Earth based spells can be cast as if one level lower here. Earth based spell like abilities or effects are more powerful here.
- Air magic is impeded. Air based spells must be cast as if two levels higher here. Air based spell like abilities or effects are less powerful here.

As a result of the **opposition** of Earth and Water:

- Creatures of Earth are hostile with creatures of Water, receiving a -4 penalty on reaction rolls.

Locations

The following locations can be found on the Plane of Earth.

Prince Nicolite's Palace

This lavish Palace is the home of Prince Nicolite, one of the Earth Elemaster's favorite sons. The Prince's current whereabouts are unknown, but this is being kept secret by the Prince's aides and servants make sure to keep up the appearances as if the Prince was staying in the Palace while politely refusing all visitors at the time. (See HWA2 for more details on Prince Nicolite).

Landhome City

This city is one of the largest in this region of the Plane of Earth. It was once home to the

Earth Elemental who became known as Land. Many from his clan still reside here. These Earth Elementals take pride in their claim to be descendants of the Immortal Terra. (See IM1 for more details)

Fire Elemental Gate

This gate leads to the Plane of Fire.

Geonid Caverns

Great crystalline fissures cut across this region of the Plane of Earth and are home to the geonids, a race of small, shelled, cave dwellers. When at rest, a geonid in its shell looks exactly like a stone or boulder. The geonids who dwell in this region have crystalline structures fused with their shells.

Lava Maelstrom

The Lava Maelstrom is an elemental storm that connects the Plane of Earth with the Plane of Fire. Earthen terrain in this region of the plane tends to be hot, becoming more molten the closer it gets to the center of the storm. Creatures from the two planes often battle for control of this area.

Glantri Earth Elementalist Stronghold

The High Elementalist of Earth has constructed a Stronghold here. Visitors from the Prime Material Plane can survive within the confines of the Stronghold without other magical devices usually required to survive on the Plane of Earth. A permanent gate connects the stronghold to the City of Glantri.



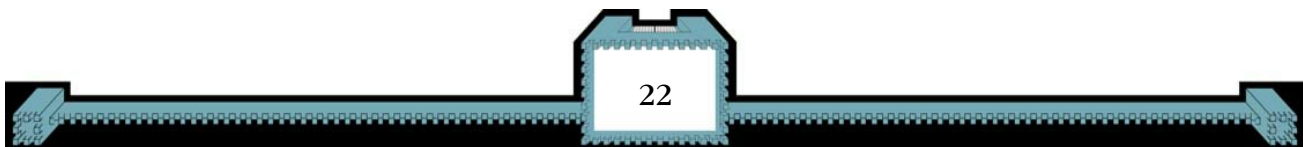
- MUD
- LAND
- cities, strongholds etc

NOTES:
 FATHER GABENO WAS INTRODUCED IN THWA NIGHTWALK
 PRINCE NICCOLITE WAS INTRODUCED IN THWA NIGHTSTAGE
 LANTHOME IS DESCRIBED IN IM2
 CUEBALL IS DETAILED IN IM1

THANKS TO KIPYANWORMER, ROBIN, JULIUS CLEVER,
 BIG MAC, CARILLION, YAZCHROMO, ROBIN, HELIGON, STIMPMAN,
 SCURM, TOM BULLSEYE AND EVERYONE ELSE AT THE PIAZZA
 WHO CONTRIBUTED WITH SUGGESTIONS AND ENCOURAGEMENT

MYSTARA

the elemental plane of earth



Rockhome Transdimensional Transporter Base

This small redoubt in the Plane of Earth was carved out by dwarves shortly after the nation of Rockhome was established (circa BC 1800). The base is a vaulted cavern with breathable air within its confines, and four vast stone covered archways, one at each of the cardinal points. Beneath each archway is a channel hewn from stone, containing one of the fabled Stone Ships of Rockhome. Abandoned for centuries, the dwarves have only recently rediscovered the site, and are once again using their Stone Ships to explore the plane.

Temple of Kagyar

One of the most holy pilgrimage sites of the ancient dwarves, the Temple of Kagyar features heavily in many of Rockhome's fables and legends. Thought lost for ages, the temple has been opened again with the recent rediscovery of the Transdimensional Transporter Base. The temple itself consists of a colossal, metallic, dwarven statue standing upon a pedestal of granite and gold. Traditions say that the statue⁷ may come to life in times of need, though none living have ever seen it move.

Rock Man City

Cone shaped humanoids made of rock, the rock men of this city are master miners and craftsmen. The treasures they hold are priceless, but zealously guard their secrets.

⁷ The statue may in fact be an ancient Blackmoorian artifact known as an Earthshaker. See module CM7: "Earthshaker!" for more information.

Earth Fey Court

A kingdom of earthdrakes rules over this territory. The dragon-like fey creatures are mysterious and rarely welcome visitors to their lands.

Father Gabro's Temple of Terra

This beautifully sculpted temple has recently been abandoned. Father Gabro was a widely respected Cleric. However since his mysterious disappearance, the temple has fallen in disarray and nearby villagers have not dared to enter the building, fearing that the place has been cursed. (The true fate of Father Gabro is revealed in HWA1 and HWA2).

Earth Gnome Base

This strange dome-like structure is the home of a group of gnomes from Karameikos.

Gate to Cueball

Cueball is the homeworld of an Immortal known as N'Grath. N'Grath is a sinister creature of the Horde race. This gate is guarded by powerful Earth Elemental sentinels who constantly watch out for possible invaders.

NPCs

The following NPCs can be found on the Plane of Earth:

Kordei

The famed gemcutter Kordei dwells in the heart of Rock Man City. She owns a shop there, offering her services to any who can

pay her fees, which are often exorbitant. Gems that she shapes are sought after by dragons, wizards, and arcane smiths. Anyone interested in crafting the finest magical items in the planes comes to Kordei.

Orin Blackshield

A scholar and aficionado of Blackmoorian memorabilia, Orin has recently led the efforts to re-establish a dwarven presence on the Plane of Earth using an ancient device known as the Transdimensional Transporter. He spends his days searching the plane for signs of ancient dwarves and any technomagical devices they may have left behind.

Plots/Adventures

A short list of potential plot or adventure ideas.

Kagyar Awakens!

Orin Blackshield has recently found a small secret door in the left heel of the colossal statue in Kagyar's Temple. As Orin and his allies fumble to reactivate the ancient Earthshaker, factions from across the plane march upon Kagyar's Temple, intent on taking the dwarf's prize for their own.

Maelstrom War

Creatures from the Plane of Fire have begun invading the Plane of Earth in force, primarily through the Lava Maelstrom. The PCs must race across the plane in an attempt to bring the forces of Earth together. If a consolidated effort can be made, the fire elementals will be turned back, but if not war will spread across the Plane of Earth.

PLANE OF AIR

Overview/Traits

The Elemental Plane of Air is comprised of open skies and cloud based continents of various densities and consistencies. Most creatures from the Prime Material Plane can exist here without the aid of magic, although creatures with flight have a distinct advantage over those without.

For more information and discussion on the Plane of Air, see the thread [Mystara's Plane of Air \(With Map\)](#) at The Piazza

Physical Traits

These traits determine the laws of physics and nature on the plane.

- Infinite size. The plane is infinite and coterminous to the Prime Material Plane.
- Subjective directional gravity. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.
- Normal time progression. Time progression on this plane is the same as time progression on the Prime Material Plane.

Elemental and Sphere Traits

These traits determine the dominance of particular elemental or energy forces.

- Air dominant.
- Thought dominant.

Magic Traits

As a result of the **dominance** of Thought over Time:

- Air magic is enhanced. Air based spells can be cast as if one level lower here. Air based spell like abilities or effects are more powerful here.
- Water magic is impeded. Water based spells must be cast as if two levels higher here. Water based spell like abilities or effects are less powerful here.

As a result of the **opposition** of Air and Fire:

- Creatures of Fire are hostile with creatures of Air, receiving a -4 penalty on reaction rolls.

Locations

The following locations can be found on the Plane of Air.

Queen Aereon's Palace

This is the fabulous palace of a well known Air Elemental Ruler. It can be seen from afar due to its tall blue towers.

Aphanre's Aerie (Alphatian Air Base)

Aphanre's Aerie is an ancient Alphatian outpost in this section of the Plane of Air, established decades before Landfall. During their planar sojourn, the Alphatians discovered a small wind eddy within the Plane of Air that remained stationary relative to other planar terrain. Lashing several old, decrepit ships together they created a way

station on the Plane. Since that time the Aerie has grown considerably as more and more ships merged together. The Alphatian navy maintains a heavy presence in this area to protect the Aerie and Alpathia's claim on this region of the Plane of Air.

Pegataur City

A number of pegataurs established a foothold on this plane circa BC 400, shortly after escaping their creator's⁸ clutches in the Alphatian province of Blackheart. Now thousands of the creatures dwell in a massively fortified floating island on the Plane of Air, where mercenary companies can be hired by nearby nations and adventurers alike.

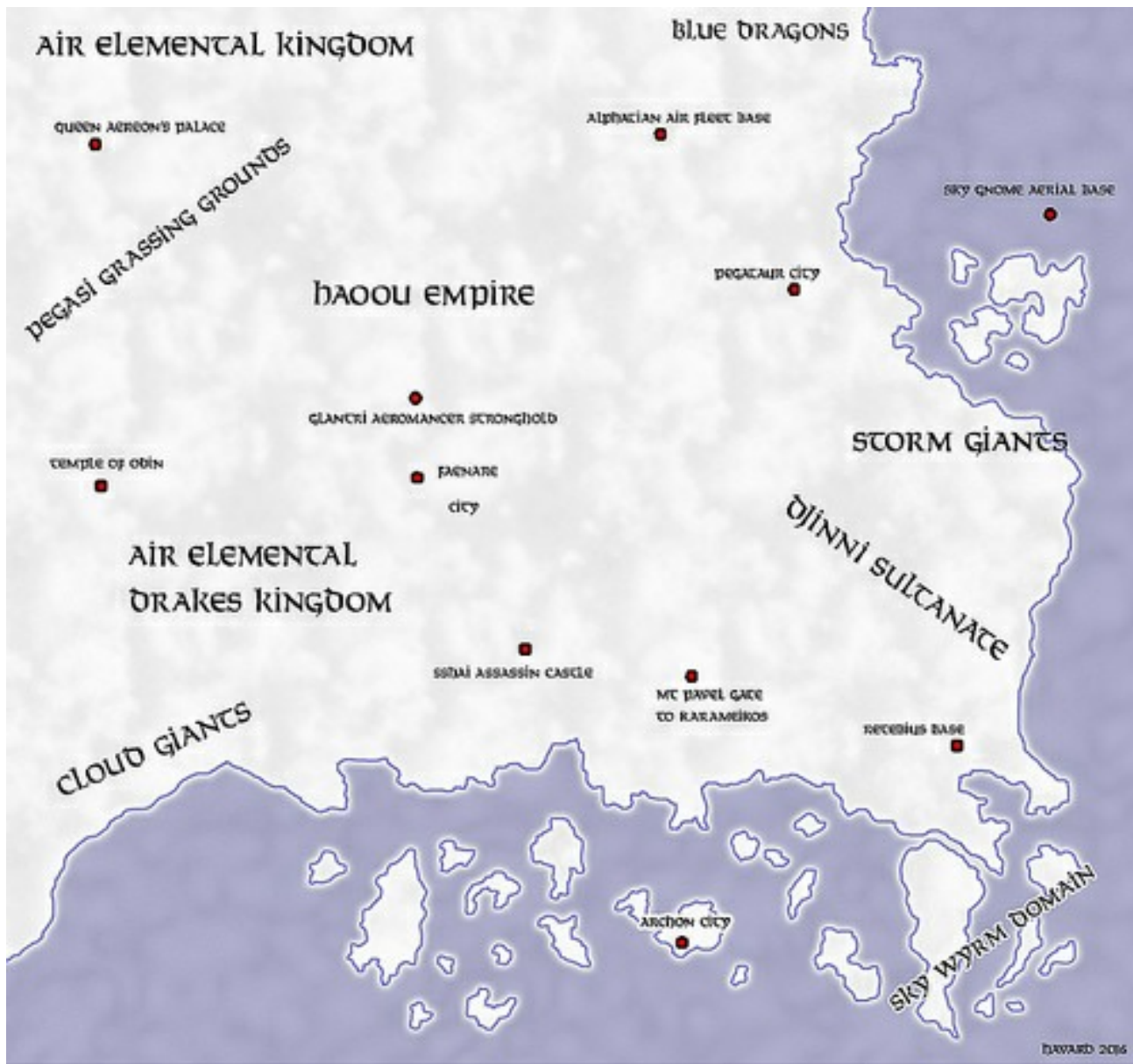
Sky Gnome's Air Base

400 years ago a squadron of biplanes disappeared from Serraine. The group of gnomes flying them were pulled into the Plane of Air during a freak planar storm. It is only in recent years, that descendants of that fated expedition have reconnected with the flying city on Mystara.

Temple of Odin

Clouds in this region are dark and roiling, often filled with thunder and lightning. Near the center, where the clouds solidify, is a giant throne of marble and glass behind which grows a gnarled white tree. Giant black crows perch upon its branches, taking flight periodically to survey the land. A small

⁸ It is said that pegataurs were created by an Alphatian mage. For more information see "[Kubittes and Garganthuax](#)" by Håvard on the Vaults of Pandius.



HAWARD 2016

TRIVIA: QUEEN AEREON IS A REFERENCE TO JUBY BENCH'S CHARACTER IN THE CHRONICLE OF RIBBICK

SSJAI CASTLE INSPIRED BY THE HISTORICAL ALAMUT, SSJAI ARE SOMETIMES EMPLOYED BY AIR ELEMENTALS AS ASSASSINS AND SPIES (80)

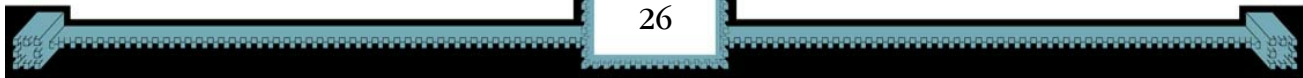
■ cities, strongholds and bastions

□ solid clouds

■ liquid air

MYSTARA

the elemental plane of air



cabal of hooded monks tend to the place, welcoming anyone who outwardly wears the symbol of Odin... but those seeking favors of the immortal would be wise to bring a gift along with their petitions.

Glantrian Aeromancer Stronghold

Glantrian wizards have constructed a castle of solidified air in this region of the plane. The castle, and the solid air it is created from, looks like multi-colored shards of glass or ice that have been fused together.

Faenare City

These winged, elf-like creatures dwell in a series of massive, fluted glass like structures soaring upward from a swirling base of clouds. The faenare are revered as keepers of knowledge and arcane lore.



Djinn

Sshai Assassin Castle

This opulently apportioned castle floats in the void amid gently swirling clouds. Although it appears to be lighter than air, the castle and everything in it are not native to this plane, but instead have been transported here from other worlds - trophies and payments for the castle's residents. Inside more treasures abound, with gold, silver, and precious jewels filling every nook and alcove. While the halls of the castle may seem empty, they are in fact quietly roamed by the brotherhood of invisible stalkers that live here.

Mt. Pavel Gate (to Karamaikos)

Storms in this area often cause portals to open leading between the Plane of Air and Mount Pavel on Mystara. It is through one such storm that the sky gnomes of Serraine were pulled into the Plane of Air.

Retebius Base

Shortly after the Alphatians were driven from their occupation of Thyatis in AC 960, the dragon Hytliaph⁹ and his allies created a portal from his stronghold in the Altan Tepes to the Plane of Air. Since that time the Retebius Air Fleet has established a small base on the elemental plane and sends out regular expeditions across nearby territory. Hytliaph and his Thyatian allies use the base as a training ground, and have limited dealings with neighboring elementals.

⁹ See more information about Hytliaph's story, and the stronghold he established on "[Ancepes Trigemius](#)" by John Calvin at the Vaults of Pandius

Archon City

The archons inhabiting this city are the servants of various Immortals devoted to law and order. From here they watch nearby mortal realms, and guide promising adventurers so that they might overcome the servants of evil.

Aerodrome/Rugalov Keep Portal

Dark storm clouds and icy winds roil over this area, with arcs of lightning and booming thunder that can be seen and heard from miles around. Although a small portal from the Plane of Air to Karameikos has existed here for millennia, the storm itself is a recent addition, having formed circa AC 960. The storm shrouds a circular outcropping of crystal obelisks, and is guarded by the incorporeal specter of Lazlo Burya, a former member of the Order of the White Drake. Natives avoid this place as it is a known haunt of elemental undead.

Haoou Empire

The haoou, creatures resembling pillars of living fog, have established a vast empire in this region of the plane. They are militaristic, and often mount expeditions into the Plane of Fire, where they enjoy tormenting their mortal enemies the helion.

Air Elemental Kingdom

Ruled over by the Air Elemaster, this is a feudal society that spans across massive regions of the Plane of Air.

Djinn Sultanate

Masters of air and magic, the djinn on the Plane of Air are ruled over by the Great Sultan. They can be bartered with to provide services to mortals, but rarely for a fair price. The Djinn Sultanate is constantly at war with the efreet of the City of Brass and the Efreet Emirates, and their emissaries can be found across the planes, both inner and outer.

NPCs

The following NPCs can be found on the Plane of Air:

Oeraphon

Son of Hytiliaph and commander of Thyatis' Retebius Base in the Plane of Fire, Oeraphon is cold and calculating, but a just commander. The gold dragon often tours the base polymorphed as a human wearing the garb of a Thyatian general (although never actually awarded that rank, nobody argues the point with him). Oeraphon's ultimate goal is to strengthen Thyatis' position in the plane, finding allies that can be brought against Alphatia back on the Prime Material.

Lazlo Burya

Once a knight of the Order of the White Drakes, Lazlo now haunts the Plane of Air as a disembodied specter. Lazlo fled through the portal when the Order was destroyed by the Thyatians during the Spike Assault of AC 960, and succumbed to the elements soon afterward. Rather than dying however, his body was filled with hatred and the raw forces of elemental air, creating a unique and undead, elemental being. He has slowly been

building an army of undead soldiers as he awaits the return of his master, the Death Knight Yuri Molotov¹⁰.

Plots/Adventures

A short list of potential plot or adventure ideas.

STORM OVER RUGALOV

The dark storm clouds hovering over the Rugalov portal begin to spread, infecting nearby regions of the Plane of Air like a plague. Lazlo Burya has begun to marshal his forces, sending undead elemental knights across the skies on pallid white wyverns. His first target is unmistakable... the Retebius Base synchronous to Hytiliaph's mountains in Thyatis. Should the base fall, the undead could spread across the Plane of Air, or even spill over into the Prime Material.

ZZONGA Redoubt

Alphatians have been fighting the plague of zsonga addiction almost as long as their empire has existed, and try though they may, they have not been able to eradicate the drug. Tucked away on several farming platforms atop Aphanre's Aerie, are sizable zsonga plantations. The cartel that manages them is able to distribute their wares across the empire because of the Aerie's strategic location. Destroying this zsonga bastion would go a long way to strengthening the Alphatian fleet, however the drug cartel won't go down without a fight.

¹⁰ Yuri Molotov is detailed in [Threshold Magazine #1](#). More information can be found about him on the [Vaults of Pandius](#) and in [this thread](#) on The Piazza .

Take Nothing!

The PCs find an empty castle floating in the clouds. Though apparently abandoned, it is in good repair and filled to the brim with treasure. Sshai assassins use this castle as their guildhall, which will roar to life once the PCs try to pilfer any of its treasures. The sshai could care less about their valuables, but this is sport to them. They will attempt to frighten the PCs into leaving with their treasure, and then initiate a contest to stalk them. Should the PCs survive four of the assassin's attempts, they are free to keep any treasure taken.

PLANE OF FIRE

Overview/Traits

The Plane of Fire is filled with continents of magma and molten metals covered in an atmosphere of superheated plasma and conflagrations of ashy embers. Most creatures from the Prime Material Plane will require some level of magical assistance in order to survive on this plane, though small pockets may support non-elemental life forms for short periods of time.

For more information and discussion on the Plane of Fire, see the thread [Mystara's Plane of Fire \(with Map\)](#) on The Piazza.

Physical Traits

These traits determine the laws of physics and nature on the plane.

- Infinite size. The plane is infinite and coterminous to the Prime Material Plane.
- Normal gravity. Gravity on the plane is determined as it would be on the Prime Material Plane
- Normal time progression. Time progression on this plane is the same as time progression on the Prime Material Plane.

Elemental and Sphere Traits

These traits determine the dominance of particular elemental or energy forces.

- Fire dominant.
- Energy dominant.

Magic Traits

As a result of the **dominance** of Energy over Matter:

- Fire and magic is enhanced. Fire based spells can be cast as if one level lower here. Fire based spell like abilities or effects are more powerful here.
- Earth magic is impeded. Earth based spells must be cast as if two levels higher here. Earth based spell like abilities or effects are less powerful here.

As a result of the **opposition** of Fire and Air:

- Creatures of Fire are hostile with creatures of Air, receiving a -4 penalty on reaction rolls.

Locations

The following locations can be found on the Plane of Fire.

Aura Grandoise Perfume Palace

This exquisite building is the home of a fire elemental artist by the name of Aura Grandoise. Elementals create art to please all the five senses and Ms Grandoise has dedicated herself to creating art for the sense of smell. Her perfumes are sought throughout the Plane of Fire and on other planes as well. (See HWA2 for Aura's current whereabouts).

Sollux Stronghold

This Fortress is home to the Sun Brothers, an organization of Solluxes who are dedicated to fighting against the Efreeti.

Earth Elementals Gate

This gate leads to the Plane of Earth.

Arch of Fire

Gigantic dual portals leading to the Arch of Fire, in Norwold, can be found here. The portals are uni-directional, with one leading out of the Plane of Fire and the other leading back in. Fire creatures who wish to spend time on the Prime Material, often come here to start their journey.

Three Volcanoes Area

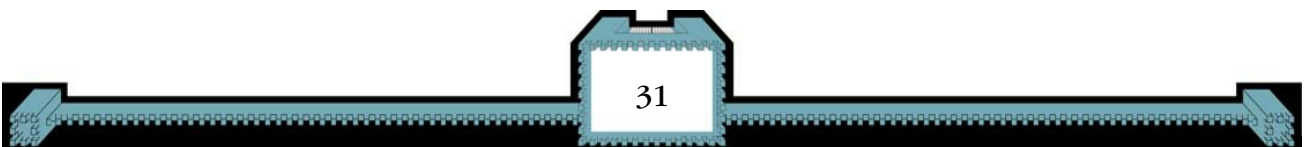
Several small portals connect the Plane of Fire with the Three Volcanoes Land between the Northern Reaches and Rockhome on



- CORRESPONDS TO VOLCANOES ON THE PRIME PLANE
- CITIES, STRONGHOLDS AND BASTIONS

MYSTARA

the elemental plane of fire



Mystara. This is a highly contested area, both on the Plane of Fire and the Prime Material. On Mystara, these portals surround the ancient dwarven city of Darmouk¹¹.

Glantrian Pyromancer Stronghold

Fire elementalists from Glantri have created a stronghold on this plane. Their fortress is a jumble of geometric shapes which seem to be formed from metals with various properties and colors.

Ordo Elementarum Outpost

These ruins appear to have been crafted from raw ore and metal, and have remained uninhabited for centuries. Long ago they were the dwelling place of Blackmoorian elementalists, the Ordo Elementarum. Some descendants of the order remain, long since adapted to life on this plane (as genasi). A few secrets of the Ordo Elementarum remain intact, hidden in the ruins for brave adventurers to find, though the elementals of this region give the ruins a wide berth.

Azcan Fire Worshiper Colonies

Millennia ago, a few lucky Azcans living under the Great Plateau¹² escaped its collapse by fleeing through a portal to the Plane of Fire. Surviving at first thanks to their

¹¹ See [Threshold Magazine #16](#), "Dwarves, Gnomes & Hin" for more information on Darmouk.

¹² The Great Plateau was located in what would later be modern day Atraghin. In BC 2800 the Azcans sought shelter from the aftereffects of the Great Rain of Fire by living beneath it, however the Great Plateau collapsed in BC 1750, crushing the remnants of that civilization.

Ordo Elementarum

The Ordo Elementarum was a group of mages from the Thonian era, dedicated to the powers of the Elemental Planes. Their skills with elemental magic was unmatched in ancient Thonia, and many traveled the Elemental Planes, bringing new technologies and secrets found on their journeys back to their homelands on the Prime Material. The order existed for several centuries before the founding of Blackmoor, and persisted throughout that empire's lifetime.

Although the Great Rain of Fire destroyed Blackmoor, it is possible that the Ordo Elementarum survived, at least in part, due to their presence on the Elemental Planes. After the great catastrophe, many of them wandered through the Elemental Planes trying to re-establish their once great civilization. Many of these efforts bore fruit, resulting in the various genasi colonies that can now be found on each of the Elemental Planes.

magic, the powers of the plane gradually transformed them into fire genasi, mortal creatures able to endure the harsh elemental environment. Now several city colonies thrive from the Atraghin Plateau to the Broken Lands, trading and warring with the native elemental kingdoms as well as each other.

Gnome Exploration Station

Although many assume that these gnomes are related to those of Honor Island, in fact they are not. The gnomes have been in this



Efreeti

region for generations, and are very secretive about their origins.

City of Brass

While the City of Brass¹³ spans multiple planes, a great majority of it inhabits the Plane of Fire. Efreet are the undisputed masters here, although the city is quite cosmopolitan in nature, with rich mercantile families and guilds vying for power.

Rathanos Follower Colony

Genasi living here are descendants of Nithia, worshippers of Rathanos who escaped the destruction of their homeland by following the directives of their immortal patron and colonizing the Plane of Fire. The colonies are patriarchal and extremely misogynistic, but the iron pyramids of this land have held steadfast thanks to the skill and dedication of the people here. Officially they remain

¹³ See Ripvanwormer's Thread on the [City of Brass](#) at The Piazza for more detailed information on the city.

neutral in the struggle between the City of Brass and the Sun Brothers, however in practice they play one side against the other.

Honor Island Mage Fortress

Ierendian mages, all descendants from Alphatian expatriots¹⁴, discovered a portal to the Plane of Fire from the central caldera of Mount Kala on Honor Island, and have been exploiting its secrets for generations. Their fortress is immense spanning three planes, from the Plane of Fire through the Ethereal, and into the Prime Material. While the mages guard it violently from outsiders, they also have many servants and allies including efreet from the City of Brass, earth gnomes from Mystara, and hordes of goblinoid slaves.

Helion Philosopher City States

The city states ruled over by helion philosopher kings offer needed respite to many who traverse this plane. Though peaceful by nature, the helions are adept at defending themselves, especially from their mortal enemies, the efreet and the undines from the Plane of Water.

Efreet Emirates

Several great emirs rule over the efreet in this region. The emirs scheme and plot against one another, each vying for ultimate control over the loosely aligned realms.

¹⁴ See "[The Demography of Ierendi and Minrothad](#)" by Simon Nerri in *Threshold Magazine* #3 for more information on the Honor Island mages.

Salamander Kingdoms

Vile and ruthless, these petty fiefdoms fight just as much amongst themselves as they do with their neighbors. Many other kingdoms on the plane come here to hire mercenaries, but the salamander forces are treacherous, and it is best to pay them handsomely.

NPCs

The following NPCs can be found on the Plane of Fire:

King Xiuhteotl

A powerful fire genasi sorcerer, King Xiuhteotl rules the northernmost of the Azcan Colonies. In addition to being a master of the arcane arts, he is also a bit of a sadist, and an open worshiper of Atzanteotl. Several times in eons past, the capricious immortal has called upon Xiuhteotl's people to perform mass sacrifices used in an ancient ritual to control nearby volcanoes. When enough blood is sacrificed, Atzanteotl's volcanoes can even reach through and connect to the Prime Material Plane.

Goarkk Firebane

Formerly a goblin slave from the Honor Island Fortress, Goarkk and several dozen of his compatriots recently committed mutiny, slaying their former masters and stealing one of the new brass fireships upon which they had formerly been crew. Goarkk's initial goals were to free more of his people from the mages, however he has recently been sustaining himself and his crew through piracy, and the thought of becoming a planar pirate is gaining appeal with him.

Plots/Adventures

A short list of potential plot or adventure ideas.

Blood and Fire

King Xiuhteotl has begun a campaign of terror against his neighbors, sacking nearby towns and villages and taking everyone, soldiers and civilians alike, prisoner. As the slave pits of his city steadily fill, Xiuhteotl prepares to enact Atzanteotl's ritual to control the volcano portals and send deadly magma to the Material Plane.

Brass Ships

Efreet from the City of Brass and mages of Honor Island have been collaborating on a project for decades... a project that is close to coming to fruition. By capturing creatures from the Elemental Plane of Air, they have been able to create and power massive brass ships, capable of traversing the hostile environs of the Plane of Fire, and of jumping across the planes themselves and into new lands. The PCs must discover their secrets and put a stop to them before the mages and their allies begin using their new fleet to raid the nations of Mystara.

The Appendix to this article containing source references is [continued on page 125](#)



*FROM
THE VAULTS
OF PANDIUS*

INTRODUCTION

Reidyll was first created in March of 2003 as supplemental material for the *Exiles Campaign Setting*¹, a Mystara / Spelljammer crossover setting designed to incorporate elements from Mystara's past along with the fantasy space flight system of Spelljammer. Although designed for that campaign setting, the Plane of Reidyll can also be used as a stand alone supplement for a more traditional Mystaran campaign.

One of the few Immortals to be created from the radiance, Rafiel's motivations are very different from his fellow Immortals in the Sphere of Energy. In life he was a Blackmoorian scientist, and even in his Immortal existence he spends his time doing research and experiments. His ultimate achievement, should he be able to bring his dream to fruition, is the Plane of Reidyll itself, which he plans to turn into a vast planar machine.

¹ For more information see the [Exiles Campaign Setting](#) website or the article in [Threshold Issue #15](#) by the author.

REIDYLL - THE CHAMBER OF THE PLANES

Planar Traits

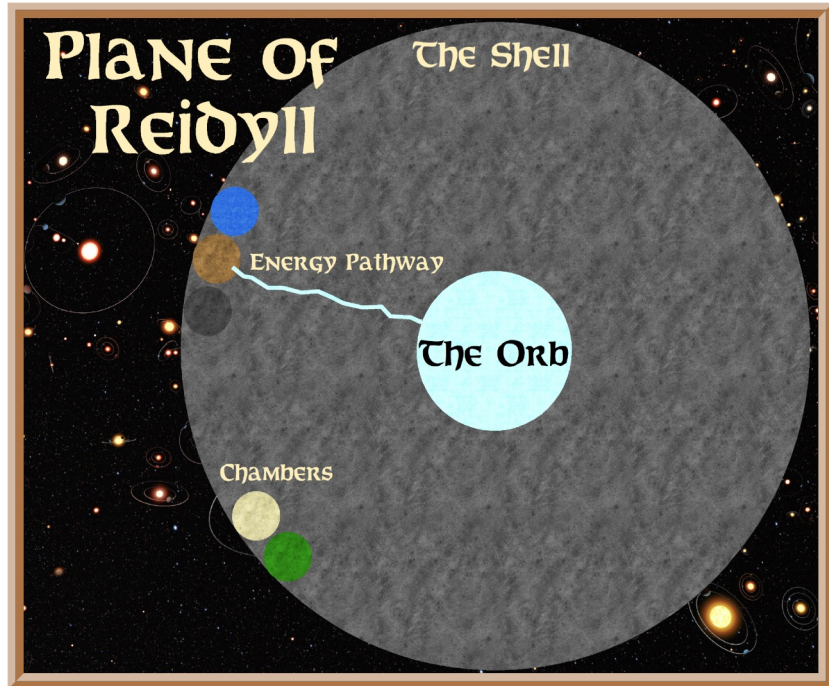
Reidyll floats through the Astral, although there are no permanent portals to that plane. Permanent portals do exist to the Material, Inner, and several of the Outer planes, although each portal is guarded by a contingent of Rafiel's followers.

The plane is shaped like a hollow sphere. There are 1024 dimples in the shell, each one a potential housing for a Chamber. Most of the hubs are empty, but several dozen contain translucent spheres, each in varying degrees of construction. In the center of the spherical plane is a radiant globe that is actually a separate layer of Reidyll.

Physical Traits

These traits determine the laws of physics and nature on the plane.

- Finite size - holds 1024 Chambers along its spherical inner shell.
- Objective directional gravity. Gravity on the plane is normal along the internal sphere wall.
- Normal time.



Elemental and Sphere Traits

These traits determine the dominance of particular elemental or energy forces.

- No elemental or energy traits.
- Strongly neutral aligned.
- Energy dominant.

Magic Traits

These traits determine the dominance of magical energies.

- Divinely morphic.
- Limited magic.

LINKS

Reidyll is a divinely morphic outer plane, and as such all access into and out of the plane is controlled by the Immortal Rafiel.

Astral Portal

A dynamic portal to the Astral exists, but is rarely opened. This is the main point of entry and egress from Reidyll, and its operation is under the direct control of Rafiel or one of his avatars. Only an avatar located on the plane itself can open or close the portal, and for this reason Rafiel usually leaves an avatar in the central Control Room located inside of The Orb.

Normally Rafiel only opens the portal when it needs to be used, either by himself or one of his avatars, or for other Immortals who have been invited to visit Reidyll (which usually only includes Rad). The portal opens along one of the walls of Rafiel's Library inside of The Orb.

Chamber Portals

Each of the chambers lining the inner wall of the Reidyll is also a potential portal to and from the associated plane. These portals only become operational once their Chamber reaches a certain level of completion (see the Standard Chamber Powers sidebar for more information), however once functional a chamber portal can be controlled by Rafiel, any of his avatars, and the head Chamber Priest.

Rafiel (and any of his avatars) is immediately aware of a Chamber Portal being opened, as long as he is inside of the plane of Reidyll.

Such portals are a natural result of a Chamber's power level, and while they can never fully be sealed off from Reidyll, Rafiel can temporarily shut them down by expending power points.

INHABITANTS

The immortal Rafiel makes his home here. All other creatures that live here serve him in some shape or fashion. Most of these servitors come to this plane through one of the Chambers, so just about any race can be represented.

Rafiel's Lieutenants

Rafiel has several mortals working for him.

Crank (CK-42789310)

This rogue modron² is Rafiel's chief engineer on the Chamber of the Planes. Crank, the nickname given to him by Urthyne, is in charge of keeping the cosmic machine running and in good order. The modron left Primus over some disagreement with its superiors and spent decades wandering the planes before finding Rafiel and his new pet project. Since then Crank, along with some of its compatriots, has been busily working along Reidyll's Shell.

Efficacious Will

Efficacious Will is a xag-ya³, a being made of pure positive energy. It is constantly in

² Modrons first appeared in *AD&D* 1st edition *Monster Manual II*. For more information see the "[Rogue Modron](#)" entry on D&D Wiki.

³ Xag-ya and xeg-yi are both different types of energons, outsiders formed of a particular energy type.

motion racing along the inner surface of The Shell, always equidistant from Antipodal Desire. Though intelligent, Efficacious Will is not capable of communicating with most mortals, although Rafiel has no problem understanding the creature.

The energon becomes animated whenever it passes by one of the nearly completed Chambers (see below), and prefers to spend its time near one of these structures.

Antipodal Desire

Antipodal Desire is a xeg-yi, a being made of pure negative energy. Like its positive counterpart, Antipodal Desire never ceases moving across The Shell, always an equal distance from Efficacious Will.

The energon becomes animated whenever it passes by one of the Smouldering Chambers, and prefers to spend its time near one of those ruins.

Baycaenalon

This evil genius is an ultraloth⁴ that has taken up residence as Rafiel's chief general, and spends most of his time directing battles between construct armies in the Battlegrounds room inside The Orb. He rules over several Vermin Lords (appreciated for their insectile minds - perfect for leading swarms of automatons), each of which has taken command of one of the mock construct battalions.

Baycaenalon dreams of leading radiance powered armies across the planes. He cares little for Rafiel's true goals, but will support

⁴ Ultraloths are a form of yugoloth (a Neutral Evil outsider) that can be found in [3E Monster Manual III](#) supplement.

them as long as they continue to sate his own desires. The ultraloth dreams of slaughter and destruction and hopes to one day acquire enough power to pursue his own path to Immortality.

Urthyne Drelgh

Urthyne⁵ grew up in ancient Blackmoor before the Great Rain of Fire, and was lucky enough, and far enough away, to survive the catastrophe when it occurred. In life he was responsible for the survival of the dwarven race, and the preservation of Blackmoorian technomancy. Many of his proteges went on to found the Shimmering Lands. After death, Urthyne's spirit found its way to Reidyll where he swore service to Rafiel, a being he knew as The Dreamer.

Rafiel rewarded Urthyne's zeal and loyalty by binding his soul to a giant sized statue, and now the dwarf spirit exists as a large living construct working tirelessly in the service of his Immortal patron. Urthyne serves as Rafiel's seneschal, overseeing the Chamber of the Planes. He is perhaps one of the few beings, besides the Immortals Rafiel and Rad, that grasps its true purpose.

Walzaybig

Once fire giants in the service of Zugzul, the merchurions⁶ were cast out long ago for displeasing their master. As part of their punishment, Zugzul cast them into the molten dredge of their failed endeavours, and now all merchurions have a shiny, quicksilver-like skin. A small group of

⁵ See [GAZBC1: "Shimmering Lands DM's Guide"](#) by John Calvin for more information about Urthyne's past.

⁶ See [3E Monster Manual V](#) for more information about the merchurions.



Merchurions Cast Out by Zugzul

merchurions led by Walzaybiq found succor at Rafiel's door, and now toil for him.

Walzaybiq is in charge of Rafiel's forges, constructing anything from mundane weapons to vessels that can sail across the planes. Though grateful to Rafiel for taking he and his people in, Walzaybiq harbors an undying hatred for Zugzul and all of his minions, and would jump at any chance to hurt them, even if it meant disobeying Rafiel's wishes.

AUGROON

The neh-thalggu known as Augroon serves as Rafiel's spymaster. It sends out scores of nimblewrights⁷ across the planes to gather information and bring it back to Reidyll (preferably in the form of severed heads which the brain collector can then consume). Augroon also serves as Rafiel's chief interrogator when necessary, though few creatures survive the experience.

⁷ Nimblewrights are creatures combining elemental spirits with clockwork bodies, and can be found in the [3E Monster Manual II](#) supplement.

Always hungry for more information, Augroon sometimes initiates clandestine operations of its own, unbeknownst to Rafiel (or at least without his permission). For now these activities have been ignored by Augroon's master, but should they bring unwanted attention to Rafiel's own plans that could change.

PETITIONERS

Petitioners are the spirits of loyal worshipers who have found their way to the home plane of their immortal patron. Though not teaming with petitioners, Reidyll is home to all those who have sworn to serve Rafiel and been found worthy by their patron.

ANCIENT DWARVES

The dwarven people who survived the Great Rain of Fire still held great affinity for Blackmoorian technomancy, and many found themselves drawn to a mysterious patron known only as The Dreamer. These dwarves, many of whom hailed from the Shimmering lands (circa BC 2300), are of the original dwarven race, before their reshaping by Kagyar. Modern dwarves conversing with these ancient spirits will find very few allies among them. The ancient dwarves are dedicated to the pursuit of magic and technology, and take a dim view of their descendants who have turned to the Way of Stone.

Ancient dwarven spirits can be found nearly everywhere on this plane, from the outer Shell where they monitor and scrutinize Chamber construction, to the inner Orb where they can be found in workshops and forges.

Shadow Elves

Since the finding of the Refuge of Stone in BC 1104, shadow elves have been dedicating their lives to the Immortal Rafiel. Though few in numbers as compared to the ancient dwarves, the shadow elf petitioner population has slowly and steadily been growing while the dwarven population has stagnated since Kagyar's reshaping in BC 1800.

Led by the spirits of Radiant Shamans, the shadow elf petitioners are set to receive a position of honor among Rafiel's minions, as the first of his followers to complete a Chamber. This tends to make the elven spirits more than a little haughty, and somewhat difficult to put up with. This un-sanctioned competition with other petitioner races who are nearing the completion of their own Chamber has caused problems in the past. Rafiel hopes that such rivalries will die down after the first few Chambers are finally completed.

MOVEMENT AND COMBAT

Energy pathways provide movement from the center sphere to each of the Chambers along the inner shell. These pathways manifest themselves as narrow bridges to those who walk upon them, but are otherwise invisible to the naked, mortal eye. An entity who jumps or is thrown from one of the pathways will fall toward the nearest planar layer, either The Shell or The Orb.

FEATURES

The plane of Reidyll is divided into two major layers. The outer layer is called The Shell, and it contains all other layers. Those inside The Shell see the plane as the inside of a vast hollow sphere. Hanging in the middle of that sphere is an energy covered globe called The Orb. Properties inside of The Orb vary, but many describe it as a boundless hallway leading to countless pocket dimensions.

The Shell

The outer layer of the plane is essentially a great hub for the dimensional Chambers being built across the multiverse. There are 1024 divots evenly spaced throughout the shell, each one a potential housing for a Chamber. Most of the hubs are empty, but several dozen contain translucent spheres, each in varying degrees of construction. Chambers are coexistent with Reidyll and their plane of construction.

Chamber of the Spheres

Chief Priest: Radiant Shaman, Porphyriel (shadow elf)

This Chamber is built on the material plane (on Mystara) in the lands of the Shadow Elves. Shadow elves live far beneath the Known World, where their society is dominated by the radiant shamans of Rafiel and most of their daily activities are dedicated in some way to constructing the Chamber of the Spheres. The Chamber of the Spheres is the most complete Chamber in the shell and is very close to becoming fully operational.

Standard Chamber Powers

All of the Chambers designed by Rafiel are unique, deriving specific powers and abilities from the planes and locations where they are constructed, however they have several powers in common.

Power Accumulation: Chambers are essentially giant reservoirs designed to store magical energy. The energy is siphoned directly from the plane of existence where the Chamber is located and transformed into radiance energy.

Wasting Disease: Stored radiance is dangerous, and even deadly, to those who do not take precautions against its unique emanations. Anyone who journeys inside of a Chamber may contract the Wasting disease unless properly protected.

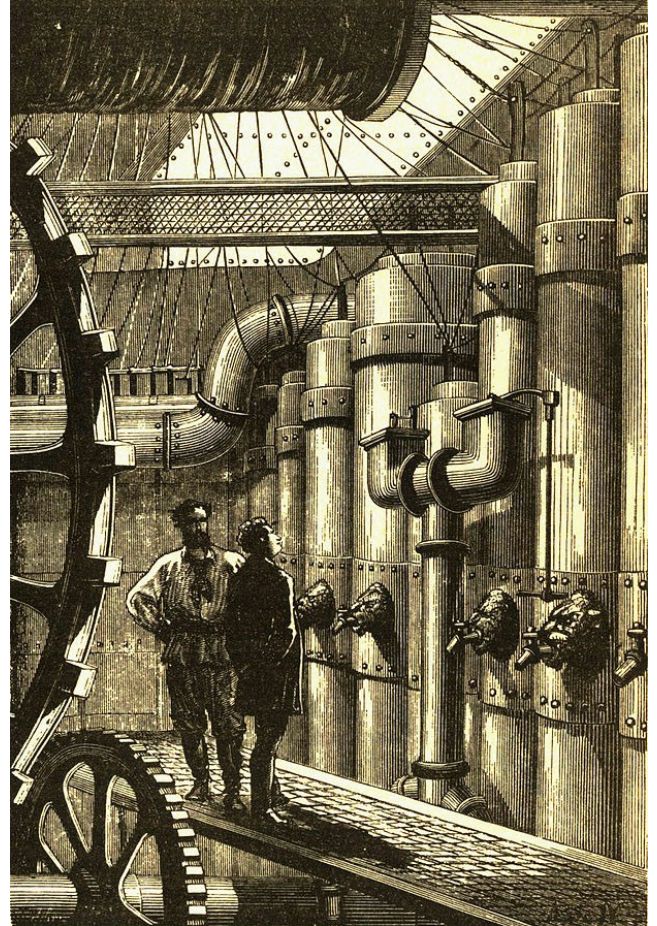
Portal to Reidyll: Once a Chamber is at least 80% complete, it can be used to open a portal to Rafiel's home plane of Reidyll. Only Rafiel or the Chief Priest of a Chamber can use this power.

Radiance Spells: Special radiance spells are granted to clerics who belong to the order attending the Chamber. See Gaz 14 for some example spells that are granted to the radiant shamans of the shadow elves.

- **Path to Immortality** The Transcend Life Force spell is the highest tier radiance spell and is only castable by the Chief Priest of a Chamber. Casting the spell carries with it grave risk. If the caster is successful, they are transformed into an Immortal, however if they fail, their life force is sucked into the Chamber.

Chamber of Brass

Chief Priest: Najam Mullah, Almaeadin (efreet)



Inside the Chamber of Brass

This Chamber is being built by the efreet as an extension of the City of Brass. The bizarre properties of the city cause metallic ribbons to grow outward from this chamber and across the Shell like vines. Rafiel's minions are diligent at clipping the ribbons and making sure the Chamber does not extend beyond its own boundaries.

Well of Souls

Chief Priest: Sanguine Witch, Hezuda (hag)

This Chamber is nearing completion on some dark outer plane. The creators are evil creatures who are building the Chamber for their own personal power gain. Their creation is made from the twisted husks of creatures they have captured and tortured.

Spring of Eternity

Chief Priest: Gravis Aqu, Naksatra (hydrax)

This Chamber is being constructed on the elemental plane of water. The power of the Chamber comes from ice like filaments that are mined out of some of the colder regions within the plane. These filaments are said to have been created on a battle site where creatures of Fire tried to invade the plane.

SMOLDERING CHAMBERS

A dozen or so Chambers lie smouldering. These are failed attempts by Rafiel's followers to establish a stronghold. When the time is right, Rafiel will re-instigate those failed programs.

The Orb

The inner layer of the plane serves several functions. The most important function is to siphon excess power from each of the Chambers that it is connected to. This power drain is what stabilises each of the Chambers and prevents the possibility of another Great Rain of Fire from occurring. This is one of the safeguards that Rafiel has put in place. If the denizens of any chamber cease to obey

and worship him, he may stop the stabilising power drain to that chamber. This would eventually cause a great explosion (and the destruction of the offenders) and would allow Rafiel to wipe the slate clean and start again at some later date.

The outer boundary of The Orb is a blaze of energy. Once the outer boundary is crossed however, a more hospitable environment is entered. Different sections of the orb are tailor-made to fit the needs of Rafiel's servants. For example, the shadow elf's cave is constructed like an enormous underground cavern. In the center of the orb is the control room. This is where Rafiel makes his home. From here he can observe each of the Chambers and can create force pathways from each one to the orb. Since the Chambers are coexistent, the immortal can not prevent others from opening portals to and from them, but once inside of Reidyll travellers may be stranded in a hostile environment until the immortal or his servants choose to deal with them.

Battlegrounds

Baycaenalon holds sway in this pocket world dominated by jungles and savannas, overseeing constant wars being waged between his lieutenants. The stakes in these wars are real, for the ultraloth believes that only the worth should survive, so quarter is never given in these conflicts. The vermin lords that report to Baycaenalon use their construct armies to try and exterminate all of their contemporaries.

There are currently several battle camps running within the Battlegrounds.

Vizzit-thorz: The armies of Vizzit-thorz are composed mostly of clockwork monstrosities. This vermin lord is an expert adept at aerial assaults and many of its soldiers have flight capabilities.

Thzam-zzit: The armies of Thzam-zzit are composed mostly of magical constructs. Thzam-zzit is an expert at siege warfare and is able to use his units to either build quick fortifications for defense or assault existing strongholds with extreme precision.

Crrkt-xem: The armies of Crrkt-xem are composed mostly of warforged, and other sentient constructs. These forces are constantly on the move and quick to adapt to changing circumstances.

Rafiel's Museum

The door to this room opens up into a seemingly endless void filled with the shine and twinkle of distant stars. Stepping into the void produces a translucent but solid surface beneath each foot. Hidden in the void are some of Rafiel's most prized possessions. Immortal beings have no problems finding each exhibit, but mortals must succeed on a Search and Survival check in order to find a new exhibit (chosen by the DM at random).

Dragonfly Ship: This wooden vessel is shaped like a dragonfly, complete with translucent wings extending from its back. This particular dragonfly ship⁸ was caught in

⁸ See GAZ3: "The Principalities of Glantri" for more information on dragonfly ships. Dragonfly ships are also found in the Spelljammer universe, and one of those may



Rafiel's Museum

a vortex and ejected through the skyshield into the void. Unprepared for this turn of events the crew perished, and shortly thereafter Rad collected the vessel and gifted it to Rafiel.

Siege Crabs⁹: Three giant, unmoving crabs stand menacingly upon a clear platform. HOLLOWED OUT husks magically enhanced to be machines of war. These three were taken as trophies from the hydrax on the Plane of Water. Rafiel is studying them to see if they can be augmented with Blackmoorian technomancy.

Radiant Dream: A ship floats in the void, its bow moving and bobbing to meet the gaze of any who approach it. Shaped like a manta ray¹⁰, the dark vessel radiates power and intelligence. It has been drifting in this void for several hundred years waiting for a crew to come along that it can call its own. Rafiel has plans to send the living ship out into the

be substituted if desired.

⁹ Siege Crabs appear in *Monster Manual III*.

¹⁰ This is in fact one of the Smalljammers, a powerful vessel from the *Spelljammer Campaign Setting*.

The Eternal War

The instant that the Great Rain of Fire devastated ancient Mystara, everything changed in the multiverse. In that moment the Immortals knew that there were powers to rival their own, and that those powers could swiftly overcome them. They moved quickly to preserve cultures that were imperiled by the catastrophe, and just as quickly to make sure that such an event would never happen again. Those few Blackmoorians that were lucky enough to survive the Great Rain of Fire soon found themselves the target of Immortal retribution. Thus began the Eternal War.

Those Blackmoorians who escaped Immortal reprisals after the catastrophe, though few in number, grew very powerful. The most powerful among them were the Radiance Lords, Blackmoorians who were able to build and harness the power of devices known as Furnaces. Similar in power to the Nucleus of the Spheres below Glantri, these Furnaces were able to control and manipulate the radiance. Not willing to allow any fragment of Blackmoor to remain within the Mystaran solar system, the Immortals launched a violent campaign to push the Blackmoorians from Mystaraspace.

During that initial confrontation, a catastrophic accident occurred. As one of the Immortals descended upon a fleeing Blackmoorian spelljammer, something went terribly wrong. The spelljammer, powered by a Furnace, malfunctioned and absorbed the immortal's life essence.

Although not killed, the immortal was trapped, and its power was made to serve another. Thus the first Hierarchy Lord was born. Only a handful of the creatures exist, but with them resides the knowledge of consuming immortal souls.

This secret is one that the immortals are loath to allow, though few are willing to risk their own essence to destroy those possessing it. Instead the Immortals have unleashed their Faithful upon the spheres, devoted mortal worshippers, many from the home planes of the Immortals themselves. The Eternal War will not end until one side or the other is eradicated, and the threat of being drawn into the conflict is high for unwary travellers of the spheres.

Eternal War¹¹ as an agent of his will, but so far the craft has rejected every crew put forth to it.

Robot Lineup: Dozens of constructs of all shapes and sizes are arrayed around a central stone disk floating in the void. The constructs range in materials from clay and copper all the way to the finest clockwork gears. This is a collection of constructs through time. A wizard studying these constructs may be able to gain some insight when crafting a construct of their own. Give any PC who has studied these objects a reduction in construct costs for the next construct they create.

¹¹ The Eternal War is a space conflict between the Immortals and Blackmoorian survivors from the *Exiles Campaign Setting* (see the Mystaraspace themed [Threshold Issue #15](#) for more information).

Crystal Tree: Floating on a small patch of soil and rocks is a large tree with green bark and wide branches stretching outward in every direction. Small crystals sprout in clusters around the base of the tree and where branches meet, and large supple pods hang down from its tallest boughs. The tree was taken from Damocles before that planet's destruction, and is pyronidian in nature. Rafiel has been studying it and using its secrets to help bind organic and artificial life together.

Frozen Elf: A lone elven figure genuflects atop a glass podium. The male elf wears robes made from spider silk and adorned with stylized images of the sun with great serpents circling it. His conical headdress is made of gold and adorned with brightly colored feathers. Upon close approach, one may notice that the elf's face is frozen in an expression of terror, but his eyes still dart around, taking notice of everything around him. This is a schattenalfen that Rafiel has captured for further study. No known mortal magic can restore his movement.

Scorched Crystal: A large crystal ball, 8 feet in diameter, floats directly in the void here. Inside of the crystal, golden flecks dance around forming dazzling arrays of fractal patterns, however one quarter of the sphere is scorched and cracked. Circular fissures radiate out from a central scar, interrupting the internal patterns where they intersect. The globe is in fact an ancient artificial intelligence from the time of Blackmoor, however due to the damage it received, Rafiel no longer trusts it to function properly.

Other exhibits may be found in Rafiel's Museum at the discretion of the DM.

Library



Sanctuary Library

The centerpiece of Rafiel's library is a gigantic fireplace surrounded by plush leather chairs and various side and end tables crafted from beautifully polished hardwoods. Radiating outward in a semi-circle around the fireplace are isles of shelving filled to the ceilings with books, scrolls, parchments, and all manner literature storing mediums (including some that may not be readily apparent to most PCs). Although the fireplace (and the fire within) provide warmth throughout the entire room, the magic of this place prevents any of Rafiel's furniture or literature from catching fire.

On the rare occasion that Rafiel invites guests to his realm, this is where he prefers to entertain them. Rad often comes here to discuss Immortal politics with Rafiel, and to further their plans to promote radiance use among mortals.

Should mortals ever gain access to Rafiel's library they may be able to gather and compile knowledge on Mystaran organizations and mysteries that would normally be very difficult to discover on the

Rafiel's Library

Collections of books in Rafiel's Library can fall into two distinct categories, public collections and hidden collections. Spending time investigating any of the collections below will bestow a bonus to the next knowledge check made regarding that specific topic.

Public Collections: These collections of books are readily available to any who have access to the library. There may also be catalogues to speed up research time as well as sages on hand to help with the finding and interpretation of information.

Hidden Collections: These collections are never labelled and most likely are never grouped together in a cogent manner. Many of the books that make up a hidden collection are actually grouped in with part of another collection in the library. Unless player characters know exactly what they are looking for, hidden collections are all but undetectable. Researching through hidden collections always takes more than the standard time.

Amidst the vast repository of knowledge within the library are several specialized sections:

Blackmoor (Public Collection)

- History (Blackmoor) +6: Having been born in Blackmoor, Rafiel's knowledge of the nation and its contemporaries is extensive. He has gathered tomes from across the ages, and filled in the gaps with his own personal knowledge.

- Architecture and engineering +6: Blackmoorian engineering techniques can provide insight into building structures that surpass most construction efforts of the modern age.
- Nature (animals, fey, monstrous humanoids, plants) +4: The collection contains most of Blackmoor's information on the zoology and botany of that time.
- Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities) +2: Though primarily a scientist, Rafiel kept up to date on all major political happenings in his time.

Glantri (Public Collection)

- History (Glantri) +4: This collection contains information about all of the major turning points in Glantrian history from AC 395 on to the modern day.
- Nobility (Glantri) +2: A description of all the Princes of Glantri from the Battle of Braejr in AC 788 on.
- Geography (Glantri) +2: The collection contains descriptions of all major geographical features and locations in Glantri.
- Religion (Rad) +2: Information about the worship of Rad and the Brotherhood of the Radiance.

Shadow Elf (Public Collection)

- History (Shadow Elf) +6: This collection contains all shadow elf history from BC 1104 until the present day.
- Nobility (Shadow Elf) +6: A description of all the movers and shakers of shadow

elf society since the finding of the Refuge of Stone in BC 1104.

- Geography (Shadow Elf Territories) +6: A collection containing a listing of all shadow elf communities and settlements.
- Dungeoneering (caverns, spelunking) +4: This is a comprehensive collection detailing the shadow elf caverns, their relationships with one another, and all manner of ecological interactions in that area of the Shadowdeep.
- Arcana (Earth) +4: Many new spells and magical techniques relating to the manipulation of elemental earth can be found here.

Radiance (Hidden Collection)

- Arcana (Radiance) +6: Information from other collections can be pieced together to gain insight on casting radiance related spells. At least two other collections must be studied to gain such insight.
- History (Nucleus of the Spheres) +4: This collection contains most of the information that Rafiel and Rad have been able to gather on the Nucleus of the Spheres.

Other collections may exist within Rafiel's Library at the discretion of the DM. Such topics should be limited to Rafiel's interests or personal knowledge.

Material Plane. See the Sidebar for Rafiel's Library for more information about this knowledge. Particularly sagacious petitioners spend much of their time in this room serving as librarians, and are happy to

assist anyone perusing the library (assuming that anyone who has access to the room also has Rafiel's permission to be here).

Nimblewright Workshop

This vast warehouse is filled with workbenches and tools from across the multiverse. Automatic machines sit next to large cylindrical glass containers with bubbling liquids of every color. Lathes spin, stones grind, and forges smelt exotic metals before pouring them into intricate molds.

Augroon, the brain collector holds sway here. From his office in the center of the workshop he oversees the creation of new nimblewright agents, which he uses as spies sent throughout the planes. Petitioners and sentient constructs walk about the workshop tending to the machines and completing construction tasks. Lately they have been experimenting with World Shield ore mined from Mystara's Shadowdeep.

Most petitioners working here will ignore any mortals investigating this room, assuming (correctly or not) that they have Rafiel's permission to be here. Nimblewrights will be more inquisitive, bringing interlopers to their master Augroon. Jealous and suspicious, Augroon has no wish to share his secrets with anyone (other than Rafiel), and may use extreme measures to determine the motivations of anyone intruding upon his domain.

Shadow Elf Cave

Entering this chamber reveals a large dark cavern, upon the ceiling of which hangs a city of sparkling lights. This is a replica of the

City of the Stars, where Rafiel's shadow elf petitioners feel the most comfortable living. Although the city replica is quite good, it does not contain a copy of the Chamber of the Spheres.

Dwarven Gatherhold

This room houses a tranquil mountain valley, with a small lake surrounded by pine trees and green grass throughout the valley floor. Near the lake is a large stronghold with smaller structures radiating from it toward the mountain slopes. This is an old dwarven gatherhold built in the style of the Shimmering Lands where most of Rafiel's dwarven petitioners feel comfortable living.

CONTROL ROOM

This spherical room lies at the very center of The Orb, and is filled with floating crystal panels, flashing lights, and ghostly images that fade in and out of existence. In the center of the room is a single chair, upon which one of Rafiel's avatars sits at all times.

From this place Rafiel can monitor every location, room, and Chamber within Reidyll. In addition, it is only from this room that the portal to the Astral Plane can be opened or closed.

CAMPAIGN IDEAS

DMs can use the Plane of Reidyll, and Rafiel's machinations, to spawn adventure ideas for mortal and Immortal campaigns alike. Some ideas are listed below, but DMs should feel free to expand upon these or come up with completely new plots.

Mortal Campaigns

Servants and worshippers of Rafiel may be allowed to use Reidyll as a sort of planar conduit since it is coterminous with a variety of other planes. The immortal may send his followers to other Chambers in order to solve problems or provide the local inhabitants with assistance.

Those who oppose Rafiel might be charged with discovering the secrets of the Chambers and what their purpose is. Disrupting his plans by destroying or subverting individual Chambers could result in a plot stroke against Rafiel, and will surely incur the Immortal's wrath.

Flight of the Radiant Dream

The smalljammer known as Radiant Dream has been drifting in the void of Rafiel's Museum for centuries, and is eagerly awaiting the arrival of individuals worthy enough to crew her. Radiant Dream finally realizes her potential when a small, ragtag group of PCs stumble upon the vessel in the Museum.

Finding the ship was easy, however getting it off of Reidyll could be another matter. Rafiel

has big plans for the ship, intending to use it and its crew as elite agents in the Eternal War. Should the PCs agree to Rafiel's terms, they are free to take the ship and leave. If they do not agree they will need to find another way off of the plane, and very likely have to watch their backs for the rest of eternity.

Radiance Collectors

Augroon's nimblewrights are set with the task of exploring the planes and finding prime locations for Rafiel to set up new Chambers in. The spy network currently spans several planes of existence and has been in operation for nearly 1000 years. Augroon however is not content to just fulfil his master's requests - the brain collector also uses the clockwork spies to achieve his own goals.

Mages from some of the most elite of Glantrian social circles have been disappearing. Those who try to piece together the puzzle will find only one thing in common - all of the mages are members of the secret Brotherhood of Rad. Augroon has been sending nimblewrights in secret to collect the brains of radiance users in the hopes that he can use those brains to grant himself the ability to cast radiance spell.

CLOCKWORK INVASION

Baycaenalon has been testing his armies against one another for nearly a millennium, and is increasingly ready to try his troops against real enemies. During the Wrath of the Immortals, Rafiel grants the demon permission to unleash several forces upon mainland Alphatia. Attacking directly from



Rafiel's Clockwork Invasion

Reidyll would alert other Immortals to Rafiel's plots, so the ultraloth first targets territory on the Plane of Air.

Once the old Alphatian strongholds have been secured on the Plane of Air, Baycaenalon begins sending his forces through the portals that the Alphatians first used when colonizing Mystara. PCs will need to drive the clockwork armies from their lands, but to end the threat forever they will need to follow them back to the Plane of Air and liberate the old strongholds as well.

IMMORTAL CAMPAIGNS

The Chamber of Planes is being constructed by Rafiel as a great planar machine. Each operational Chamber allows the immortal to draw off a portion of that plane's magical energies and convert them for his own uses. There could be several possible goals that Rafiel is striving for. Immortal campaigns might center around either helping or hindering Rafiel with his plans. New sites for Chambers and followers to build them will have to be found (or destroyed).

AI AMOK

Rafiel's archived AI (see Rafiel's Museum above) breaks free and begins to subvert Reidyll's operations for its own purposes. Damaged, and long dormant, the AI has only recently sprung back to life, woken by the increasing amounts of power being sent into The Orb by completed Chambers.

In fact the AI is a fragment of the Egg of Coot who plans to use Reidyll's machinery as a planar hatchery in order to resurrect itself. It has used the past several decades to make allies within Reidyll, and now has sensed its chance to act. Rafiel, and any servants, minions, or allies still loyal to him must act fast in order to stop the Egg. If they do not succeed, the supremacy of the Immortals themselves may be in danger.

Birth of Radiance

Rafiel plans to use the energy to create another elemental sphere (of Radiance) to which immortals such as himself will swear allegiance (thus breaking away from the Sphere of Fire). As more and more of his Chambers reach completion, Reidyll steadily begins to fill with novice Immortals created by the power of the radiance. Denizens of the Sphere of Energy are not blind to what is happening however. They are also gathering their forces, intent on eradicating this upstart and his fledgling sphere.

Rafiel's success may fracture the Sphere of Energy, perhaps even consuming it. Should this happen the very nature of magic will change. While arcane users may become more powerful, their practice will carry with it a great cost as well. Once the Sphere of Radiance gains dominance, all magic will carry with it the threat of the Wasting disease.

Forge of the Old Ones

Unknown to all but himself, Rafiel intends to use the power generated by the Chamber of the Planes to become an Old One. Should he succeed in his attempt, Rafiel will be instilled with the powers of the planes and pass beyond the Great Barrier into the unknown. Should he fail, Rafiel will disappear from existence, his life essence drawn into the Chamber of the Planes to feed it with Immortal life force.

Regardless of whether Rafiel succeeds or not, a new era will come to pass for the Immortals. As several immortals from across the Spheres of Power flock to Reidyll to discern what has happened to Rafiel, others will be working in the shadows, forming alliances ready to take the plane of Reidyll by force.



by Hausman Santos

AUTHOR'S NOTE

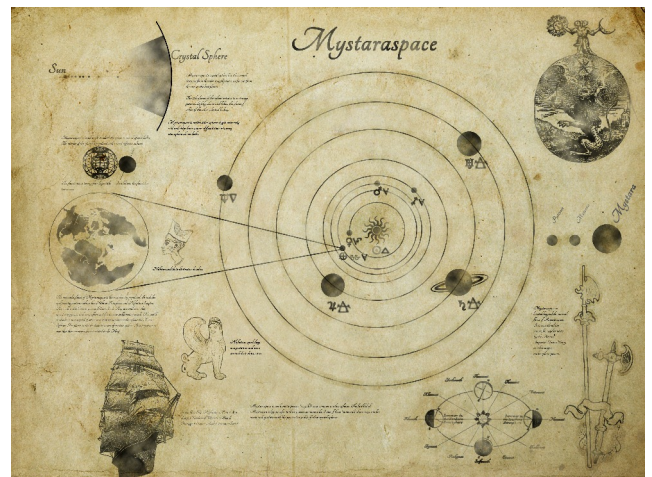
This article aims to inform the reader about the structure and organization of the Followers of Alphaks (among his notables). Although it has countless ranks in the primary plane, we focus here on those who are regularly active near Alphaks' Island, the Sea of Alpathia and even parts of the Alpathian Mainland. The article covers a few characters, fields of action, network links, campaign plans and event ideas for the "Wrath of the Immortals" (WotI) campaign and also activities and plots proposed for the Mysteran Almanac in 1020 AC.

INTRODUCTION

Alphaks comes amidst a history of conflict and destruction that drags us on an epic journey back from the old Alpathian dimension to the farthest Outer Plans in an exodus, to his eventual return as an Immortal from the Sphere of Entropy.

While the Followers of Air take their long journey between the planes until they find their new Alpathia, the Followers of Fire have

a little time after their own exodus between planes to escape the destruction of their Dimension. But at this point, the old ruler Alphaks is no longer with them.



Alpathian cosmological origin

ALPHAKS RISES

Alphaks' ascension occurred in the Red Dimension when he encounters the lost Followers of Fire wandering through the planes and obtains their oath of loyalty (as reported in the exodus legend of the Followers of Fire - in the form that is known by the Immortals):

It was in Pyts that they received a message in the form of assassin-warriors wearing the colors of Neru. When Memandius moved to kill them they exploded, detonating some spell that wrote words in their blood, and Memandius' blood. "This dance has gone on long enough," read the words. "Meet me in the Red Prison."

Passing through a portal made from the bones of Temrin, an Immortal slain by Thanatos long ago, the Flaems entered a plane made up of red glowing planets strung together like pearls, and there, spread before them, was an army vaster than any they had ever seen. The warriors wore antique armor from all periods in Alphatia's long history, and their faces were corpses.

"Nemu!" called Anerdres. "Show yourself!"

And Nemu did, but by his side was a taller figure, dressed in the imperial robes of an Alphatian emperor. "It is not Nemu who has called you," said the tall man. "But your emperor, Alphas IV, long exiled to this plane. Grown in power but half-finished, I have waited for my people to return to me."

The Flaems, most of whom had never known the world that Alphas had ruled, looked upon the majesty of their long-gone king, the man who had begun a war that destroyed their home. "What do you want of us?" asked Anerdres.

And Alphas smiled. "Only your obeisance. Bow to me, reaffirm your fealty, pray to your god-king for salvation, and I will let you live."

And the Flaems, lost for centuries and now with no allies, felt they had at last, in a twisted way, returned home. Yes, Alphas had been a tyrant, but he had been their tyrant, not one of the hated Followers of the Air. Yes, he had begun a war, but he hadn't finished it. It had not been him who had shattered the world. As one, the Flaem people knelt before Alphas, praying that he, at least, would save them.

Alphas IV grinned triumphantly as the power of the prayers filled him up. He grew taller, horns sprouted from his head, wings spread from his back, and his body burst into flames. "At last," he murmured. "Those who banished me have acknowledged me their superior. My banishment is over." The ground began to shake and the red planet began to split, and Alphas looked toward the heavens. "Great Thanatos, have I completed the final path?" His grin spread wider, becoming elation. "And now," screamed the emperor. "I banish you! I need you no longer, for I shed my mortal coil and become Alphas IV no longer. From now on I am Alphaks, an Immortal!"

The Flaems fled the destruction of the plane, back through the gods-bone portal as Alphaks rose to glory. And as the plane shattered, another long-imprisoned entity emerged from the broken shells, a crystalline mass that called itself the Overlord. For now it noted the fleeing Flaems, but did nothing, climbing through the scales of reality to cooler climes.

- Excerpt from
*"The Exodus of the Flaems"*¹

¹ ["The Exodus of the Flaems"](#) by Ripvanwormer on Pandius



Alphaks

Eventually the exodus continued (Alphaks left them) and they continued their journey until they finally reached the Highlands which in modern times would become known as the Principalities of Glantri.

Alphaks continues on his journey of ascendancy as an Immortal establishing his power base. From this point, he prepares his revenge and begins to gather a sect of followers with the intention to go behind and destroy the Followers of the Air in the new lands established by Alphatians in the primary plane.

A BASIS OF POWER

From his established power base on his Home Plane of Doomgaard (the 170th layer of the Abyss), Alphaks sends a section of his followers to establish a foothold for actions

against the Alphatians, on their newfound island continent. Thus they establish their deep citadel (the City of Revenge) hidden in Alphaks' Island underground.

As regents of the site and representatives of the authority of Alphaks, the Black King and the Black Queen² have received due immortal assistance in assembling and

preparing this new and powerful Stronghold of entropic servants.

Assassins, spies, mercenaries, cultists and the like begin to amass the influence and power of the Black King's court with priests and avengers of Alphaks acting secretly towards the ultimate goal of Alphatia's destruction. They do this by various minor (or not-so-minor) acts of sabotage and corruption against the Alphatian people. However, Alphaks lacks the skill of careful, long-term planning, and so his followers cannot expect any grand plans from him. In other countries, followers of Alphaks engage in random acts of unthinking destruction.

² Both were Chaotic adventurers who devoted themselves to Alphaks' service. For their faithfulness, Alphaks 'reconstructed' them - though still mostly human, they both appear as night-black silhouettes without facial features visible to the eye.

KINGDOM OF ALPHAKS VOLCANO³

Population 5000 (including the City of Revenge).

Description

About 300 miles off the northwest coast of mainland Alphatia lies a volcanic island perpetually wreathed in fog - the Island of Alphaks' Volcano.

It was discovered less than thirty years ago. It may have appeared some time earlier and remained undiscovered due to its mantle of mists. Ordinary sailing vessels cannot reach it: they are destroyed by sea-monsters and mystery whirlpools. Experienced magic-users who use their powers to get to the island discover that it reeks of the magics of the Immortal Alphaks and swiftly leave (most, anyway; some are never seen again). It is said that there is a small community of magic users and clerics devoted to Alphaks here, but it has never been seen by any outsider. The volcano rumbles from time to time, but has not erupted since the island appeared. Under the fog is what looks like a dark and sinister but uninhabitable island. The volcano's smoking crater, however, is actually a portal to the Sphere of Entropy, and the fumes which emerge from it are deadly. The Immortal Alphaks cannot direct them (they follow the winds, usually to Norwold), but can choose when they are released. In great ugly caverns hollowed out

³ All this passage quoted in *Kingdom of Alphaks Volcano* was drawn from the excellent and extensive work from Robin in her pdf ebook "[Immortals of Mystara](#)" (page 31)



beneath the volcano - caverns decorated with Everburning flames and tortured heroes - is the evil City of Revenge, where some 5000 followers of Alphaks live.

They serve his will and travel the world, accomplishing destruction and inflicting pain wherever they go. Some are well-known wizards and 'heroes' keeping their association with Alphaks a dark secret. Others are men and women who have abandoned their normal identities to serve Alphaks full-time.

Regulations

Death or torture is administered: to non-worshippers of Alphaks who reach the island, to citizens of Revenge who abandon their allegiance to Alphaks, to anyone who angers Alphaks, or to anyone who angers the Black King.

Customs

Agents of Alphaks are recruited from the outside world and brought here for an initiation ceremony. In the ceremony, the agent promises to serve Alphaks faithfully to the end of his days. Just to make sure, the Black King uses a variant *geas* spell (actually a *wish*) on the subject, whereby if the agent ever breaks his oath he must immediately, secretly return to Alphaks' volcano and declare his defiance to the Black King. Naturally, at that point the Black King and his court kill the wretch.

NPC GALLERY

The following is an overview of some notable personages in the service of Alphaks and involved in the campaign of actions promoted against Alphatia by the rulers of the City of Revenge.

Black King (CE male MU36 lv)

In charge of planning acts of hatred and vengeance against the Alphatians. He is 6'6", 250 lbs, wears a pure-white kilt, boots and vambraces.

Black Queen (CE female C36 of Alphaks)

In charge of communicating regularly with Alphaks and getting his permission and recommendations on various deeds. She is 6'2", 175 lbs, wears a pure-white knee-length gown, boots, and has pure-white hair to her mid-back.

Black Duke (NE male MU15 lv)

The Black Duke founded the dominion of Ossian in AC 1002⁴, when he migrated to Norwold from Alphatia with his entourage of lackeys and Alphatian commoners. The county soon achieved the status of duchy by conquering nearby lands and killing the humanoid population. The capital of Schwarztal was seat of the Black Duke's machinations and black magics during and after the Great War.

Dark Iron (CE no gender 9hd or 80 dp)

An artefact construct (the living armor) serving as the right arm of the Black King. This magical Champion was created by Alphaks himself from an unknown material (a strange blackened metal) and carries out the most difficult high-risk combat missions. Dark Iron can be treated in stats as a Death Knight⁵ - except that he does not use hit points, but the AD&D damage points⁶ system of armor.

Devraks the Priest (CE male C17 lv of Alphaks)

Responsible for Black Masses at Alphaks Temple in the City of Revenge (assists Black Queen in rites and important ceremonies) and assists her by coordinating other smaller priests of Alphaks.

⁴ This version takes into account what has been described in the "[Barony of Ossian](#)" entry in the *Mystaran Almanac AC 1017*

⁵ See "*AD&D Monstrous Manual*" page 168 - TSR publishing.

⁶ Check Damage Point system at "*The Complete Fighters Handbook*" page 112 - TSR publishing.

Black Swan (NE female 5+4 hd)⁷

A heraldic servant which can take on human form (a beautiful woman - or a black swan) who has assembled a group of male followers (magically enchanted) on behalf of Alphaks for actions on the Alphatian Mainland. Among its faithful servants are some avengers, corrupted heroes, and also a few bargda humanoids.

Flamewhip (CE male C16 lv of Alphaks)

Warpriest of field missions along with the Dark Avengers. His black clothes with his great sacred symbol on his chest (and flaming whip) are his trademarks - as well as profane prayers and derision while intimidating opponents in struggle.

Haad-al-Maat (a.k.a. Hadamaths) (AL male Efreeti 13 hd)

The alliance of the djin with the empire of Alphatia is known in the City of Brass. A renowned warband was sent by Emir Al Shams⁸ to settle the accounts against these allied Alphatians of the djinn from Al Samaa. Since then they have been hosted on Alphaks' Island and have allied with Bhalonvor and some of Alphaks' Followers of Fire.

Nagaroth (CE male Wraithlord MU13 lv)

A Scion undead sent by Alphaks to lead the undead guards that protect access to the island. He has coordinated and sent trusted

⁷ [“Mystara Savage Coast Monstrous Companion”](#) on Pandius.

⁸ Al Shams is a character developed by Bruce Heard and can be found in the post [“Floating Ar: Helion Rising”](#) on his personal blog

servants (all undead) to help other dead who have been trapped in the catacombs since the time of Heroth⁹ so they can join the ranks of their army and navy (he is also becoming aware of the undead in Limn and wants to gain control over them).

Shadowmaster (CE Great Shadow 5+3 hd)

This magically enhanced shadow controls a network of spies in the service of the Black King, going to the darkest and most remote places or sending his sect of shadows.

Black Champion (CE female human (apparently) Avenger 17 lv)

An impressive fanatic Dark Avenger that has succeeded in several missions - its body is blackened and said to have returned from death a few times. Any warband that accompanies it on missions has its morale increased.

Alphaks' Dark Avengers (CN male/female human Avenger 14-16 lv)

An order of fighters devoted to Alphaks' teachings, the Dark Avengers serve as the agents of the Black King of Alphaks' Volcano. Note that Dark Avengers are typically high level fighters with clerical powers. Thus, individual Avengers may recruit (and would be able to keep in line) goblinoids, mercenaries, and other lower level minions.

⁹ Currently Heroth is one of the major cities of Theranderol, but was once a powerful kingdom that fell before the Alphatian invasion. Its history can be found in [“The Conquest of Alphatia - The Early Years”](#) by Jamuga Khan and Captain Ebenezum on Pandius

Vraakhys

(CE male human C14 of Alphaks)

Taciturn and sly, he has been chosen from the Dark Avengers to prepare the region in the north of Limn and strengthen Bussnox to generate an insurrection in the coming years and thus a beachhead for more agents sent from Alphaks' Island. Yet it is still very early and there are forces to be built.

Bhalonvor (CE male MU16 lv)

Flaem leader of the cultists among the Followers of Fire on the island of Alphaks¹⁰ (some of these descended from the lineage of the Flaem from *Veydra* and *Carceri* - the Red Prison Dimension). He has a network of contacts between the few Flaems in Glantri (whom he seduces and promises the secrets of the *Eternal Flame* - an allusion to the belief of the Flaems in the *Order of the Flame*). He is currently well established with another identity in Blackheart (rendering services to one of the several houses there with his knowledge of fire magic).

Under Creature¹¹

(Al C; no gender or HD/Lvl identified)

There are many other hidden surprises which might pose a threat to any invading force and which have dissuaded most of

¹⁰ Not to be confused with the Followers of Fire in Glantri; These Flaem followers are still a reference to those who served and followed Alphaks back into AC200.

¹¹ In addition to the Dreadnaughts and undeads below the island (and an entire town of cultists) you may get an idea of additional creatures by reading "[Secrets of Alphaks' Volcano](#)" by Rodger Burns on Pandius

Alphaks' enemies and rivals from mounting an all-out assault against the volcano. Some of these secrets are things that lay hidden beneath the volcano until Alphaks claimed it, others are treasures that Alphaks has managed (by recklessness and luck) to claim, and brought to the volcano. Not all of them are on Alphaks' side, but most will be a danger to his enemies. As a result, he is allowed to keep his hold on the volcano uncontested... for now.

CONNECTIONS AND CIRCLES

The progression of the following events during the Great War involves several power groups and factions that are directly or indirectly involved, making the path of the clues really confusing and almost impossible to be unveiled to their actual cause (especially among Immortals). What follows is a proposal on how to keep this circle of relationships listed as a help for a diagram or table for the DM to make use of in their game campaign.

False Glantrians

Led by cultists of Alphaks' Followers of Fire, some of whom are Flaems from the dimension of *Veydra* and *Carceri* (the Red Prison¹²), this group acts to aid a joint attack by efreeth both in Aasla and in the Temple of Ixion in Floating Ar. These cultists are responsible for clashes in which the Glantrians are taken as guilty. Their bases of

¹² As described in the brilliant work "[The Exodus of the Flaems](#)" by Ripvanwormer on Pandius

action include Alphaks' Island and the Kingdom of Blackheart as well as pockets of spies in Glantri.

Servants of Heroth

The Servants of Heroth, long trapped in the necropolis there, have promised to support the liberation of the gates and seals of the old necropoli¹³

(currently in Haven, Bettelyn and even Heroth in Theranderol). As soon as the conflicts in Alphatia are intensified, the release of these undead will generate enough turmoil for a large-scale attack.

Efreeti Circle

The minor leader of the Hadamaths is aided by 4 protective efreet, one a 3rd level shaman, and the others 2nd level wokanis. They remain stationed in the volcano of Alphaks' Island from which they plan their attacks in Aasla and Floating Ar, and even against the djin of Limn. They receive unexpected help from Al Shams (in addition to Alphaks' cultists).

¹³ A reference to the tombs and places where the warriors who resisted the Alpathian invasion were buried.



Old Orzafeth/Ogam¹⁴

Alphaks' cultists contacted the Ogams and promised they would weaken the Frisland government and create turbulent conflict. These actions would strengthen the erratic regions against Azafez.. In return, a haven of stones between the Kerothar Mountains is being used by Alphaks' cultists in the Upper and Lower trails there; intermittent trails to the north - old paths and passages left by dry rivers as follows.

Cultists of Alphaks

Cultists are disappointed with the few Orzafeth / Ogam allies that have been added to their forces. For now their "dark powers"

¹⁴ The articles "[Orzafeth, the Truth Revealed!](#)" and "[Orzafeth - the Unspeakable Kingdom](#)" by Geoff Gander and "[Frisland: The County of Orzafeth](#)" by Bruce Heard detail this group and their magical practices well.

are still unknown, and the undead and other planar creatures they control have yielded mixed results in combat. Despite this they try to expand their influence in Alphatia with any chaotic force that is hostile to the empire (forgotten enemies, oppressed or defeated forces, and sworn enemies of the imperial crown).

Conspirators in Thyatis

There are various groups in Thyatis, both in the imperial senate as well as among former military families, who disapprove of Thincol's ascension to power and the current political course of the nation. Many of these are sympathisers of Emperor Gabronius' old ideologies, republicans and opposition groups to the imperial crown. Such intrigue and political corruption promises to sow discord among the upper echelons of the Thyatian nobility. A current cult of Alphaks is well established in Thyatis City and its focus is on generating frictions and conflicts against Alphatia.

Wastoure¹⁵

It balances and manipulates between the Alphaks cultists (who work in Thyatis and also Alphatia) and the interests of the opposition bloc in the Alphatian Council. This block covers Niborray, Gombar and Arogansan Council Members as well as several interested houses of Blackheart and Frisland (and a few bureaucrats in Haven and Greenspur).

¹⁵ See the module DDA2: "Legions of Thyatis" for more information on how Wastoure comes to the outer world, and the influence he has on the Thyatian Senate.

Hattian Radicals

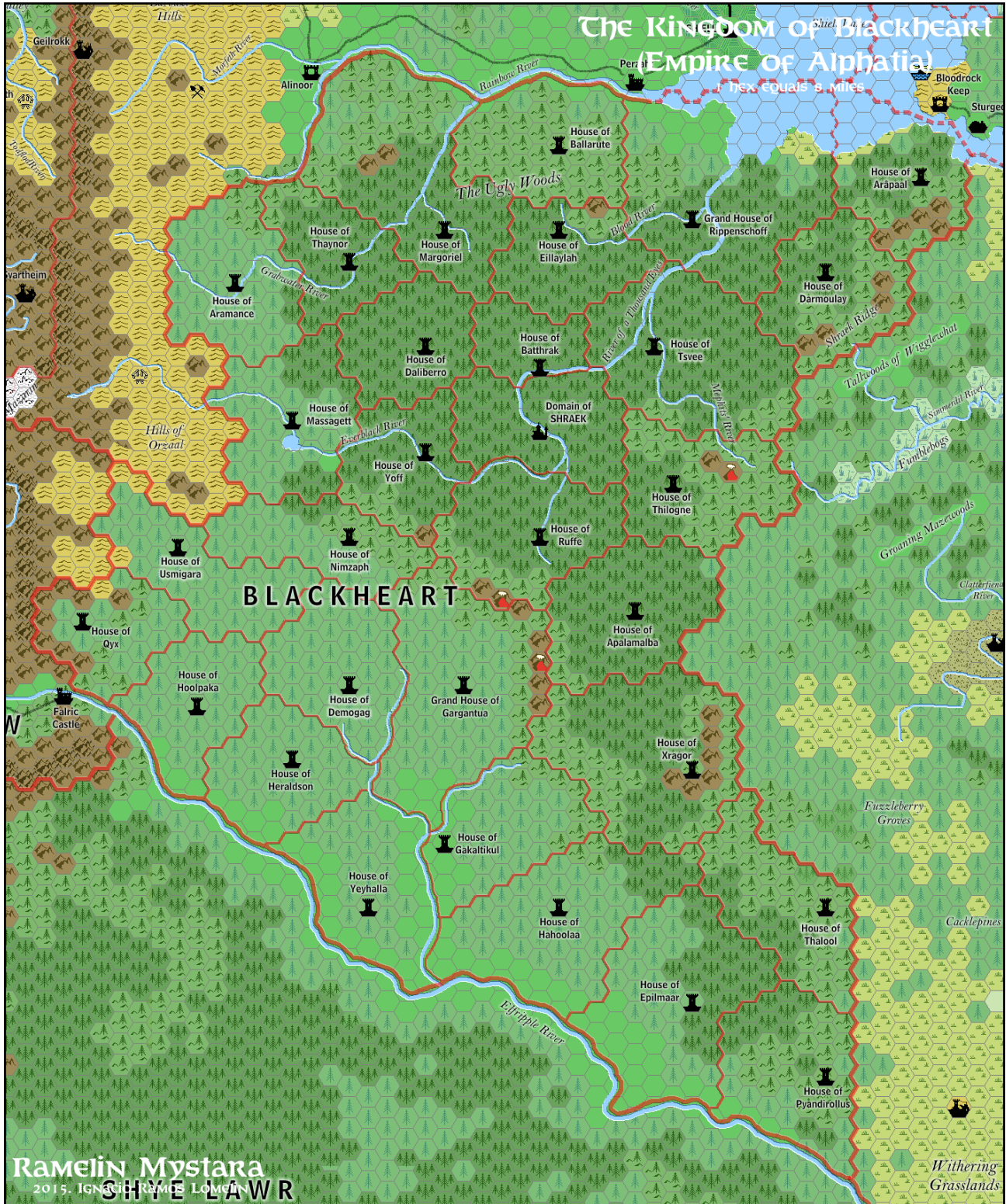
Promises of power and mastery of the Thyatian crown have been whispered to some of the most radical among the Hattians; money and support from Isle of Dawn guilds are logistically preparing a group of conspirators (even some Storm Soldiers are already seduced by the proposal). What follows will be an attack on Thincol in the middle of the coliseum during the coronation anniversary festivities¹⁶ (as proposed in the DotE - book one adventures section).

Alphatian Council

The Alphatian Council is made from forces of diverse interests that are linked either directly or indirectly to power blocks within the Alphatian leadership and ultimately to those who dream of ascending the imperial throne.. At the moment Dalamar of Haaken¹⁷ presides over the Great Council as Prime Chancellor - being considered a supporter to Empress Eriadna; his secretary to the Council is Lord Niborray (an ally with Lord Gombar of Arogansa - in turn a primary ally of Queen



¹⁶ Originally the celebrations that took place during the Thincol attack are in homage to the thyatian millennium - AC 1000, however, to fit this proposal of timeline, it had to be associated with another reason (like coronation anniversary festivities).
¹⁷ Dalamar of Haaken is reported as a distant cousin of Haldemar and can best be seen in "[The Grand Council of Alphatia](#)" by Jamuga Khan on Pandius



Blackheart the Dark Plot - by Jose Ignacio



Thank you to Bruce Heard

A special thank you goes out to Bruce Heard for letting us use his Alpathian heraldry. This heraldry was created for Bruce's expansion of Alpathia, which can be found on Bruce Heard's blog spot. For those articles, and more (including new work on the world of Calidar), please visit <http://bruce-heard.blogspot.com/>.

Delilia of Bluenose). Other Council members from several homes in Blackheart and Frisland (and a few bureaucrats in Heaven and Greenspur) are interested in weakening the power of the base that supports Eriadna in the Council.

Circle of Qain

An old power resurfaces brought about by an artifact. Promises of alliances between King Hurgoth the Misanthrope and Struth the Shaker have once again convened a cabal of mages of power in the Qain Castle Ruins (to pick up from where it left off - but this time with the direct supervision of King Hurgoth). Disguised and incognito, the disseminators of rumors from the Alphaks' Fire Followers speak of a recovered artifact¹⁸ and the alarming news about great magical powers possessed by the Glantrians.

King Hurgoth lets the rumors get to Empress Eriadna and an espionage mission is dispatched to Glantri (alternately to that, the

¹⁸ Centuries ago, Looking forward to free the Flaems from the Overlord's mental sway, Thelvaenir created four magical stones which, using the energy of the Radiance, could shield the Flaems' minds. - see the novel "Dragonmage of Mystara"

rumors brought by Haldemar on the Nucleus of the Spheres confirm their suspicions to Eriadna). Hurgoth is advised by one of his chief admirals and officers - Lord Alketh (renowned champion since the Alpathian Spike) on warlike improvements and magic weapons that can be used against Glantri.

Blackheart has its curiosity released against a power that will launch Alpathia against Glantri - and will weaken the imperial throne with the support of the allies of Shraek.

CAMPAIGN PROGRESSION

The following notes suggest a progression of events for the Great War (WotI at its inception) and a note for future events in the timelines of fan almanacs (such as the Mystaran Almanac) for general DM use in their game group.

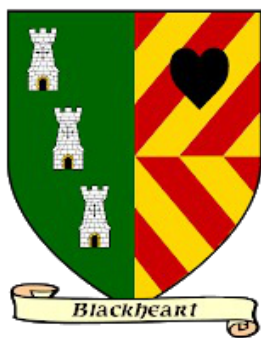
Meeting Allies (1002 AC)

Tensions rise on the Island of Dawn while Alpathia and Thyatis resolve their differences diplomatically. In Thothia a group of adventurers help Prince Ramehotep against the Night Spiders and Akhetheti.

On the Alpathian mainland, Alphaks' cultists make new allies and prepare them to incite a series of conflicts (both to weaken the imperial throne and to incite Alpathia in a storm of internal friction).

In Blackheart, Struth the Shaker receives an unexpected gift from the Followers of Fire: a Flaem artifact stone - this enables him to gather former allies of Castle Qain such as

Chalmis, Zsiga and Lavar among other noble houses of the kingdom. These links are beginning to be established - with the participation and contribution of King Hugorth the Misanthrope.



many favors in Blackheart, spying for nobles there, and passing along many secrets amongst them.

Troikithus is murdered in the process of stealing a crystal-receptacle from the Brotherhood of the Radiance (one that belonged to *Danira Vosbane*).¹⁹ His body is found in Glantri City (floating in the canals).

The Accusations between Glantri and Alphatia begin to intensify.

Everyone begins to perceive a latent power in Glantri being manipulated by the circles of wizards secretly there. After Haldemar reports his investigation into the *Nucleus of the Spheres* to the Empress, Eriadna becomes convinced that clues need to be investigated in detail in Glantri. A spy (Troikithus) is chosen to contact the House of Aendyr in the Principality of Blackhill and to investigate the Great School of Magic in Glantri City. Troikithus passes himself off as an elven scholar from Karameikos who has recently immigrated to the Principality of Erewan.

Lady Karyndra (an Agent of Alphaks) approaches Queen Delillia and Lord Gombar the magnificent in an attempt to manipulate them and bring them under Alphaks' influence. Lord Gombar the magnificent, a Grand Council member and Arogansan supporter, had already been quite successful at manipulating several younger council members and eroding the influence of Eriadna's allies. Even the Great Council President Lord Dalamar of Haaken has fallen under his sway.

Alphaks' cultists are establishing bases of power in various regions of the Alphatian Mainland and empire borders (Limn, Arogansa, Blackheart, Frisland, Isle of Dawn, Ne'er-do-well ... etc).

Rumors (by Eiryndul) of the Treasures of Retebius begin to flood Norwold again. Apparently in the past, he acquired his loyal mount, uncovered ruins of Alinor, and supposedly discovered older, greater secrets. His example inspired the Retebius Air Fleet and the Order of White Drakes. Oceansend also became a clandestine refuge for the Order of White Drakes in the past. Thincol had ordered the extermination of the famed unit after they refused to defend Thyatis during the Spike Assault in AC 960²⁰.

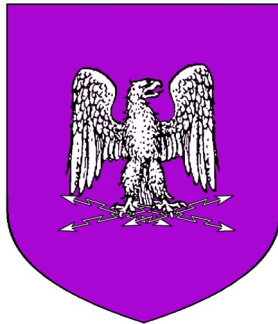
War Prelude (1004 AC)

Troikithus, a Shiye elf well connected in several networks both in Shiye Lawr and in Blackheart, becomes Alphatia's chosen spy in Glantri. Because of his connections with Master Edrecort (from Alfheim) they hoped that he could remain among the Erewan elves for quite some time, despite the fact that he had several skeletons hidden in his closet. Unknown to most is that he owed

¹⁹ Danira Vosbane – see “*Glantri Kingdom of Magic*” page 121 – TSR publishing.

²⁰ This event was inspired by the notes described in [GAZF 9: “The Free City of Oceansend”](#) on Pandius

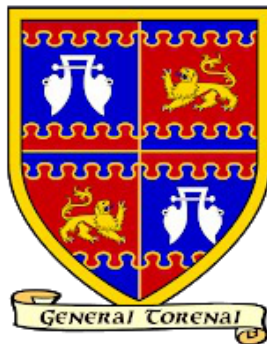
Some Alphatian and Thyatian agents are sent to investigate the rumors (for it was believed that Retebius also held Alinor and Alphatia's magic secrets to dominate winged creatures) this falls into the field of interest of the dragons when some incursions of agents begin to enter the Wyrksteeth which promptly rejects any inquiries on the spot.



Thyatis

On the anniversary of the Coronation of Emperor Thincol the Brave in Thyatis City, Hattian radicals (sponsored by Alphatian conspirators) fail in the attack on the Emperor in the Coliseum - Tathenodosius is captured by adventurers and the Imperial Guard.

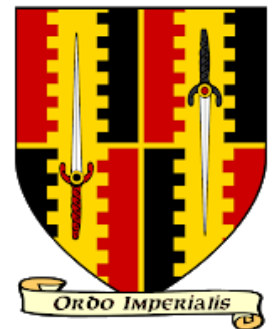
Attack on General Torenal (responsible for the personal guard of the Empress Eriadna) ends with his death during a visit of the Glantrian delegation to discuss the accusations of Alphatia; all are imprisoned and an extensive investigation ensues.



accompanied by Alphaks himself) are recognized as members of the Alphatian Great Council and allies of the president Dalamar of Haaken. Among the surviving Glantrians is Prince Innocenti of Malapietra.

At the same time in Thyatis City, a similar attack is prepared by Alphaks' cultists (with local support) against the Glantri embassy in the Emperor's Hill district. Glantri's ambassador Catharine d'Ambreville is seriously wounded but survives. She also identifies that her attackers appeared to be from the Alphatian Great Council - she claims to have seen the coats of arms and crests of the council's Alphatian guard - Ordo Imperialis.

An incident occurs during Ericall's marriage at the court of Alpha; Dark Avengers try to thwart the ceremony and incite suspicions of their actions as if they were motivated by Glantri. Soon after, Lady Alanira from Stonewall (Ericall's bride) is kidnapped by strangers but ends up being rescued with the help of adventurers²¹.



Having suspected the involvement of bandit guilds (in the case of Alanira's unsuccessful abduction), Ericall and his personal guard visit Landfall and Oceansend to investigate possible rumors of conspiracy. He talks to his half-brother Lernal the Swill and also to *King Yarvik*, but finds no evidence that leads to any result.

²¹ As Related in module CM1: "Test of Warlords" - TSR publishing

Envoys of Glantri accompany a delegation of Thyatian diplomats to the embassy of Thyatis at Denwarf Hurgon in Stoutfellow. In audience, they demand that Alphatia deliver to them the culprits for the attacks at Glantri and Thyatis along with a proper detraction of their actions from the Great Council; Alphatia denies its involvement in the events and accuses Glantri of the incident in Aasla.



Alpha (Norwold)

In a surprise move (after the exchange of war declarations between Glantri and Alphatia), Thyatis threatens to oppose Alphatia, stating that Alphatia cannot be permitted to prey upon the smaller nations.

The situation decays and degenerates, ending the diplomatic ties between Thyatis and Alphatia.

A series of clashes and accusations erupt within the Great Council and President Chancellor Dalamar of Haaken ends up being removed from his post. Niborray (hitherto secretary general of the Council) is promoted to the position of President (with the support of the opposition bloc and allies of Lord Gombar the Magnificent). Eriadna loses influence and the forces supporting her withdraw with Dalamar's estrangement.

Numerous temples to Asterius in Alphatia are burned to the ground. Several Glantrian elves



Alphatia



Aasla Fire

from House Erewan are captured and accused of the crime. Despite claims they were transported to the temples by magic, the elves are convicted and sentenced to death.

The Glantrian elves held in Alphatia manage to escape. In the process, they steal a skyship in the city of Aasla and set fire to the Alphatian fleet of skyships as well. Using the elve's escape as a distraction, Alphaks' Followers of Fire (disguised as Glantrians) open magical portals to the plane of fire in the city of Aasla; Efreet of Hadamath receive help from Al Shams and set fire to the entire city in a great conflagration.

Having lost most of the skyship fleet, Alphatia plans another military move in order to not be defenseless during this period of conflicts and friction. The magical research arms of the imperial military, such as the secured and secret facility of *Nogryn Vaults* in Randel, and also the secret research base for skyships



in the Eadrin region, double their efforts to develop more powerful incantations for the new air fleets that must be rebuilt.

One of these projects, in the Belsaphet Tower, in the Wraith district of Floating Ar, is attacked by Heldannic knights in Warbirds; The theft of plans is thwarted by the Imperial Alphatian Navy with help from Alphatian adventures. A Glantrian spy *Moriluna* (actually an agent in the service of Alphaks) flees to her hiding place in Glantri. The Alphatian heroes follow her in a chase that ends with a showdown at her Shadowfall Manor²².



Heldann

In Floating Ar, Ixion's main temple is attacked by Alphaks' Followers of Fire (disguised as Glantrians) along with Efreet. Alphaks's plans are thwarted when a group of high-level adventurous heroes plus some Sollux of the *Brotherhood of the Sun* come to the defense of the site.

Moriluna brings samples of Oil of Memories from the Windstone Tower in Glantri to the cultists of Alphaks; research to reproduce it continues on Alphaks' Island and in Blackheart.

Open Confrontation (1005 - 1009 AC)

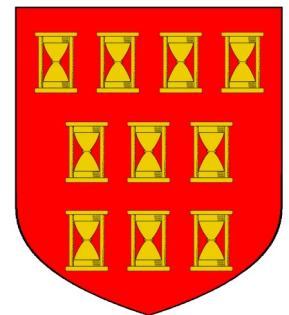
War is officially declared between Alphatia and Glantri - Thyatis and the Heldannic

²² See "[Windstone Tower](#)" and "[Shadowfall Manor](#)" on Bruce Heard's Blog

Knights seize the opportunity, also declaring war against Alphatia. An arms race begins between those nations.

Magic attacks carried out by Alphatians in Glantri release several conjured / magically built monsters; cultists of Alphaks take advantage of the tumult to send several beasts and horrendous creatures into Glantri (mainly in Erewan, Nouvelle Averoigne and Blackhill)

The Alphatian tactic of indirect engagement of Glantri continues as their spies summon numerous monsters inside the nation and let them go wild, using a similar tactic that Glantri employed against them. Glantrian agents teleport into Alphatia proper to conduct numerous acts of sabotage and assassination. Numerous creatures are summoned and let loose to terrorize the country side.



Glantri

Attack of Hytiliaph (and allies) joins with Thyatian scouts in Blackheart for the rescue of Felminaria²³ who was a captive of Lord Alketh, an officer in Blackheart and Admiral of the Alphatian Navy. Alphatian troops and

²³ This interesting work by John Calvin that expands and improves the description of the golden dragons of Thyatis and his relationship with Vyalia elves and the kingdom of Wurmsteeth is being discussed with me and him so that it may be deepened and developed in a series of short stories, articles or novels. See "[Hytiliaph](#)" and "[Adventure ideas - Working Against Hytiliaph](#)" by John Calvin on The Vaults of Pandius

golem guards face them, but suffer heavy casualties and damage. Several bands of undead use the confusion to attempt to destroy the labs and hiding places where the Oil of Memories were stored.

In Qain Castle some undead and spirits of the old circle of Reddican try to face King Hurgoth and Struth the Shaker - they believe that Hurgoth has control of the power of the artefact McGuffin²⁴ (still missing). The undead are defeated.

Alphatian troops begin a raid against the thyatian territories on the Isle of Dawn. Both Thyatian and Alphatian troops begin to land on the Isle of Dawn. Hostilities break out all over the island between the territories loyal to each empire.

Battle of Portage. Thyatian and Alphatian armies meet in force between East and West Portage. The Alphatian wizards tip the balance of the battle, sending Thyatis' forces back several miles.

Traces of the Tathenodosius conspiracy: some of the sponsors of the attack of Hattian radicals against Emperor Thincol are hiding traitors from the Retebius Air Force in the kingdom of Randel (Town of Doxeton²⁵). These traitors had taught the RAF maneuvers to the Alphatians. A detachment of the Order of the Silver Shield (a military order of

Thyatian air raiders) with accompanying heroes on the mission locate, capture and / or execute the Thyatian traitors. Many of the Silver Shield's knights are killed in the confrontation with Randel's guard.

During the campaign against the Thyatian traitors, secret plans of Randel's military action in the war against Thyatis are stolen by Glantrian agents who waited for the opportunity while the military elite of Randel and the King Verotriks were in the Isle of Dawn. After these actions, the Glantrian spy and agent Brodicim is never seen again.

Glantrian wizard spies/adventurers travel to Ampulia/Sundsvall (capital of Alphatia) and other cities to harass noble houses and estates with fire-bombs. They also launch hit and run attacks on wizards and military sites, releasing conjured monsters and the like in the streets.

Taking advantage of the wave of attacks around Alphatia, Reddican (returned as a powerful undead) can act and manifest himself in the physical world more powerfully thanks to the use of Oil of Memories. He initiates a personal hunt for the allies of King Hurgoth and Struth who have the old pendants (used in AC993 in Qain²⁶) to store magic spells that would be used to help take over Blackheart and the empire.

Battle of Kopstar. A surprise attack by Alphatian forces teleported into The Principality of Bergdhovern is predicted by

²⁴ The artefact McGuffin appears in the *First Quest* novel "Son of Dawn" by Dixie McKeone.

²⁵ Tredarius travelled to Randel and offered his service after his father became at odds with a Senator of Thyatis. His role at the School is to advise the School on the aerial tactics of the Retebius Air Fleet and the Knights of the Air. See "[City of Doxeton](#)" by Alex Benson at the Vauklts of Pandius.

²⁶ As related by Dixie Lee McKeone in "Son of Dawn" - *First Quest* Series Paperback - May 1, 1995

Glantrian diviners. The Alphatian force is met with heavy resistance and smashed, but Prince Vlaardoen²⁷ is killed in the fighting.

The 2nd Alphatian expeditionary force teleports into the borderlands and divides into small units to attack in the southern and eastern marches on Glantri. The Glantrian army meets them at Trintan in Erewan, Monteleone, Satolas and Bramyra; this time the Glantrians hold back, making a good defense against the Alphatians.

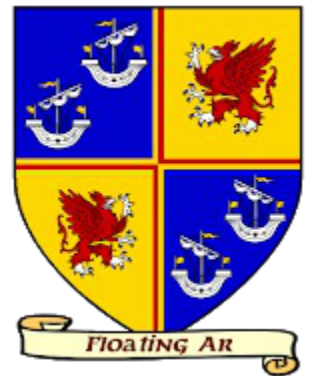
Battle of Ar²⁸. The entire Retebius Air Fleet is sent to attack the Alphatian kingdom of Floating Ar. The attack comes as a surprise, though the wizards put up a valiant defense. The Air Fleet suffers significant loses, but Floating Ar is left ablaze. Other strategic points where skyships may be assembled (such as Stonewall, Haven or Greenspur) undergo minor attacks aimed at decreasing Alphatia's air navy resources during the War.

Beginning of the Alphatia Campaign on Thyatis Mainland: Alphatian troops take the coast of Ylaruam and start the march to the Duchy of Tel Akbir where they begin to enter the territory of Thyatis.

²⁷ In fact this is an official version reported by the Berghdoven to preserve the heroic memory in his family, but Prince Vlaardoen was already badly afflicted by the plague that struck Glantri during the great war.

²⁸ This interesting suggestion of Glen Welch in his pdf ebook "[War on all Sides](#)" presents a great suggestion for two points little described during the Great War: the absence of RAF reports during the attacks on the Isle of Dawn and further complements the possible frictions of battles in Glantri with occasional concentrated alphatians attacks.

Lord Bussnox from the Kingdom of Limn managed to break his bond with the vampire Count Mzilikazi when, with the help of the Dark Avengers of Alphaks, he became a nosferatu. Now he secretly plots the fall



of his cousin Mzilikazi, only awaiting the right opportunity. In the Winterfall Hills near Sheb-Talai, Bussnox houses Vraakhys, an agent of the Dark Avengers who has taught the Lord various spells to deal with planar monsters and to capture fomorian giants.²⁹

Vraakhys prepares the ground in the north of Limn and strengthens Bussnox to generate an insurrection in the following years and thus a beachhead for more agents to be sent from Alphaks' Island. Vraakhys had met in secret with the hephaeston Rajmund and commissioned a strange device (a powerful warmachine made by a special metal). In exchange for this service, he promised Rajmund revenge against his enemy the mountain giants' leader, Martoth.

Incursions of Alphaks' followers along the coast of Eanna: Several undead aboard the dreadnaughts take advantage of the tumult of the War (and the absence of troops engaged in the distant battles in Thyatis) and begin to take the north with little resistance.

²⁹ A logical sequel to the plotline presented in "A Gazetteer of Limn" articles - published in issues [#11](#), [#12](#) and [#14](#) of *Threshold Magazine*

Ruins on the edge of Frisland (like Taraldstad) are taken by Ironclads. Bussnox makes his surprise move against Mzilkikazi in his castle - believing to have destroyed it after a definitive confrontation - then declares himself ruler of the northern region of Limn.

Dark Avengers are struggling against the *Order of Dracor* (an order of Avengers defending the lands of Limn) but are forced to retreat to the besieged Dracor Castle, where Torpes and his troops remain besieged. The Marthedren are allied in defense.

By order of King Drushiye, the Hordes of Limn march to reestablish the dominion in the north. The battles are tough - attack after attack. Some surprises: their undead break free of control after an attack from another undead horde flying the ancient flags of Heroth, a people conquered long ago by Alphatia.

The king's troops keep the law along Theraba and the Trollhattan River. Some time later, the support of Imperial troop reserves come to help Limn and the fight becomes more balanced.



Mzilikazi returns unexpectedly in a definitive and triumphant confrontation against Bussnox and Vraakys with unexpected powers. The Order of Dracor restores order around Castle Dracor and to the path of Torpes. Hordes of Limn and Imperial troops then emerge to sweep the invaders north.

Dark Avengers defeated at Eanna Bay; Alphak's forces in Taraldstad and its outskirts (the border in Frisland) offers resistance for a brief time, but then decide to retreat to Alphaks' Island when reinforcements from Frisland and Imperial Alphatian troops comes to aid. The invasion of the coast of Limn is lost.

Struth the Shaker and King Hurgoth (along with Chalmis and Lavar and their allies) discover a way to replenish the ancient crystal receptacle of Danira Voshane with Glantri's radiance energy: through a connection / space spell allowing energy to flow and thus fuel the receptacle. (They still do not quite understand the handling of the radiance spells, but they get some results with the use of Redicann pendants and the Flaem's magical stones artefact). The event is soon perceived by Rad and the Brotherhood of the Radiance is sent to solve the problem.

Reddican (along with Orvan, Melina and allies) use some of the stolen pendants' power to focus their efforts on a new attack on King Hurgoth, Struth and their allies - to take the receptacle and kill them once and for all.

Next, members of the Brotherhood of the Radiance appear at the decisive moment of confrontation (in an unexpected movement of advantage). Hurgoth is dead and Struth is severely wounded by magic and retreats. Chalmis and Lavar also manage to leave, but many of their allies are assassinated. The receptacle is definitely taken and destroyed and the artefact medallion is taken to Glantri.

News of the death of King Hurgoth compels Admiral Lord Alketh to abandon the war campaign against Thyatis and Glantri to re-

establish order in Blackheart while Belgoth the Lamer takes the throne. In Qain Castle, Reddican and his circle of allies plan to extend their power and take Shraek.

Shadows of the Great War (1009 -1010 AC)

Struth partially recovers from his wounds and soon plots his revenge against the Glantrian Brotherhood of the Radiance - trying to convince the Great Council to take direct action against Glantri.

Lord Alketh leads a military campaign against Castle Qain and the undead allies of Reddican to dominate the place. There follows an extensive battle in Blackheart.

- A great bolt strikes from the blue, touching upon Sundsvall. The entire city glows with a white-hot intensity, and explodes in a mighty pillar of fire. The tremendous shockwaves extend for miles in all directions, toppling buildings, opening crevasses, and altering the courses of rivers. At the epicentre, a mile-wide crater sits where the imperial capital once graced the landscape, surrounded by broken lands, toppled boulders, and pools of magma. The explosion also hurls many tons of dust, dirt, and ash into the atmosphere, blanketing the region in a dark grey haze. The Doomsday Weapon created by Rad has been successful.

- Members of the Alphatian Great Council gather for a magical bombardier attack against Glantri City. Struth the Shaker joins the attack, teleporting to the scene. As the city faces a magical storm of battle, Struth attempts to find traces of the Brotherhood of

the Radiance (but unsuccessfully). Shortly after, the Alphatian continent is destroyed by the waves, and sinks into the sea due to the Doomsday Weapon Artefact.

All over the empire, chaos ensues as news of the event spreads, and as the total damage is estimated. Empress Eriadna and the Grand Council are no more, and a large portion of the skyfleet stationed over the mainland has likewise been destroyed. In the surrounding region, thousands have died due to collapsing buildings, explosions, and fires raging across the land. Many of the central kingdoms, suffering the brunt of the disaster, descend into anarchy. Those farther away try to close their borders to the strife. Alphatian soldiers outside the empire, who were engaged in a planned assault on Glantri, withdraw to Alphatia once they learn of the disaster. Discipline breaks down as soldiers, eager to return home to ensure the safety of their families, find any means possible to leave. Those soldiers occupying Thyatian regions of the Isle of Dawn are quickly thrown out during the ensuing strife³⁰.

For a long time the status of Alphaks' Volcano remains unknown after the destruction of the continent of Alphatia. The truth is that it remained hidden among the haze and fog in the new Alphatian Sea. During this time the Black King's servants investigated and probed the extent of the destruction suffered by Alphatia before resuming their activities to destroy what had remained of the colonies of the old empire.

³⁰ This passage was taken from the article by Geoff Gander "[An Alternate Timeline for Alphatian Events After the Wrath of the Immortals](#)" on Pandius

Almanac Age (1016 AC)³¹

On the Alphantian Floating Continent, Karyndra's reappearance is another ploy of Alphaks to stir up trouble in Alphantia. Alphaks offered her passage to Arogansa. Karyndra may be a stereotypical Arogansan, but she does not follow the edict of Alphaks; she only wishes to leave Esterhold and return to Arogansa.

Since her return to Arogansa, Karyndra has wisely withheld any comments on Floating Alphantia. It did not take her long to uncover who knew of Alphantia's true history and why it was being kept from the general public. Fearing retribution from more powerful mages, she has decided to keep her mouth shut. This has enraged Alphaks, who decided to send some of his hoodlums to give her a not so gentle reminder of her part of the deal. This ploy backfires as Karyndra discloses Alphaks' involvement in getting her to Alphantia as well as what he wants her to do.

With her divulgence of Alphaks' involvement, the followers of Alphantia decided to protect Karyndra. To stand up against the possible minions of Alphaks, the Order of Razud has also obliged and dispatched one of its most formidable clerics to act as her escort.

In the city of Bluenose, Imperial troops assault the popular tavern, The Merry Mermaid. The worship of Alphaks is outlawed and punishable by death. This raid is part of the empire's crackdown on the followers of Alphaks. Information gathered from Karyndra and by Alphantian agents has revealed that The Merry Mermaid is a front

for a group of Alphaks' followers. Imperial troops are sent in to destroy the follower's meeting place. Though a success, the raid proves more difficult than expected as the cultists put up a strong defence, taking full advantage of the catacombs and sewers beneath the tavern. The cultists are eventually struck down as the Imperial troops offer no quarter.

While strolling the streets of Bluenose, Karyndra and Tazzal are attacked by a trio of ruffians. Before help can arrive, Tazzal has dispatched each of the assailants. The attack is another attempt by Alphaks to get at Karyndra. Unlike his previous attempt, a depleted follower base hinders Alphaks - the previous raid on his followers has virtually eradicated them. The few surviving followers are widely dispersed, some even in hiding. Alphaks is forced to send what agents he can to do the job; these amateurs are no match for Tazzal's mace and spells. Karyndra stays protected.

In the Outer World, a huge bank of red fog rolling in from the Alphantian Sea engulfs the eastern coasts of Norwold, crawling over the elven lands of Ironwood like a silent and deadly lover. The elves wake up coughing and find themselves looking through a translucent veil of red fog; other elves do not wake up at all. The mists are brought westward by strong wind currents and start to expand inland at high speed.

Indeed, Alphaks has unleashed his final weapon upon Norwold to destroy all his enemies, both Alphantians and non-Alphantians alike. Talitha convinced him to resort to the sick red fog produced by a special artefact she crafted and gave him, the *Crimson Brazier*. So he placed the artefact inside

³¹ These events are extracted from ["Mystaran Almanac AC1016"](#) at Pandius

Alphak' Volcano and ordered his Black King and Black Queen to activate it, powering it through the use of the *Pouch of the Winds*, one of the so-called Alphetian Artefacts, which is steady pushing the red mists westward at high speed. Alphaks plans to infect the whole of Norwold with the disease carried by the fog, a debilitating plague which causes a heart attack to those who inhale it and slowly drains away the strengths of those who survive but remain in contact with it. Those who die because of the Red Disease have their skin turned crimson and their soul is drawn into the *Crimson Brazier*, thus preventing any attempt to raise them.

A small party of adventurers, sent by the NACE³² Council to discover the source of the mists that have been plaguing Norwold lately, discover the existence of Alphaks' Volcano.

-An expedition of adventurers and lords from Norwold reaches Alphaks' Volcano aboard the Silver Arrow II (King Sieger's skyship) by following the huge fog bank responsible for the disease eastward. It soon becomes clear that Alphaks the Destroyer is behind the Red Disease, and the Caretakers and King Blackblade (also on board Sieger's skyship) organise an on-the-spot investigation to locate the source of this plague and destroy it. All the adventurers and lords gathered on the ship take part in the action, which leads them inside the heart of the enemy base.

After confronting dozens of undead, including a nightwalker and a nightwing, tens of cultists and other dangerous

³² NACE is the New Alphetian Confederate Empire, a government that was formed by Alphetians who survived the destruction and sinking of their continent.



Inside the Island

madmen, they find the chamber where the *Crimson Brazier* is guarded and are met by the Black King and Black Queen and their golem guards, backed by none other than the mortal identity of Alphaks! A fierce and ruthless battle takes place for the conquest of the *Crimson Brazier* and the *Pouch of Winds*, and when the Norwold heroes manage to kill the Black Queen and hurt Alphaks, the Roaring Fiend goes berserk and assumes his manifestation form, unleashing his fury onto the bystanders, who nevertheless manage to hold their own with him. This only enrages him more, and the wizards exploit his fits of rage to their advantage: Sieger grasps the *Crimson Brazier* and manages to have Alphaks cast a

spell on him while holding the artefact in his hands. The destructive spell shatters the artefact, although Sieger manages to survive the explosion thanks to his own protective spells and the immediate cure cast by Zoltan.

Out of his wits for the impudence of the mortals, Alphaks prepares to rend their souls with his own claws, not noticing that a group of strangers has appeared in the hall. When he is about to throw himself against the Caretakers and their friends, Alphaks discovers he cannot move: somebody with a titanic force is holding his arms from behind. Turning around and cursing, he suddenly turns pale when he recognises the strangers who are now staring at him with an angry look. The blond muscled warrior of obvious Antalain blood holding Alphaks' arms swiftly lifts the now screaming demon over his head and thrusts him against the wall, which then collapses over the stunned demon. As the other strangers begin to weave a powerful spell under Alphaks' dreadful stare, the blond warrior whispers something to the Caretakers, and they immediately round up their friends and flee from the place at the highest speed possible. When they return aboard the Silver Arrow II, which is floating above the isle, they hear a loud "boom" and an inhuman cry coming from Alphaks' Volcano, and after a while the mists stop pouring out of the volcano's mouth. Then the island starts to sink, shaken by powerful earthquakes. After witnessing the complete destruction of Alphaks' Volcano, the flying ship heads back to Norwold.

It was only during the later Norwold Wars of AC 1016 that Black Duke tightened his grip on his people, showed his envy towards Erical's power, and sided with the

Qeodharans. Actually many say he planned the whole Norwold invasion, attacking the nearby Kingdom of Alpha and blackmailing many of the Norwold rulers. At the end of the war he was finally defeated and the Duchy of Ossian was reduced in status as well as in size, partially absorbed by the Draconic Earls of Wurmsteeth according to Arcadius.

The Revenge of Alphaks (1020-1021 AC)³³

After the complete destruction of Alphaks' Volcano in 1016, Alphaks has now been banished from Mystara for three years. His followers are scattered across Norwold without a leader. In 1020 the Black King and his remaining sect finally contemplate the return of Alphaks and are thus contacted directly from his home plane.

With the serious political and economic problems plaguing Nayce³⁴, the Alphantian Confederation is taken by surprise and can not offer much resistance when events become evident: Alphaks' Dreadnaught undead army has begun its campaign of conquest. They attack lands and islands of

³³ These proposals follow the Nayce timeline as a complement to the work initially described by Herve Musseau and continued by Hausman Santos in current MA AC 1020 development. Hausman is heading up production and editing for new almanac. See the project-["Mystaran Almanac 1020 AC?"](#) from The Piazza.

³⁴ Late in AC 1016 a new name came into being when referring to the New Alphantian Confederate Empire (or NACE). Most common folk began to use the name Nayce. See ["Addressing an Alphantian"](#) from the 1016 Mystaran Almanac

the West Alphatian Sea (including Monster Island and Sanctuary's surroundings - the former capital of Nayce until 1019 when it was then relocated to the City of Vaisalian on the continent of Bellissaria).

WHAT COMES NEXT?

This will undoubtedly prove to be an unprecedented challenge for Nayce (sunk and involved in internal affairs) who must let go of their frictions and individualistic struggles to deal with this deadlock situation. The remnants of Randel, including King Verothrics, will be the most determined to exterminate this threat (proving their valor and warlike superiority). The truth of the outcome of this conflict will be shown in the years to follow.

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Omen of the Old Ones

When the Immortals
themselves are found lacking

by LoZompatore



THE HIDDEN IMPLICATIONS OF THE MESSAGE TO THE IMMORTALS

PROLOGUE : MOUND of the Sleeping Stones, Greate Olde Woode, Night of the Seventh Full MOON of AC 1015

The three owl-like figures made a final circle around the clearing in the middle of the menhirs, inspecting the landscape at the light of the full moon. The three - hsiaos¹ as they were called by their people - cautiously perched on a group of stones at a distance from the white glowing silhouette of their patron, the revered Immortal Noumena.

¹ Hsias are a somewhat common sight acting as servants and advisors of Immortals (and especially of the Sphere of Thought) according to supplement PC1: "Tall Tales of the Wee Folk" page 14.

"All the offerings are duly placed on the altars, my Lady. None was spoiled or removed since the last moon" spoke Pemca Sharp-Talon, the oldest of the trio.

"Master of knowledge, Sheafeash reports that no intelligent being managed to pass beyond the ring of agaraks in the last day, the Sleeping Stones are free of unwanted interference. Lycanthropes, especially, are kept at bay." added Kyck-kyck Ulfur, the only male of the group

"Enlightenment of mortals, the moon is close to its zenith, the summoning ritual will show its effect in minutes. Our mere souls are ready to assist you and follow your commands to the best of our powers" concluded Japalak Keen-eye, universally known as the wisest of her race at that time.

Noumena could not stop an interior smile at this show of zeal from her assistants. She already knew by herself all the information they provided but she thought that giving the

hsiaos something to do would placate them enough to avoid them being overwhelmed by the extraordinary events that soon were going to happen in the clearing.

“You did well, my loyal disciples” she spoke, “Great eldritch forces are going to be unleashed by the offerings when the celestial alignment is reached. For your own safety I urge you to move to the ruined stones I marked at the edge of the menhirs. They belong to a faded power, she will not show up at this meeting but the residual magic she imbued on the rocks will protect you from harm. From there look and remember the most you can about this night, for I chose you to be my witnesses in the mortal world. Remember and learn, this is all I ask you. Go, now.”

The three intelligent owls lowered their heads in respect for their Immortal tutor and hastily flew to their shelter close to the forest's edge.

Suddenly a green luminosity shone on the clearing.



Hsiao in Flight

The moon was at the right place at the right time. Bathed in the green light seemingly coming from Matera, a menhir close to the center swiftly melted and dissolved into a humanoid shape, followed by another and another.

In a few minutes the light dissolved as the luminosity seemed to coalesce into the forming figures. In the end twelve pillars of stone were turned into as many silhouettes of different shapes and sizes, all of them glowing of the same green light emanated from the moon.

The Ancients Gather

To the awed hsiaos they seemed composed of the same substance of the white figure of Noumena standing in the middle of the group, although they subconsciously perceived subtle and fundamental differences in their texture. The three owls were almost overwhelmed by the eerie power emanating from the gathering, only the arcane protection of the stones they were on prevented them from fleeing in terror, their famed rationality smothered by survival instinct.

“Twelve answered to my call” thought Noumena, “out of the twenty I tried to summon. Three of them even come from the numbers of the Fallen². Such an assembly has been unheard of for eons.”

² The three Fallen mentioned here are the Immortals related to Wood Imps, Bog Imps and Garden Imps (see PC1 page 18 for details). It is implied here that they are not the only Immortals of the Age of Chaos who were corrupted by Entropy.

“Who are you, o Immortal, who look for the advice of the Ancients?” asked the green figure closest to Noumena. He looked like a halfling-sized pixie and he looked surprised to see how many of his kind were evoked with him.

“Well, I guess it is time to start formal pleasantries,” thought Noumena, then spoke “Greetings to you, Lady Pixie, and to all of you Lords and Ladies, primal essences of the Good People. I asked your consciences to form anew on this Night of the Green Moon for the Children of Life³ humbly need your wisdom. Reality has been touched by an Emissary of the Old Ones and, after many mistakes, we do not know what to do.”

“Our consciences perceived this mighty intervention even in our fragmented conditions, and that's why so many of us are here this night” The speaker was the perfect example of a hedonistic garden imp, with beautiful flowers growing in his



Imp of the Gardens

³ According to PC1 page 23 most of the Immortals currently active on Mystara follow a previous generation of Immortals who were created when chaos was the dominant force of the Multiverse (opposed to life, which is the dominant force during the present times). Many of these Immortals of Chaos promoted the rise of the power of life in the Multiverse and when Chaos was not the dominant force anymore, dispersed their essences into the Fair Folk races (aka the Good People) to leave room for the new generation of Immortals, who here are called Children of Life..

hair and a small swarm of buzzing insects flying around him. One of the Ancients who fell to the Sphere of Entropy in the ages since his dispersion in the world of mortals spoke next. “I guess many of my comrades would have shown up anyway, even without your lavish gifts to lure them”, he smiled. “We know you, Noumena, you are old even for your race and you are accustomed to be obeyed by mortals and Immortals alike. Such a humble introduction on your part is ... amusing, at best.”

The two fallen brothers of the Imp, whose emanations inhabited the woods and the bogs of Mystara, guffawed at this sarcastic comment. The others were not so disrespectful but more than a few gave Noumena a sardonic smile.

“Strange to say but I have to agree with the Imp of the Gardens.” The speaker was indeed the embodiment of Leprechauns, “all the turmoil you Younglings caused in the mortal world in the last decades was obvious even to the dullest fauns. I guess you decided to sink a whole continent under the waves and create it anew under the red sun⁴ for a perfectly reasonable cause, am I right? Even if I must admit that this free ride was quite an interesting experience for my kin in Alphatia.”

⁴ Reference here is to re-creation of metropolitan Alphatia by the Immortals at the end of the events of the Wrath of the Immortals boxed set (AC 1009). The land was turned into a floating continent and placed in the Hollow World inside Mystara, which is lit by a magical red sun. All the inhabitants who were killed at the moment of Alphatia's destruction were resurrected and placed in the floating continent, including also all representatives of the Fair Folk living on the continent when the disaster struck.

“Please calm down, mates, there will be plenty of time for charges on the Children of Life in case they misstepped!” intervened the diminutive shape of a nixie, “Immortal Lady, I perceive you did not come here light-heartedly and I guess you have a story to tell us. We like stories and we will listen to your’s.”

“I thank you for your compassion, kind Lady Nixie” - replied Noumena - “but I beg you not to chastise your fellow Imps, nor the Leprechaun. I admire intellectual honesty, whatever the source, and their mockery is rightly addressed. My story is a sad and troubled one, and when I'm done with it a harsh judgment by the Good People is expected, for we Immortals of Life were severely wrong in our actions. That's why I'm here, the Immortals need any possible form of help - even from the mortals - as we are not able to handle the current situation.”

The Appearance of the Omen

“Seventy years ago [see sidebar] the Immortals of Mystara received a message from an extremely powerful being, perhaps an emissary of the Old One. At first we did not recognize the message as such, as it was rather an eldritch menace to the foundations of magic of this world. It took the shape of a giant eye lurking in the middle of a maelstrom which formed in the Dimensional Vortex.

“Immediately our kin started studying the phenomenon. Explorers from the Sphere of Energy noted that the ripples and waves emitted by the maelstrom interacted with the fundamental weaving of magic of Mystara, causing disruption and dissolution of power.

Dating the Appearance of the Omen

Here the appearance of the Omen is set in AC 945, mostly to create a suitable time frame for modules IM2 and IM3 events inside Mystara's history. In this article it is assumed that:

- IM1: “*The Immortal Storm*” happens in AC 945-946 (basically to prompt the cleric Aline Sigbert of IM3 to start her own quest for Immortality leaving back a young Thrainkell Torson who, after a few years, moves to Thyatis City and becomes a gladiator)

- IM2: “*The Wrath of Olympus*” in AC 974 (in AC 975 there are changes in the government of both Darokin and the Broken Lands, a possible consequences of the events of the module)

- IM3: “*The Best of Intentions*” between AC 996 (murders of Krugar Khan, Marik of Glevum and Black Zama) and AC 999 (battle of Shillabeer Gap, assuming Thincol is fighting the War of the Crown in Norwold and Aline travelled through time as part of her quest for Immortality to help him)

Entropy confirmed the waves were increasing their destructive potential over time, and those of Time estimated that there was exactly one Mystaran year left⁵ to

⁵ Actually no precise time limit is provided in IM1 module before the maelstrom would destroy the magic field of Mystara. Here a one year time limit is provided to highlight the Omen of the Old Ones was sent to specifically affect Mystara and its immediate

intervene before the fabric of magic would be unravelled by the maelstrom's waves. Explorers from the Sphere of Matter established the maelstrom extended up to half of the distance to the nearest stars, then faded away.

"The center of the maelstrom - the lurking humanoid eye - was apparently centered on Mystara and moved with it along its orbit around the sun. The Immortals of Thought easily deduced that the menace was specific to Mystara and of a size that was beyond any known mortal or Immortal power to create. Given the fact that it originated at the Dimensional Vortex the most accepted explanation was that it was a sign of the Old Ones.

"The Eye in the Storm, or the Omen - as it was called in Pandius⁶ - was widely believed to represent a test for our kin. Solve it, and remove the menace to Mystara, or face relocation to some other place of the Prime Plane.

"Now, after so many decades, it is clear that the test was very different from what we originally thought, something far more subtle and way easier to solve if we Immortals were in the right attitude. But we weren't, our pride blinded us, and that's how many things went horribly wrong."

"Pride is a common emotion the Good People exploit to show mortals their

surroundings.

⁶ Pandius is the city of the Immortals of Mystara, invisible and unreachable by mortals, built on the largest moon of its planet. In Pandius the Immortals assemble to interact and discuss important matters pertaining to the mortal world below them.

weaknesses, you know it." A flying humanoid figure, taller than a man, interrupted Noumena's narration. The silhouette was quite different from the flutterlings it was made of when it dispersed. "It is also a well known fact that the greater the power the prouder the subject. Immortals, and hierarchs among them, are no exception to this rule. You said that you Immortals were prideful and I believe it, but now I see just one hierarch in front of me humbly telling an embarrassing story about how foolish she was. Before you carry on with your story, may I ask where are your comrades of the other Spheres?"

"This is precisely part of the problem, Lord Flitterling" replied Noumena. "Even now most of them are not aware that we are going to fail the test of the Old Ones, maybe this test has already failed, they believe the events of the last decades are just part of the wrong way of life, or they are due to the machinations of Entropy. Most among my kin still do not believe their very actions are wrong; the same philosophy of my own Sphere of Thought, for example, while good in itself, was the cause of a great unbalance in this part of the Prime Plane.

"Many changes were forced on the Immortals' society by the events since the arrival of the Omen but I fear they are not enough. I am here even on behalf of those who still do not realize we need as much help as possible."

"Very well, Noumena, you can carry on," said Flitterling. "Would you mind resuming by explaining the role of your Sphere in the unbalance of the Multiverse you perceive?"

Unbalances among the Spheres of Power

“It is very simple, Lord Flitterling, it just is a matter of numbers.

“In the last millennium the Sphere of Thought produced more Immortals than the sum of the other Spheres combined. Worst of all, we were so effective in opposing the sponsorship of candidates of Entropy that none of them ascended to Immortal status in the same time frame. Other Spheres had their own unbalances - most notably the Sphere of Matter was nearly as successful as the Sphere of Thought, but the dynamic between Thought and Entropy was the main cause of the unbalance.

“While the Entropics whined and complained in Pandius most of the Immortals of the four Spheres of Life put token assurances that the balance would be restored, but they secretly rejoiced about the situation. Less Entropics to disrupt their own projects would mean only more time to fully develop them and more glory to their own cause, so they thought.

“And this presumptuous attitude was the cause of the tragedy, as always happens in all tragedies” observed the unmistakable silhouette of a medium-sized, polished demi-human which was the epitome of a pooka.

“Precisely, Lord Pooka, but this was not the only factor leading to the current situations,” replied Noumena. “I believe that we Immortals possibly made a great mistake when we imported the war of the Old Alphatians to Mystara. When we let the Nithians house the Followers of the Air and

the dissidents of the Flame - and, later, when we allowed the Flaems, just freed from the tyranny of the Overlord⁷, to stay on Mystara and settle above the very source of the Radiance - well, I guess we exercised poor judgment, to say the least.

“We thought all these people would relinquish their mutual hatred given a whole barbaric planet for them to colonize. We needed cultured people for our projects and we believed the rate of recovery of civilization after the Great Rain of Fire was too slow, that is why we sponsored so much open migration from Old Alphatia.

“And when the first centuries passed and we faced the obvious fact that the infighting among the descendants of the Old Alphatians would continue, we let it continue unabated, believing that some elements of conflict would foster a larger number of candidates to Immortality.

“But in the end it was quite the opposite. Most promising candidates were killed in the many wars among Alphatians and Thyatians, or ended up assassinated while involved in the convoluted scheming conceived by the ruling class of the two empires and of the Glantrians. Huge amounts of resources, and scores over scores were devoured by the enmity among the descendants of Old Alphatia. This stalled the creation of new Immortals for a whole millennium. And that’s why I believe the Old Ones decided to intervene.

“Like a landowner giving a scolding to some lazy farmers, am I right?” continued Pooka.

⁷ See the “*Dragonlord of Mystara*” novels trilogy

“You rascal young Immortals!” The remark had a merry tone but the eyes of Lord Pooka were fixed on Noumena, a hint of sorrow veiling his glance. Noumena realized he really felt sorry for the course of events she was unveiling to him.

“It might be, Lord Pooka, but the Old Ones also provided us with a set of warnings and advices on how to return on the right path. Let me delve into detail about this and you’ll realize the true reach of the message they sent us.”

First investigations of the OMEN: the storm settles

“Shortly after the first screenings by our explorers we believed it was time for action. We assembled in Pandius a team of hierarchs composed of a representative for each Sphere, the so called Council of Intrusion⁸. I was part of it.

“We reached the Barrier and tried to banish the storm, to no avail. We tried to talk with the lurking Eye, but it stayed mute. Ixion⁹ himself was a member of our team, and noted that each time power was used against the Eye, the swirling, gray, foggy storm surrounding it increased in speed, as if the magical energy we spent was used to power the maelstrom and accelerate its growth¹⁰.

⁸ This name was established in “*Wrath of the Immortals: Codex of the Immortals*” page 12.

⁹ In module IM1 he is presented as Solarios, which is another name by which Ixion is called.

¹⁰ This is not explicitly stated in module IM1 but it can be inferred by the events at the end of the adventure (IM1 page 36) as the storm increases its speed the moment hierarch with the assembled artefact starts

We could not hope to dispel it by force. So, while the others departed looking for a solution, I stayed back and watched over the Eye.

“And then, after much meditation over the swirling clouds of the maelstrom, I noticed a pattern, a message that it was possible to decipher. And so we got some clues on how to stop the growing storm. We had to collect the essences of the five senses and throw them as a whole back to the maelstrom. These essences were to be collected by the least powerful of our kin, the most innocent ones. Those who still did not stain their hands with powerplay going behind the backs of mortas.

“We felt secure, proud in thwarting this menace to the Multiverse. We chose a group of five novices¹¹, one for each Sphere, to complete the business. We even gave them a name ‘the Seekers of the Essence¹²’, to fill

spending power to activate the artefact itself. The assumption above justifies the actions of the hierarchs at the beginning of the module: seeing that using power directly against the storm is detrimental they prefer to abandon the place leaving just Noumena to watch over the Eye and study it.

¹¹ No portfolios are given in IM1 for the Novice PC Immortals who take part in the mission, only the Entropic NPC Drekk is loosely described. A possible choice would be to use part of the Immortals who will later make up the group of the Olympians. Their concern over the Omen and their use of the mythology of ancient Greece, can be explained by them visiting the technologically alternate Earth of the ‘80s. Possible choices for the PCs Immortals could be: Turmis (Thought), Lokena (Matter), Bemarris (Energy) and Taroyas (Time).

¹² The group of Novices of IM1 module actually do not have any established name. Here a name for the party is suggested as

them with a purpose. When the novice Immortals we selected succeeded in bringing back the five essences we swiftly assembled them in a suitable support spear and then we fought among ourselves for the dubious privilege to be the one to throw the spear into the Eye and dispel the storm once for all. We decided the best course of action would be a fight among the young Immortals who served us so well: they were deposited in the Immortal Olympic Arena - the damned Olympic Arena - for a fight to the death of their current physical form; the winner, the last one to stand, would grant his own hierarch the right to throw the spear at the Eye, the young Immortal becoming his helper for the task to come."

The eldritch audience stood silent but, their faces showed a mix of disbelief, sarcasm and disgust at the words of Noumena.

"How foolish we were. How presumptuous. How short-sighted. The Eye itself tried to warn us that this was not the correct way to do the thing, that we had to cooperate and act together. It sent creatures of the Vortex right at the chosen hierarch and its helper, with the obvious intent of driving the other hierarchs to the rescue, of forming back a group. The other hierarchs, instead, stood still, enjoying the show from a safe place.

"And then the storm was undone, but not entirely dispelled. Its nucleus still lurks in the Vortex dimension, quiescent albeit malevolent. You can check by yourselves, if you do not believe my words."

from *WotI* it seems that groups (Cliques and Councils) of Immortals usually provide a name to their assembly.

"Your job is still not done, this is quite clear, my darling, even to a mind less bright than your's. I even know some simpletons that could have realized this themselves!" the mocking tone came from the Wood Imp, which so far listened in silence to Noumena's speech.

"And, for Chaos' sake, why in recent times you Younglings became so obsessed with these Olympic challenges? I know you even established Olympic tournaments in order to earn a promotion to a higher status. That's because some smart being of yours established that only a fixed number of Immortals of a given rank must exist at the same time on Mystara. That's utter nonsense! The very essence of Immortal service is to encourage mortal life to become new worthy Immortals! All to increase our numbers! How could you possibly become so blind?"

"Both of you are right, esteemed Lady Pixie and eminent Lord Imp of the Woods" resumed Noumena, trying with some effort to show the due respect to both the old Immortals notwithstanding their lack of diplomacy, "the Omen is still here and we failed to correctly decipher the entirety of its message. There is more as I will tell you in a moment.

"About the Olympics, well, they were recently abolished following pressure from different groups of Immortals, after the unwanted consequences of our misunderstanding of the Omen became well apparent. Right now, Olympic challenge is no longer required to advance in the ranks of Immortality."

The Delta of Time is changed

“Well, at least it seems that you Younglings are still able to learn from your mistakes - at least in part. And that’s the only reason why I’m still here to listen to the rest of your story, my dear” concluded the Wood Imp. “Please, continue: I’m eager to know about your subsequent failures.”

“Very well, Imp,” this time Noumena purposely omitted the honorific title of her speaker. “From a retrospective analysis of the Omen it is now clear that those who sent it pointed out the importance of collaboration of the five Spheres and of the neglected spiritual force that lays in the less powerful beings, mortals or Immortals as well. The Omens requested five essences which were based on the five primary senses of mortals. As the senses of a mortal being work together to perceive reality so the Spheres should work together to understand the Multiverse and the Old Ones, that was the spirit of the message.

“Cooperation among beings belonging to the same Sphere was also necessary as, in order to collect the essences the help of some specific creature was needed. But in the message there was even more.

“Somehow the storm in the Vortex altered the expected course of history, as all the Immortals of Time soon discovered. Their screenings in the Delta of Future¹³ abruptly

¹³ In module HWA3: “*Nightstorm*” (page 48 and following) the flow of time itself is represented as the Emerald River, a metaspace which can be accessed by the Immortals to reach or observe different epochs. Here this concept is further complicated by adding the feature of the

showed totally different results since the appearing of the Eye. Most divinations reported of a large war between the Known World and Alphatia, triggered by Immortals’ meddling in mortal affairs.

“Most of the time the conflict was triggered by the ownership of Norwold between Thyatis and Alphatia, or by a rebellion of the Alphatian island kingdom of Qeodhar, or by the Alphatian discovery of the Radiance in Glantri. All these triggers brought terrible consequences if left unattended.

“Sometimes this war lasted for decades, destroying everything on its path and draining most nations of the world of all their resources. Other paths showed the fall of one of the two empires, usually in a catastrophic way involving much bloodshed. Very few among the possible future paths led to a peaceful resolution of the conflict and renewed cooperation among Immortals.

“It was not clear how to divert the course of history in order to reach the less catastrophic endings, as some pivotal points of the possible futures were impossible to scry, most likely due to the disturbance generated by the Eye itself.

Delta of Time: from any entry point to the Emerald River the past appears as a single linear flow, while the future is an expanding fan of interwoven channels similar to a river delta or a swamp. The delta represents the sum of all the possible futures from the perspective of the observer. The Immortals of the Sphere of Time are the most familiar with the Emerald River and the Delta of Time and routinely go through them trying to gather information about the future or influence the events.

“Now it is clear that the other deciphered parts of the Omen were the key to avoid the worst scenarios, but we did not realize it until much, much later. At that time the Sphere of Time believed this radical change to the course of future history was nothing but an illusion cast by the Eye on the Delta of Time to frustrate any screening of future events which could show the way to dispel the storm in the Vortex.

“And so our main concern was to stop the storm. When the storm was stopped and the visions from the future did not change, our main concern became to find a way to dispel the lurking eye, which did not disappear together with the clouds.”

“I cannot believe that a whole city of Immortals just stayed idle, passively watching the dull actions of a group of hierarchs, without even attempting a different strategy to interpret the message of the Old Ones!” shouted the silhouette of a Shargugh, his thundering voice totally unfitting of her diminutive shape.

“You are right, Lord Shargugh” answered the unperturbed Noumena. “Many Immortals and groups of Immortals pursued their own attempt to understand the Omen. The most prominent of such attempts ended in utter failure.

The Olympians Clique of Taroyas

“Taroyas, an Immortal of human origin, created his own clique¹⁴ with six of the

¹⁴ For information about Immortals’ cliques see “*WotI: Codex of the Immortals*”, page 11.

youngest human Immortals - in total more than half of those raised from this race in the last millennium - and persuaded them that they should abandon the usual way of indirect influence over mortals¹⁵.

“Such attitude - he argued - was the cause of the constant infighting among mortal countries and people because of the underground scheming of the Immortals. This was what the Old Ones resented. And they showed a way to overcome it: during the mission to retrieve the five essences the Immortal society came across a mortal world where magic did not work and technology was prominent. Nevertheless the inhabitants of this society felt the need to believe in superior entities, beings that they called ‘gods’, and they gave names to them - names like Zeus, Athena, Ares, Apollo, and so on - even if such entities were not real and did not provide any benefits to them and to their world without magic.

“So - Taroyas continued - this was the definitive demonstration that mortals throughout the Multiverse desperately asked for a guide. It was the Immortals’ moral duty to take an active role over people and countries and lead them to a better tomorrow.

“Moreover - he concluded - the Old Ones just showed themselves up, breaking their own oath of non-intervention in the world of Immortals. They sent a message to guide the Immortals. So why can the Immortals not do the same for mortal people?

“And so the Immortals of the clique of Taroyas took the name and the shape of the

¹⁵ What follows is a summarization of the events described in adventure module IM2.

'gods' of this faraway world. They showed up to mortals in southeastern Brun and created their own home there, raising a mountain they called Olympus, from which they demanded worship and tribute."

Noumena swiftly carried on before the dismayed audience could comment on the foolish behaviour of the Olympians. "And then things very quickly went horribly wrong. The mortal rulers of neighbouring nations - the Republic of Darokin and the humanoid clans of the Broken Lands¹⁶ - did not accept such a tyranny from the Immortals and sent armies to dislodge them from the mountain. Obviously it was a massacre of mortal life.

"Then the other Immortals intervened. The Sphere of Entropy was the quickest. A clique of Immortals calling themselves the Promethean Tormentors, for the mythological figure once punished by those gods¹⁷, imprisoned the seven rogues. As I told you before, Entropy is striving for enlarging the number of its Immortals. Night,

¹⁶ Actually in module IM2 there is no mention of any rebellion of the humanoids of the Broken Lands against the Immortal Olympians but, given the fact that Mount Olympus was created in the humanoid territory, it seem a reasonable assumption. The timeline suggested in this article for IM2 (AC 974) could provide some background for the rise of Thar as the leader of the Broken Lands the following year: many powerful humanoid leaders of the Broken Lands could have been slaughtered by the Olympians when the denizens of the Broken Lands tried to conquer the Immortals' seat of power.

¹⁷ According to IM2 page 2, the Immortal Talitha, follower of Night, released a demon with the visage of the mythological titan Prometheus to further torment the imprisoned Olympians.

at that time the ruler of this Sphere, thought that this was a good opportunity to promote seven new Immortal candidates. As the Olympians would be surely stripped of most of their powers - she thought - why not slay them utterly on the Prime Plane?

"I see from your faces you believe this is pure nonsense. But you have to understand that, at that time, the rules for advancement through Immortal ranks had become so strict and bureaucratic that those in charge at the Sphere of Entropy became somewhat paranoid and were desperate to change things. There was a strong feeling that the pyramid of the Immortal society was becoming static and soon it will not accept any more candidates. That's why Night thought that the physical elimination of the Immortal of the other Spheres could pave the way to the success of her own. Night even managed to persuade other powerful Entropics like Orcus and Masauwu to help her in her project.

"Anyway, the other Spheres took notice of the behaviour of Night and a rescue party - aptly named the Wolves of Tartarus¹⁸ - was sent to free the Olympians from their cage. There the Wolves were challenged by Entropics Talitha, Brissard and other lesser Immortals in front of the mortal audience of nearby settlements. A duel with mortal identities ensued and the Wolves prevailed. The following actions on the top of Mount Olympus saw the liberation of the

¹⁸ The name of this group of Immortals is not official, it is added here to better identify them, also according to the norm of naming associations and cliques of Immortals described in "*WotI: Codex of the Immortals*" book.

imprisoned Immortals and the total destruction of the mountain.

“In the end both Night, her servants and the Olympians were stripped of a large amount of their power, but no Immortal was killed. The power removed from the Immortals was used to restore the damage done by the Olympians to the Prime Plane and to greatly reduce their mortal followers by wiping from their memories any information about the seven immortals. And so the humans of Mystara lost some of their churches - some of them were well-established and centuries old - but the reduction of the followers’ base was the most direct way to punish the rogue Immortals.

“Another consequence of these facts - together with a struggle of power for dominance in the Sphere of Entropy - was the abolishment of the competitions for advancement among Immortal ranks, as this was the main cause for such misdeeds by the ruler of a Sphere of Power.”

The tragedy of Draconic Immortals¹⁹

“And maybe, fair Noumena, these were the only correct measures you hierarchs took so far in this story. On all this matter I agree with Entropy: there is a real possibility that the Immortal society on Mystara has become

¹⁹ What follows is a way to reconcile the different way dragons ascend to Immortality according to *WotI* and the *Dragonlord* Trilogy and according to supplement AC9: “*Creature Catalogue*” and the *Dragon* Magazine #170. A dramatic event is added here to explain the apparent discrepancy among the various sources.

too rigid and too much dependent on the whims of the hierarchs and patrons - much like a stratified, paternalistic feudal caste system.” The speaker had a human-size draconic body, without arms; Noumena knew he was the essence of mandrakes, one of a few of the dragons who decided to join the ranks of the Immortals during the Age of Chaos; his brothers and sisters²⁰ did not show up to this meeting.

“You should be more open to new members, accepting them irrespective of their origins” continued Lord Mandrake “the Multiverse is so vast that there is not a single way to achieve Immortality, nor will there ever be. We drakes appreciated so much the enlisting of four draconic Immortals in the last millennia, we thought it was a sign of an open-minded attitude by you Younglings. What happened since then?

“I’m sorry to disagree with you, Mandrake” said the unmistakable, bright tiny shape of Lady Sprite. “You drakes already strained the rules of the Multiverse when you decided to ascend to Immortality eons ago during the Age of Chaos. But you were somewhat a blend of dragons and other races. The four dragons who decided to join the ranks of the Younglings are almost of pure blood. The current Great One has undertaken an extremely risky endeavour by diverting three of the most powerful dragons of Mystara from their rightful path of Sublimation²¹ and

²⁰ Reference here is to the essence of Wooddrakes, of Coldrakes and the Four Elemental drakes, which together form the races of drakes among the Good People.

²¹ The Path of Sublimation is described in supplement AC10: “*Bestiary of Dragons and Giants*” and updated in the *Dragon* Magazine #170 article “*From Hatchling to*

have them become the new Dragon Rulers by following the same rules of the other Immortals. Dragons are different from us, they are one of the forces of the Multiverse, I feel they should not be forced to follow ”

“These were difficult times, you know, Sprite the Merry.” replied Lord Mandrake “The previous Great One and its Dragon Rulers were banished from Mystara and from their Home Planes²² by the Blackmoorians during that terrible mistake called the War of the Dragonlord²³. No-one exactly know their fate. Consider a fortune that after the War there were enough dragons left on Mystara

Immortal Guardian”. In both sources it is established that a dragon may reach Immortality in one of the Planes of the Draconic Cluster (see *Immortal Rules Set* for further info) by reaching a proper size and collecting a suitable amount of treasure which is then sacrificed during the Ceremony of Sublimation. This path to Immortality is pretty different from the usual sponsorship and test of mortal candidates described in the *Master Rules Set* and *WotI*. Nevertheless in *WotI* it seems that the Great One - which, according to the *Dragonlord Trilogy*, was sponsored by Terra around BC3200 - actually sponsored the three Draconic Rulers (Opal, Diamond and Pearl) starting from AC500 onwards.

²² The Draconic Cluster.

²³ See the *Dragonlord Trilogy* for further details. The war between the Blackmoorians and dragons happened around BC 3200 and almost drove the dragons to extinction on Mystara, as the dragons were no match for the techno-magical devices wore by the Dragonlord, a Blackmoorish hero of awesome power. The war itself was initiated by the exiled gemstone dragons as a revenge against their chromatic cousins and it was stopped only thanks to the peaceful talks between Blackmoor and the dragons initiated by the Old One himself under the sponsorship of Terra and other Immortals.

that at least one managed to ascend again and become the new Great One. And it is only thanks to Terra, an Immortal of Life, if now the Mystaran dragons have something greater to aspire to.”

“Terra alone managed to sponsor the dragon candidate and create a suitable ceremony to grant him access to the rank of Immortality. As the original dragon Sublimation procedure was lost she was forced to shape her ceremony in the likeness of the one used for the Immortals of Life, there was no choice on this. And the current Great One did the same for his three Dragon Rulers”

“I concur on this, Mandrake, but don’t you feel there is something inherently wrong in this procedure?” objected Lady Sprite “Dragons should not fill the ranks of the Younglings, they are not made for this. And the Younglings should have stopped the Dragonlord and his Blackmoorish retinue before they became too powerful and their hubris led them to challenge and exterminate the dragons of Mystara.”

“I feel that the Old Ones sent us their Omen also because of this. One of the three pillars of the Multiverse²⁴ was severely unbalanced by the Dragonlord millennia ago and its consequences are still unbalancing this part of the Multiverse.” concluded Lady Sprite, with an unusually bitter voice given her easygoing attitude.

“I must humbly admit that the fate of the dragons of Mystara, mortals and Immortals

²⁴ According to the *Immortal Rules Set* Dragons are one of the three leading forces of the Multiverse, the others being the Immortals and the Draedens.

alike, is not for us to understand.” stepped in Noumena “I agree with Lady Sprite, terrible mistakes were made at the time of the War of the Dragonlord. No mortal should ever be granted such an unlimited amount of power anymore. But Lord Mandrake is also right: once the damage was done one of our kin did the best she could to preserve the potential of the dragons of Mystara to reach Immortality. Whether this is not the original Immortal form, nor the original process conceived for the dragons is out of doubt, but this was the best that it could be done.”

“If the Old Ones sent the Omens to chastise us for our misdeeds against the dragons then, in their wisdom, they should also have considered our subsequent partial atonement for this. So their message should not be a sentence without hope. I still believe that there is something that we Immortals could do to reinstate the correct balance of the Multiverse.” concluded Noumena, although her words appeared much more certain than the doubtful tone of her voice.

“Sorry for this digression, Lady Noumena” said Mandrake, “Dragons are intelligent and capable beings enough to find their own way in the Multiverse, if they wish so. Please, continue your story, I feel you are close to the key point of your narration, am I right?”

“Almost close, Lord Mandrake” answered Noumena “and I see the right alignment of the celestial spheres is fading. I do not want to end this meeting before you know all the information you need to take the decision I’ll ask you in the end.”

The puzzle of the Planar Charm²⁵

“The Eye made another move some 45 years after its appearance. After the events of the Seekers of the Essence we in Pandius organized a watch over the remnant of the storm in the Vortex dimension. As the Eye looked harmless and inactive we did not see the point to establish a large group of sentinels in such a forbidding place, so we sent just a single Immortal at a time for a tour of duty of four months, selected on a rotation basis among the five Spheres.

“After the abatement of the storm and the end of the Olympians crisis we felt secure that we had plenty of time to remove the Eye from the Vortex. Moreover, the echo of any possible phenomena produced by the rest of the Omen would be so weird and distinctive that the appointed sentry would not be able to mask them or produce false reports of what it witnessed. No Immortal watcher ever reported any sign of strange behaviour from the Eye for decades, so our assumptions seemed based on solid foundations.

²⁵ What follows is an attempt to include the events of the “*Son of Dawn*” novel into a larger picture of Mystaran events. In the novel Planar Charm is a puzzle also for the Immortals of magic as they do to understand its working principle and how to control it. Even Thanatos and Atzanteotl who apparently discovered the artefact do not know anything about its origin or true powers, being content to throw it in the mortal world to cause havoc and disruption. Here the appearance of the Planar Charm is connected to the Omen of the Old Ones, to justify the unintelligibility of the artefact and its powers, who seems to be made to defy Immortal control.

“Or, at least, this was what we foolishly believed. As we discovered later, around AC 991 the Eye emanated in the Vortex its own token²⁶. It was a small, ordinary, charm, of the kind you would include in a necklace to embellish yourself. It did not even look precious or finely crafted, but it actually was a magical object of wicked intricacy, as we reenacted later.

“It was nothing more than a common object in the hand of an Immortal, its powers impossible to summon by a being of exalted status or more. But when in mortal hands things changed considerably. The charm was conceived to passively drain magical power in order to make its mortal owner completely invisible to Immortal scrying. Only when the other powers of this diminutive artefact were used then the owner returned briefly visible to Immortals eyes but, usually, there was not enough warning for an effective Immortal intervention.

“Moreover, the use of these additional powers caused a drain of magical energy from established Immortal projects, specifically of the Immortals who were most likely to detect the owner at that given time. The ensuing havoc was more than enough

to distract the watching Immortals and let the owner flee undetected.

“This scourge from the Vortex was the so-called Planar Charm, as we called it.

“This token appeared when Atzanteotl was the appointed Immortal for the watch duty. Now we believe this was not a coincidence, for the Eye chose to send its gift to the Multiverse when an Entropic Immortal most learned in magic was attentive and alone. An Immortal who could swiftly understand the powers of the Planar Charm and how to use it.

“Needles to say, Atzanteotl concealed the Planar Charm and sent it undetected to Mystara at the end of his tour of duty. He worked together with Thanatos, and Loki in a group they named the Warmongering Triad. They tricked a powerful, greedy Alphantian mage of Blackheart - a member of the Council named Reddican - into believing that the Planar Charm could be used to get unlimited magical power by stealing it from his colleagues and rivals, undetected.

“Within a couple of years Reddican established his own secret gang of deluded lesser arch-mages of Blackheart, who he tricked with promises of power-sharing and mutual magical growth, but who actually were nothing but his victims to parasitize. The powers of the Planar Charm hide Reddican’s actions from the eyes of the Immortals until it was too late. At that time Reddican’s clique was believed nothing more than a new weird cult of magic-users, one among the many harmless, eccentric philosophies dotting the land of Alphantia.

²⁶ In “*Son of Dawn*” the Massacre of Castle Qain happens in AC 993. Here the appearance of the Planar Charm is assumed to happen a couple of years before the Massacre to give time to Atzanteotl to move the Charm to Mystara and to let Reddican establish his secret sect of unlimited power. The Massacre cannot happen much after the establishment of the sect as the victim arch-mage would have noted pretty soon the drainage of their own powers.

“And then the lesser arch-mages discovered the drop in their own powers. Even without hard evidence it was easy to infer the hand of their leader in the scam, and so a mighty battle of magic suddenly erupted in Reddican’s own Castle Qain. The battle was so fierce to attract the attention of many Immortals, and there the actions of Atzanteotl and Thanatos were unveiled. In a few hours a dozen of the most powerful and reclusive mages of Alphatia²⁷, Reddican included, were dead. Ten people in the Alphatian Council who, at the right time, would likely have voted against Norwold colonization and military intervention outside the borders of the Empire, mages who could have influenced others to do the same, were among the victims.

“The whole matter was nothing but another small step toward the final conflict among mortals but it also showed us that the Omen was willing to take an active part on Mystara. With some hindsight it is clear that the Planar Charm is an artefact meant to avoid the total control of mortals by the Immortals. At any time there will always be at least one mortal who will defy Immortals’ plots and scheming, someone who will be empowered to damage the Immortals themselves in their projects should they get too close to him. We believe it was first given to an Immortal of Entropy as the Entropics would surely not hide this token in some remote External Plane, but instead they would have unleashed it on Mystara to further chaos and havoc in the world.

²⁷ Some of these arch-mages mentioned in “*Son of Dawn*” are the deceased Solcloy, Verchan and Melina (a female), while survivors of the Massacre are Chalmis, Orvan and Lavar.

“Some in Pandius look at the Planar Charm as the ultimate instrument to insure the free will of mortals. Some Immortals are even coming to appreciate it and wish to protect its owner from Immortal interference. If only they managed to locate this mortal.”

“That’s a fascinating development, dear Noumena” commented Lady Pixie “But do you really not have any clue on the current location of the Planar Charm?”

“Unfortunately not, my Lady” answered Noumena “The Charm was recovered from Reddican’s dead body by a humble servant, a pregnant woman called Easir who was also Reddican’s mistress at Castle Qain. She wore the token and the artefact disappeared from our scryings for decades²⁸. Shortly after the cataclysm that struck Alphatia²⁹ the powers of the Planar Charm became manifested close to the new lands of the shadow elves, the activation of the artefact drained magic from a projects of Odin, of the Great One and of Ranivorous, causing two disruption events³⁰

²⁸ The novel recounts that Easir fled to Trikelios with the help of her friend, an old hunched back mage called Withis Curan. There she died giving birth to her son. Withis named the boy Davonin (“destiny” in elvish tongue), then moved to a secluded farm in the southernmost part of the Great Escarpment to care for the boy and let him grow in relative safety.

²⁹ The bulk of the events of “*Son of Dawn*” took place around AC 1010.

³⁰ All these disruption events are described in “*Son of Dawn*”. Among the known powers of the Planar Charm used in the novel are: a magical light, some kind of permanent anti-magic aura for a short radius around the wielder, a spell-reflection power which seems to work following a command word, and truesight.

in Pandius. Then the Charm disappeared again.

“From these limited detections we believe the amulet is currently in the possession of the son of Easir, a young adult called Dav or Davonin. The use of the amulet led to the fall of another Alphatian arch-mage³¹, so its powers are not to be underestimated. We almost have no information about the Charm wielder, nor have we any clue about his real motivations. In the last five years we did not get any further sign of the use of the artefact.”

“Such a string of chaos created by such a humble jewel reminds me of the ancient times of our Immortal lives” recollected Lord Brownie “Then you could never be sure of the true power of anything, and the slightest change could produce the mightiest consequences in the fabric of reality. Such was the Era of Chaos from which you Younglings were born.”

“You hit a critical point, here, Lord Brownie, more than you believe” answered a suddenly agitated Noumena “But I digress, I’ll return over this at the end of my story. Let me just continue my account following the order of the events.

The WRONG way to sponsor the Nightmare Dimension

“After the Olympians’ affair and the appearance of the mysterious Planar Charm

³¹ Struth the Shaker, a former Alphatian Council magic user stranded on the Known World after being wounded during the magical bombardment of Glantri City at the end of AC 1009. He is the main antagonist in “*Son of Dawn*”.

another group of Immortals made its own attempt at understanding the Omen³². They were just four, Pharamond, Mazikeen, Harrow and Hircismus their names, Nightmare Clique³³ their association. Somehow they came to believe that the mystery of the Vortex could be better explained by Immortals born from the Nightmare Dimension, as it is the closest to the Barrier. While they sponsored Nightmare candidates - diaboli above all, even leading a party of them to settle on Mystara³⁴ - they also believed that, in order to make room for their sponsored champions, they should kill all the promising Mystaran candidates coming from the usual Dimensions. Like the Immortals of Entropy, the Clique of Nightmare believed that the pyramid of Immortal ranks was going to be permanently filled, and that it could accept only a limited number of new candidates. And this is how we lost Krugar Khan, Black Zama and Marik of Glevum, and the story of three mortal countries was changed forever by these losses.”

“And how these three mere deaths could possibly have such great effect on whole nations?” asked a puzzled Lady Pixie.

³² What follows summarizes the events of module IM3.

³³ This group does not actually have a proper name in IM3 but “Nightmare Clique” seems a obvious choice.

³⁴ Reference here is to the establishment of the colony of diaboli of Redhorn in the Peninsula of Alpha (Norwold), at the end of AC 1010 (see “*Poor Wizards Almanac I*” for details). While this settlement is established some 40 years after the events of IM3 (by using the timeline suggested in this article) it is possible that this is a long-term effect of the actions set in motion by the Nightmare Clique.

“It is simple, My Lady” answered Noumena “It was all about politics³⁵. Krugar the Khan was going to unite the horsemen clans of the Ethengars and subjugate the small kingdom of Vestland³⁶ to grant a steady flow of supplies from the sea. Then he was going to earn the neutrality of the nearby Heldannic Knights and friendship of the Rockhome dwarves. Finally he planned to invade the lands of the Princes of Glantri, to avenge an old wrong they committed five hundred years ago³⁷. If he wasn’t killed, the Glantrians would now be busy in rebuilding their country after the invasion and they never would have meddled with the Alphatians as they did. The current leader of the Steppes of Ethengar, who rose in power thanks to the

dismissal of Krugar Khan³⁸, has a quite different agenda.

“Black Zama was the maximum expert in Night Magic in the whole Alphatian Empire³⁹, and also a very respected archmage of the Alphatian Council. After reading reports of Alphatian explorers⁴⁰ he became a very vocal proponent of exploration and colonization of the lands of the eternal night close to the north polar opening. Basing on the same reports he also promoted an armed invasion of the gloomy island of Oceania to capture at

³⁵ What follows are inferences on a possible, different course of events for the Known World and Alphatia assuming the three leaders were not killed in AC 996 (according to the internal timeline of this article). The idea is that if the three leaders were not killed then the most devastating events of *WotI* would not have happened.

³⁶ The Ethengar influence over the Kingdom of Vestland and its incoming invasion is depicted throughout module X3: “*Curse of Xanathon*” especially on pages 3, 4 and 7.

³⁷ Reference here is to the lack of support to the Ethengarians by the Flaems during the attack of the gemstone dragons on Mystara around AC 510 described in the *Dragonlord Trilogy* books. The gemstone dragons burned the Ethengar Steppes causing a famine among its inhabitants. The Ethengarians asked for help from the allied Flaems but they refused, as they were themselves busy in fighting the gemstone dragon menace. This event is at the origin of the Ethengarian hostility against the people of Glantri.

³⁸ This is an assumption achieved by matching GAZ12: “*Golden Khan of Ethengar*” timeline with IM3 introductory events. According to GAZ 12 timeline (page 5) Moglai Khan start his rise to power by accepting to aid the Taijit clan after they were defeated attacking the Yakka clan. The idea is that Krugar Khan was the leader of the Taijit, who just started to unite the tribes of the steppes on his own but was killed by the Immortals of Pharamond’s clique during his campaign against the Yakkas. Without their inspiring leader the Taijit lost the war and were forced to ask for help from the Murkit clan of Moglai Khan.

³⁹ In module IM3 Black Zama’s nationality is never stated, nor his specialization in magic of darkness, although in IM3 it is specified his tower is most active during moonless nights and even his nickname “black” might be inspired by a fascination for night. Here he is conveniently assumed to be an Alphatian mage for dramatic effect.

⁴⁰ These reports are those described in the “*Voyage of the Princess Ark*” by the Alphatian Prince Haldemar of Haaken who both visited the island of Oceania and crossed the southern Polar Opening, giving a description of them in AC 964. Parts of these reports were sent to the Imperial Court through a “scroll of communication” before Haldemar and his flying ship were sent 40 years into the future by one of the night dragons.

least one of the fabled evil night dragons there encountered by the explorers. Had he not be killed the Alphasians would have intensified their efforts in northern Norwold and beyond, and their military might would have been kept busy fighting against the dragons of Oceania. With his death, instead, his arch-rival Grillanbulis⁴¹ got a prominent position in the Alphasian Council, where he found an eager audience for his smoldered hatred towards the Thyatians - those who humiliated and banished him when he was a young, talented sorcerer from Port Lucinius.

“Marik of Glevum was a man of peace. The benevolent, respected, influential leader of the High Church of Thonia. He always had the ear of the king, and his words were often opposed to those of the proud, hot-headed Raiders of the Kingdom. When the treacherous emissaries of King Norlan of Qeodhar and Meister Silbergeld⁴² suggested large loots and rewards for Thonian help in a Thyatian invasion of faraway Norwold, Marik openly spoke against the intervention. He was for the end of Thonian isolation and for renewed relationships with neighbouring nations, but on a peaceful basis. If he was alive it is simple to infer that the Thyatian invasion of Norwold would be repelled more easily⁴³. With Norwold firmly in Alphasian

hands there would not be the difficult peace talks of AC 1002⁴⁴ and the defeated Thyatians would not choose to face the Alphasians in another war just a few years later⁴⁵. Paradoxically, a neat result in Norwold would have prevented much more bloodshed in a later time.

“And so the three Immortals undid in a while what dedicated mortal lives had patiently built over decades. After these murders most of the possible future paths leading to a peaceful resolution of the Great War among mortals disappeared. Brooding signs of an imminent war in Norwold came from many sides, and the Immortals were now unable to stop it.

“Horried by his own actions Mazikeen had second thoughts on the actions of the Clique and, before he managed to denounce his own misdeeds to the hierarchs, his mind was impaired by the Clique’s leader Pharamond. This Eternal of Energy revealed himself as a power-hungry schemer, interested only in the eldritch mastery he could get from the Vortex should the new Nightmare Immortals he was going to sponsor be successful.

⁴¹ Grillanbulis is an enemy of Black Zama according to IM3 module page 2. His Thyatian past and the hate of his own people is added here to create a dramatic element contributing to the Alphasians decision to declare war on the Thyatian Empire.

⁴² Meister Silbergeld is the leader of the fleet of Minrothaddan ships which transports the Thonian Raiders to various location in Norwold during the Thyatian invasion. See module M2: “Vengeance of Alphaks” page 22 for details.

⁴³ According to M2 army roster of page 22

the Thonian Raiders are the most powerful land unit of the whole war. They are also a large unit of 5000 horsemen and pegataurs. Without their contribution to the war the mercenary forces of Norlan are greatly diminished in power and they do not represent a big menace to the forces of Norwold. The Thyatian invaders allied with Norlan, of course, are a different matter.

⁴⁴ The setting of these talks is described on module M5 “Talons of Night”.

⁴⁵ This is the last war between the Empires of Alphasia and Thyatis described in WotI.

The hard choice at Shillabeer Gap: losing a battle to prevent a war

“Uncaring of the impending war, foolish Pharamond and his two remaining allies were now ready to cause the downfall of three other mortal candidates in a single blow. Had they succeeded they would have brought down a whole Empire together with the three heroes. The Immortals desecrated an ancient troll shrine in the Altan Tepes mountains and set false evidence on Thyatian legionaries from the town of Biazzan. The Emperor and most of the Thyatian army had already sailed toward Norwold, other legions were dispatched to the Isle of Dawn, and so this part of the Empire was defended just by weary and undermanned reserve units. On the opposite, the trolls were growing in numbers and the desecration prompted the unification of the clans under the strong leader Grazzik. An army of 7000 trolls marched toward the undefended heart of the Thyatian Empire. Their immediate goal was the town of Biazzan, but it is easy to deduce they would not stop there once they discovered how weak the defenses of the Empire were. Other mixed tribes from the mountains would have likely joined the victorious troll leader and soon a whole humanoid horde would have laid siege to the rich and poorly defended Thyatis City.

“Then the three candidates appeared out of nowhere as signs of hope among the Thyatians. - Aline, Charek and Dernfara were travelling together through time to fulfill their own personal tests for Immortality and their time machine dropped them off a mere few days before the troll attack on Biazzan⁴⁶.

⁴⁶ In the fan-made “*Codex Immortalis*” Aline

The churches of their own Immortal patrons mysteriously gone⁴⁷, the heroes did not falter and rallied a ramshackle force from reserve and mercenary units. Then they marched to stop the invasion at Shillabeer Gap, the last defensible point before the town.

“There Pharamond and his allies were ready to strike. And there a task force of young Immortals calling themselves the Champions of the Trial⁴⁸ - who managed to recover the deranged Mazikeen in his own network of Planes and learnt of the conspiracy - was ready to battle the Clique of Nightmare. And it was there that things took an odd turn. A group of powerful Immortals of Time - most notably Vanya, patron of Thyatis - approached the Immortals’ task force and told them that a hard choice was in their hands⁴⁹.

reaches Immortality with the new name of Liena in AC 980. Here instead it is assumed she is still travelling through time as part of her test of Immortality as of AC 998-999.

⁴⁷ In module IM3 Aline is described as “Daughter of Apollo” while Charek is “The Sword of Ares” so it is possible to connect their honorary titles to the Olympian Immortals of IM2. The idea here is that Aline, Charek and, likely, Dernfara, were sponsored by the Olympians and travelled through time for their test of Immortality before the churches of the Olympians were largely removed from Mystara following the events of module IM2. Due to the reality shift operated by the Immortals to punish the Olympians, when the heroes reappeared in the Known World they discovered their churches were mostly disappeared, with most of their priests and devotees devoid of any knowledge of the Olympians and now following other beliefs and Immortals.

⁴⁸ These are the PCs of module IM3.

⁴⁹ This event actually is not part of module IM3 but it could be a nice add-on for the adventure as it represents a hard choice for the PCs involved. It also sets the importance

“The Immortals of Time performed a screening of the paths leading to the future. Most of these paths were now showing that the Great War among mortals could still be averted if the battle of Shillabeer Gap was won by the humanoids. Their victory would have called back the Thyatian expeditionary force in Norwold and the legions would have been embroiled in a long campaign against the humanoids of the Altan Tepes for at least a decade⁵⁰, at the same time preventing the Thyatians entering into a catastrophic war with the Alphatians. Vanya herself - who usually appreciates war and its consequences - was worried about the consequences of such a great conflict in the mortal world. That’s why she apparently spoke against the best interests of the people she protected⁵¹.

“But, for this to happen, the Immortals’ task force must let Pharamond and his allies kill the three mortal candidates right before the battle. Unfortunately the screening was not a

of the battle of Shillabeer Gap as an underrated pivotal point for this part of Mystara on the eve of WotI events.

⁵⁰ This could be the same joined Darokinian-Thyatian all-out campaign against the humanoids scheduled for AC 1020 in GAZ10: “*Orcs of Thar*” (see DM’s booklet, page 4), only anticipated some 20 years earlier.

⁵¹ Vanya is actually also sponsoring the crown of Norwold against the Alphatians, as stated in module M1, where the canonical ending scores a victory for her against Koryis and Alphaks. She then moves the PCs back in time to an alternate and more peaceful timeline where the events leading to the M1 adventure are averted and, possibly, the start of the Great War is delayed. In this article it is assumed that Vanya is actually trying to avoid the Great War or, at least, to minimize its consequences, going as far as allying with the traditional enemies of her proteges.

certain one, because the influx of the Eye in the Vortex was still impairing the vision of some critical branches of the possible futures. The Immortals of the Sphere of Time could only refer what they believe would be the most likely consequences, so the final decision on what to do was up to the Immortals of the task force.

“And these Immortals chose to save the three candidates, defeating Pharamond and his Clique and precipitating the war. They thought that the creation of new Immortals was always for the better, and that new heroes and potential Immortal candidates would nevertheless rise during the Great War, so this event should not be averted.”

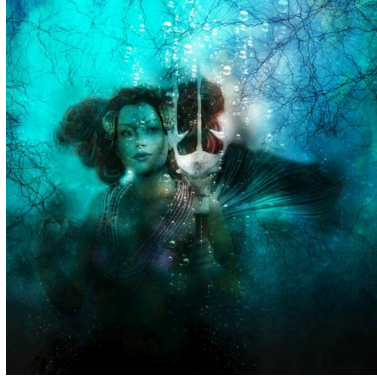
“And too bad for the crowds of commoners that would have suffered from such a choice!” grinned the Imp of the Bogs amid the astonished silence of the auditors “Ah! A bunch of you did a way better job than our Entropics in messing up with the mortal world! I guess Hircismus could have saved himself from joining the Clique of Nightmare; Pharamond and his allies, and the clumsy Immortals who opposed him were more than enough!”

“Ditto, my brother” sarcastically echoed the Imp of the Woods “I always said that Entropy works at its best when it leaves the other Spheres fighting each other. Maximum results with minimum effort! Why bother with all those scheming and plotting and deceiving when the self-appointed ‘paladins of life and light’ are so efficient in bringing misery and death to the mortal world?”

“I’m afraid I must agree with the Imps, Mylady” stepped in Lord Leprechaun “It is

difficult to imagine such damage committed by so few individuals. It looks like at every major turn you took the worst course of action. If you decided by flipping a coin you would have fared much better.”

“This is unfair from you, my Lords” intervened Lady Nixie “It is easy to criticize the deeds of others from your comfortable position of observers. Do you really believe you would have done better than the Younglings? Then you should involve yourselves more in the mortal world. And how are you so sure that what has happened is really the worst course of action? Amid all this chaos I see deeds of honor, duty and sacrifice which deserve respect. I’m sure that things could have been mismanaged much more than they actually were.”



Lady Nixie

“I am not here to defend the actions of the Immortals of Life till the bitter end” replied Noumena to the group “We have our faults, both individual and collective. Pharamond had his flawed vision of power but, in earnest, he really wanted to understand the Vortex. The Immortals sent to chastise him believed that potential Immortality was a value in itself and they did nothing more than what they were sent to do: protect mortal candidates from Immortal interference. We could discuss forever on the consequences of their choices, but you know

better than me that past actions are really difficult to undo.

“So, if you please, I’ll move to the next part of my story, and I’ll narrate for you how the Immortals reacted when the Great war unfolded. The consequences of this war are under the eyes of everyone so I do not narrate them to you. I do not also wish to bother you by recounting the actions of the individual Immortals who did this and that to the mortal world. I would only underline the motivations of a few Immortals at the beginning of the strife. About Pharamond and his retinue, needles to say they got proper punishment and currently Pharamond is working alone on his project of fostering new Immortals of the Dimension of Nightmare under the strict vigilance of his former patron Razud⁵².

The Great War must thrive: Nyx and Thanatos let loose

“First of all, the hierarchs of Entropy were longing more than ever for a payback for their Sphere. The events of the last decades did nothing to return the balance of the elements in the Multiverse, and the Entropics still were the disadvantaged faction. Moreover, the stroke⁵³ imposed on Night by

⁵² This ending is depicted on page 47 of module IM3. Razud was the Immortal sponsor of Pharamond according to the fan-made Codex Immortalis. The establishment of the colony of diaboli of Redhorn in Norwold described in PWA I could well be a consequence of Pharamond’s new project.

⁵³ As per “*WotI: Codex of the Immortals*” a stroke is the loss in power suffered by an Immortal after the failure of some of its project, usually due to the counter-actions of other Immortals. According to the epilogue

the other hierarchs after the Olympians affair, and the involvement of Hircismus in the conspiracy against the candidates were humiliating blows to the reputation of Entropy.

“That’s why the Entropics left so much power to the newly-arrived Alphaks, the only acquisition of their Sphere in a millennium⁵⁴. He came to Mystara just a mere couple of centuries ago⁵⁵, when the human mage Halzunthram⁵⁶ used the power of the

of module IM2 Night suffered a major penalty due to his interference in the administration of Immortal justice.

⁵⁴ According to the fan-made “*Codex Immortalis*” by Marco Dalmonte the only Immortal ascended in the Sphere of Entropy since the foundation of the Empire of Thyatis is Alphaks, and he was not sponsored on Mystara.

⁵⁵ See “*WotI: Codex of the Immortals*” page 14 and “*Dawn of the Emperors: Player’s Guide to Alphatia*” page 15. The exact date of arrival of Alphaks in Mystara is not known, here it is assumed Alphaks managed to reach the Glantrians and Alphantians on Mystara following the extraplanar path traced by Halzunthram when he fled Glantri in AC 828. Here it is also assumed that the superior power produced by the Radiance was able to break the “faraway cage” in which Alphaks was imprisoned and where he managed to reach Immortality.

⁵⁶ The fate of Halzunthram after his defeat in Glantri in AC 828 is never stated in the official supplements. Nevertheless a mage with the same name is found in module M1 posing as the leaders of the Gammarians of Old Alphatia. The Gammarians are the descendants of the Followers of the Air who did not migrate to Mystara. Here it is assumed that the Halzunthram found in M1 is the same character who fled Glantri. Moreover the honorary title of this mage in Old Alphatia is “His Radiance”, suggesting he should know about the eldritch source of power buried beneath Glantri City - after all,

Radiance to flee the lands of Glantri and seek refuge in the ruined world of Old Alphatia. Alphaks was a monomaniac, interested only in his revenge against the descendants of his own people and many of his actions accelerated the incoming Great War. This was a great opportunity for an Entropic revenge and that’s why most of his colleagues gave him full freedom of action on Mystara.

“Then Night had his own agenda in accelerating the catastrophic war: acting together with Aracne Prime, in a clique called the Web of Declension, the duo sabotaged a peace conference between the two Empires in the neutral territory of Helskir and kidnapped the Thyatian Emperor and the Alphantian Empress bringing them to a faraway Plane dominated by Entropy⁵⁷. To ensure the swift breaking out of the war Aracne Prime also stole from its ancient resting place the Periapt of Peace, an artefact that - at this state of mortal politics - was the only thing able to force the two Empires into diplomatic talks.

“It was only thanks to a party of Norwold barons guided by the Immortal Koryis that this plot of the Entropics was foiled, much to the disgrace of Night and of Aracne Prime. The peace talks resumed and the war stalled and delayed for a few years. Night definitely lost her influence on the Sphere of Entropy for the current times and Aracne Prime was temporarily banished from Mystara.

his arch-enemy Lord Alexander Glantri knew for sure about this power as at the end of WotI a large statue with a commemorative writing mentioning Lord Glantri is found inside the Chamber of the Stars.

⁵⁷ These events are described in detail in module M5.

“Then Thanatos made his own attempt to fill the gap as the prominent Entropic Lord and avoid the fizzling of the Great War into abhorrent peace talks.

“He set in motion his own convoluted plot, something he was working on at least since the Olympics affair. Covertly working in the previous decades he managed to deceive three peoples of the Hollow World - the human Azcans and Nithians and the elvish Schattenalfen - into fostering his plot⁵⁸.

“In particular the Azcans performed a complex ritual that corrupted the very light of the sun shining at the center of the world. This corrupted light was meant to interact with the ancient Spell of Preservation the Immortals placed on the cultures of the Hollow World.

“As you know, this spell subtly persuades people living in the Hollow World to reject innovation and prolong the ancestral traditions of the culture they belong to. As this spell was cast by high-ranking hierarchs of four Spheres⁵⁹ working together Thanatos himself - with all his might - was not able to disrupt it. So he opted to boost the most detrimental effects of the Spell, namely, the dislike of other cultures and their traditions⁶⁰. With the evil contribution of

⁵⁸ A detailed description of Thanatos plot is described in module HWA1: “*Nightwail*” pages 2 and 3.

⁵⁹ The four hierarchs are Ka the Preserver, Ixion, Terra and Korotiku; together they form the Council of the Hollow World.

⁶⁰ The HWA Trilogy is intentionally vague about the corrupting effects of the Smoking Mirror which tainted the light of the Hollow World sun. In module HWA3 (page 59) it is said that some residual, temporary consequences of this taint in the Hollow

Entropy, every people touched by the Spell of Preservation would increase intolerance, nationalism and the desire to impose its own culture over the neighbouring ones.”

“The perfect recipe for warmongering leaders.” observed Lord Flitterling “As if the mortal world was not close enough from being burned by the fires of conflict.”

“Precisely, My Lord” answered Noumena “With some hindsight we suspect Thanatos set in motion his plan shortly after the Delta of Time started showing the impending Great War. He managed to work undetected in the Hollow World for decades mostly thanks to the protection of the powerful anti-magic shield running inside the crust of Mystara. The shield screened his activities from most of the other Immortals, which are mostly involved in the Outer World”

“The Hollow World is too boring a garden to tend to, isn’t it?” mocked the Garden Imp “You really cannot blame others if you suddenly discover it was invaded by pests.”

Noumena ignored this biting comment and carried on with her narration.

World - after the Smoking Mirror is destroyed - are rather mild effects like “an increased exploitation of the land and the presence of individuals who seem little affected by the Spell of Preservation”. In the trilogy it is said that even Thanatos does not know the consequences of this corruption and he set in motion the whole thing just for the sake of spreading chaos both in the Hollow World and Outer World. Here it is given some rationale for Thanatos’ actions by assuming that such a long-term and convoluted plan had actually the final scope to precipitate the Great War among mortal nations.

“Once the corruption of the light was close to completion Thanatos induced the Schattennafen to partly awake some of the great evil annelids from their underground, millennia-long slumber. The most intelligent members of this race of Burrowers became vigilant but were still unable to move due to the Spell of Preservation, but the dumbest annelids became free to dig their tunnels. They moved closer to the inner and outer surfaces of the world, creating holes in the anti-magic shield so that the corrupting light of the internal sun could filter to the external surface and spread its effects also on the people living there.

“It is now believed that the Alphatians managed to quickly dig a shaft to the Hollow World mostly by exploiting the tunnels already prepared by the great annelids⁶¹. If so, this could be part of the plot of Thanatos to expose the Alphatians to the corrupted light of the Hollow World sun.

“Now, Loki - an ally of Thanatos in this endeavour and a member of the Warmongering Triad - persuaded a peculiar human mage named Wastoure⁶², an Antalian of the Hollow World gifted with a particular

mental sensitivity, into travelling to the external surface in order to become influenced by the thoughts of one of the evil annelids closer to the city of Thyatis. The annelid was still paralyzed by the Spell of Preservation but it could be moved closer to the city with comparatively little effort by a concerted effort of human servants working together. Wastoure was brainwashed into gaining a position of influence and power into the empire, so he could command an expedition to the resting place of the Burrower and move it closer to the capital of the Empire.

The Month of Thanatos: final damage is done

“By this point other Immortals noticed something wrong was happening but they were not able to figure out the whole picture. And then Thanatos put into practice his diversion: a temporal gate appeared in the Broken Lands in AC 1000 connecting this epoch with the ancient lands of Blackmoor of BC 4000⁶³, approximately at the same time the source of the Radiance appeared on Mystara. The gate enabled an exchange of people between the two epochs, under the attentive scrutiny of the Immortals of Time.

⁶¹ This is an inference to explain how the Alphatians managed to dig a thousand-miles deep tunnel to the Hollow World in just 4-5 years (between AC 1000 and AC 1004) and how they do not manage to rebuild it anew after its collapse during the sinking of Alphatia at the end of AC 1009. If most of the tunnel was actually dug by the great annelids to bring the effects of the corrupting light to Alphatia then the whole project to establish an Alphatian colony in the Hollow World was actually encouraged by Thanatos.

⁶² What follows summarizes the background of the events of modules DDA1: “*Arena of Thyatis*” and DDA2: “*Legions of Thyatis*”.

⁶³ The exact time in the past where Thanatos sent the rest of the Immortals is never explicitly stated in the HWA modules. Here a suitable arrival point is presented, connecting the events of the HWAs with *WotI* and with the DA modules, especially with the crashing of the Beagle spaceship (which is at the origin of the creation of the Nucleus of the Sphere and the Radiance) and with the creation of the Well of the Souls in module DA4: “*The Duchy of Ten*”, which could be one of the causes that could have led the Immortals back in time to investigate.

“At the beginning of AC 1005, when his plan was close to completion, Thanatos fabricated false evidences that the source of the Radiance had been somehow altered by the time-travelling people. By this time the Immortals were already at war among themselves and the use of the Radiance was part of the conflict. So he easily persuaded the whole assembly of the Immortals to send their essences into the remote past, leaving just the Immortal Asterius as the guardian of the return point to the present times.

“We discovered later that Thanatos sent just a shadow of himself to the past, the bulk of his essence stayed in the present time, where he easily subjugated Asterius, imprisoned him in the Hollow World realm of Shahjapur and shifted the return point of the Immortals a month in the future. So, during this month, Mystara was not guarded by any active Immortal with the exception of Thanatos. This is when the plot of this Entropic hierarch fully unfolded.

“Fortunately a group of mortals secretly led by Asterius managed to partially foil Thanatos’ plot and alert the Immortals. Once discovered, he made a desperate move and tried to hide in the forbidding Plane of the Nightstorm, where Immortal power is rapidly drained and dispersed back in the Multiverse. Many of the returned Immortals - myself included⁶⁴ - imbued part of their

powers to the mortals who made contact with them. This was a painful sacrifice by some of us but this transfer of power enabled these mortals to pursue Thanatos where we dare not to go, in the Nightstorm. There they managed to defeat him and return him to the Immortals’ justice. And, maybe, this was just another sign for us that power is not everything and that mortals are able to do things that we cannot do anymore.

“On his part Thanatos lost some of his power in the Nightstorm as well and preminency in the Sphere of Entropy shifted again, this time to Hel⁶⁵.

“The curse on the Hollow World sun was removed and the burrowers were stopped again. Wastoure never managed to become a prominent leader in Thyatis. But, in the end, Thanatos was successful in triggering the Great War, his power was not spent for nothing. At the beginning of the ‘Month of Thanatos’ and for seemingly illogical reasons - whose hidden cause should be now pretty clear to you all - the empire of Thyatis broke the truce hardly won just three years before at Helskir and declared war on the mighty empire of Alphatia after the Alphasians in turn declared war on the princes of Glantri⁶⁶.

⁶⁴ This is to explain why Noumena is listed as Full Hierarch (36th Immortal level) in IM3 module while she is only a 34th level hierarch in *WotI*. After this event Odin becomes the Full Hierarch of the Sphere of Thought. The drainage of power could also explain why Thanatos and many of the most prominent Immortals of Pandius take a low profile during the events of *WotI*. If they lost

part of their powers in the Nightstorm they should be mostly concerned by their recovery and cannot participate to a large extent to the events unfolding in the mortal world.

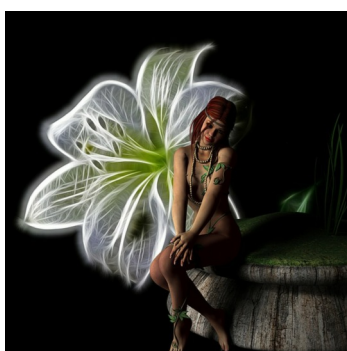
⁶⁵ According to *WotI* the full Hierarch of Entropy as of AC 1000 is Hel, while Thanatos is a 35th level hierarch.

⁶⁶ A suitable placement for the Month of Thanatos could be Thaumont (month 3) of AC 1005, with the subtle mind-altering effects of the Burrowers becoming more and more apparent in the previous months - albeit masked by the actions of the other

By the end of the ‘Month of Thanatos’ the war machines of the two empires were set in motion. Other nations, such as Hule, were ready to wage war and it was too late for the Immortals to stop all of them. The Immortals could only take their sides and try to lead their faction to victory.”

IMMORTALS’ RIVALRIES DURING THE DISASTER

I understand the extent of this catastrophe, Lady Noumena” interrupted Lady Pixie “and I also understand the tragic drive under the Entropics’ actions. But, in heart, why were the Immortals of the other Spheres split into factions?”



Lady Pixie

“It was possibly the last consequence of the Omen, Lady Pixie” answered Noumena “Among the Immortals there are some who

Immortals involved in the events of WotI. According to WotI “The Immortal’s Fury” pages 77-78, the spring of AC 1005 marks both the beginning of the war between Alphatia and the Glantri -Thyatis - Heldann alliance and also the sudden invasion of Sind by the Master of Hule, which is just a prelude of the invasion of Darokin. Both events could be triggered during the “Month of Thanatos”; in particular the Master’s invasion would be engineered by Thanatos and his allies (Atzanteotl and Loki, see also the reference in WotI above) to prevent the Darokin Diplomatic Corps from stopping the war between Thyatis and Alphatia.

ascended to their condition without any sponsoring by the established Immortals’ society. Beings like Rad, Rafiel, Benekander were created without the patronage of the other Immortals. They often believe themselves as free from the structure and commitments of Pandius society - sometimes they even refer to themselves as the Free Immortals. And, in turn, these ‘free individuals’ are perceived by the other Immortals with a mix of disdain and sense of menace.

“The appearance of the Eye coincided with Benekander’s release from his thousand-year-old prison⁶⁷. He somehow got imprisoned in an artefact-like object the very moment of his ascent, some 5000 years ago. His ascent has something to do with the raw, wild energy which now we call Radiance, which was also the same source used by Rad and Rafiel to gain their Immortality. To the eyes of the three Free Immortals the liberation of Benekander was an obvious sign the Old Ones wished the Radiance to be used to rapidly increase the number of Immortals, free from the convoluted regulations we use to test mortal candidates.

“What the Free Immortals did not understand was that such regulations were established with the purpose to select only those spiritually strong enough to bear the immense amount of power Immortality comes with, and to understand the duties their new conditions would demand them.”

⁶⁷ This is a different assumption with respect to the Codex Immortalis, where it is stated that Benekander is freed by a group of adventurers in AC 1002. Here it is assumed his liberation involved much greater powers, as his imprisonment was caused by great energies of Immortal level or more.

“Wah! Wah! Wah!” interrupted again the Bog Imp “And so you're telling me that this mess in the mortal world was promoted by the ‘proven, worthy and upright ones’, those creamed off over the eons by your rigorous tests! You did a good job in choosing the tests and the tested, indeed! Or, maybe, is your famed logical approach to things lacking in something?”

“The tests are not a guarantee against misdeeds, as my account should have clearly demonstrated by now” coldly replied Noumena “And, if there wasn’t a grain of truth in what you are saying, Lord Imp of the Bogs, many in Pandius would not have sided themselves with the Free Immortals fifteen years ago. The Free Immortals’ request to promote ascent to Immortality through the Radiance promoted a deep split in the people of Pandius, and the factional enmity which arose from this split all but heightened the consequences of the Great War in the mortal world.

“I cannot deny I was opposed to the Free Immortals and their allies - the Fellowship of the Star, as they called themselves - as, since the discovery of the Radiance, I was among those who wanted to place some safeguards to the unlimited powers it emanated. But I also restrained myself from categorically condemning the study of this marvel of the Multiverse, so I did not join the Ring of Fire, the faction gathering most of the opponents of the Fellowship of the Star.

“The consequences of the conflict are under our eyes and I do not have enough heart to recount the many mistakes we made. In the end the Fellowship of the Star tried to turn the Radiance into a weapon against the Ring

of Fire, but then this eldritch power got out of their hands and a whole continent was destroyed as a result. Rad and Ixion, leaders of the two factions, had a tense confrontation in front of a party of mortals that Benekander led to the source of the Radiance in a desperate attempt to stop its misuse. And then the Emissary appeared.

The Emissary of the Old Ones: a precarious order is restored

“We don’t know for sure what it was. Some say it was an Old One in person, while I believe it could be just a servant or, maybe, an avatar... for the full manifestation of such a being could have easily annihilated all the onlookers, mortals and Immortals alike.

“The Emissary showed disappointment for the disregard showed by the Immortals toward the mortals and their world, and it in person chastised Rad and Ixion for their misdeeds. Both of them are now unable to show themselves back to the Immortals’ society, but their followers still receive their benefits so Ixion and Rad are very likely alive, somewhere. The two factions disbanded immediately after the disappearance of their leaders, together with the secretive Brotherhood of the Shadows established by the Entropics to take advantage of the war. The Great War in the mortal world lost momentum and ended just a couple of years ago. It also definitely stopped haunting the visions of the Delta of Time, so we guess it is really over.”

“And so, all’s well that ends well, isn’t it?” commented Lord Leprechaun “You

Younglings understood the importance of humility and respect, the Great War ultimately did not destroy the mortal world and now is behind you, and even Entropy had its opportunity to increase its importance in this part of the



Lord Leprechaun

The Entropics still do not have a congruent number of Immortal candidates, I concur on this, but there will be plenty of time to solve this issue in the near future, I believe!

“So, thanks for the beautiful story, Lady Noumena, it has been ages since I heard a tale of comparable scale and scope” concluded the Leprechaun “And thanks also for the gifts you so generously donated for our appearance here this night, I’ll hold them among my most valuable ones. Dawn is approaching, I guess you’d better conclude your speech before we disperse back to our mortal incarnations.”

Lord Leprechaun spoke with a merry and careless tone, as if Noumena really wished to spend that night and part of her powers just to entertain a group of Immortals of past ages. Leprechaun was secretly hoping this was the reason for Noumena’s speech but, when he saw her face, loaded with concern, his smile died on his lips.

“I really wish I could stop my tale here, my Lord” answered Noumena “but present times are not less worrisome than the past ones, not at all. Let me just explain what is happening right now in this part of the Multiverse.

The last strike from the Eye: CHAOS ENSUES

“Before leaving for unknown places, the Emissary made a modification to the Nucleus of the Spheres. When I discovered the Nucleus⁶⁸ I persuaded the hierarchs of the five Spheres to alter the effect of the Radiance so that it would drain some amount of Energy from the Multiverse. This was to keep the balance of power as the Nucleus actually favoured the ascent of new Immortals of the Sphere of Energy.

“Now the modification performed by the Emissary had the Nucleus draining Entropy instead of Energy. We soon found this alteration cannot be undone by us. Moreover, Entropy is being drained at a steady rate from this part of the Multiverse, not only when the powers of the Radiance are used.

⁶⁸ Noumena is the discoverer of the Nucleus of the Spheres according to *WotI: The Immortals’ Fury* book, page 8. Probably the discovery was made not much time before the coming of the Flaems on Mystara (AC 395), as the Flaems intentionally colonized the Glantrian highlands because their leaders detected the Radiance (“*Glantri: Kingdom of Magic*” and also the *Dragonlord Trilogy*). It is unlikely the powers of the Radianca became manifest many years before this date otherwise the region of Glantri would have been heavily settled by other people before the Flaemish migration.

“At first we thought this was some kind of balancing action, to remove from Mystara the great amount of chaos and destruction produced by the recent conflict. But, after more than five years of mortal and Immortal rebuilding, such destruction is not as dramatic as before. Yet, the Nucleus is still draining Entropy at the same rate as it was when it was modified.

“This puzzled most of us: the Nucleus was now actively worsening the unbalance of the Spheres on Mystara and surroundings, penalizing the Sphere which was already disadvantaged when the Eye appeared.

“Moreover, the Eye is still there, meaning that we Immortals did not actually solve the mystery of its presence in the Multiverse.

“In recent times it is even possible that the Eye emanated another being, an Immortal named Gareth who refer to himself as ‘Returned from the Vortex’. Unfortunately this Immortal eschews any attempt of contact by our kin and is invisible to our scrying just as the Planar Charm. Gareth manifests himself only to mortals, spreading a cult based on the end of Immortal manipulations of mortal affairs and gaining a followers’ base in Sind and surrounding lands.

“This enigmatic being showed himself a mere five years ago, albeit I strongly suspect he reached Mystara during the climatic events related to the Emissary at the end of AC 1009. Loki seems to know something about the appearance of this entity⁶⁹ but so far he is keeping a very low profile. Loki was on watch duty together with Ilsundal - since the

⁶⁹ For a possible connection between Gareth and Loki, see *PWAll* page 175.

Planar Charm affair we doubled the number of sentries on the Eye - but the sudden disappearance of Ixion by the Emissary’s hands forced Ilsundal to hurry back to Pandius to take on the regency of the Sphere of Energy, so for a time, Loki was the only watcher of the Eye. It is possible that the Omen chose this moment to emanate its second sign, once again under the testimony of the sole Sphere of Entropy.

“But I digress, as Gareth is still an unknown force and it might well be some clever and well known Immortal trying to take advantage of the situation under an anti magic shield and a false identity. Instead, the findings of Lornasen represent the most alarming threat to the Multiverse.

“Lornasen⁷⁰ wa a member of the Wolves of Tartarus who tracked down the Olympians and liberated them from their prison. She disappeared shortly after, and any attempt to locate or contact her was futile. As she was an inquisitive and curious soul, she was deemed lost forever in some unexplored part of the Multiverse.

“A mere year ago she returned from her long absence and immediately reported to the hierarchs about extraordinary events happening among faraway stars.

“The worn out Lornasen narrated that, shortly after the liberation of the Olympians she wished to investigate a seemingly casual

⁷⁰ According to module IM2 page 30 Lornasen’s personality is the most open to new notions and curiosity among the Immortals of the Wolves of Tartarus so she is the most prone to investigate the sybilline advice given to the party during the events of IM2.

sentence spoken by a draeden her party met while travelling a void region of the Astral Plane in pursuit of one of the escaped Olympians.

“The draeden was travelling in the void and it did not avoid the Immortals, as is the usual behaviour for its race. Instead it approached in a not aggressive mood and addressed the Immortals asking about recent information on the Stellar Cluster of Goanth⁷¹. None of the Wolves of Tartarus had ever been there, so the draeden left the group snorting in exasperation.

“Lornasen was intrigued by such a behaviour from a mighty and elusive draeden and believed it was worthy giving a look at this stellar cluster, especially because it is not far from Mystara. This was strange enough, especially because the meeting happened far in the Astral Plane, as if the draeden was there on purpose.

“The Immortal wished herself among the stars of Goanth and she suddenly found herself trapped in a region of swirling magical currents which impeded the proper

⁷¹ This event is described in a random encounter of module IM2 for the Ethereal or Astral Plane and it is not influential for the success of the PC’s mission. Here this encounter is provided with a more profound meaning in the larger picture of the struggle to solve the mystery of the Omen. The complete description of the encounter as of IM2 (page 22) is as follows: “The fearsome draeden will not attack the party. It will communicate with them, asking them if they have recently been to the Stellar Cluster of Goanth. Assuming the characters plead ignorance, the draeden snorts in exasperation from all 40 of its mouths and streaks off into the blackness of space”.



Cluster of Goanth

use of her powers. She recognized the Stellar Cluster as the right one, the information she gathered from the Material Atlas of the Prime Universe was indeed matching, but the region was not the tranquil neighborhood of celestial bodies she read in the description.

“It seemed like the very laws of nature were changed, operating at a different pace and logic. Magic here followed chaotic and wild patterns, not evil or disruptive in themselves but difficult to grasp and handle. Lornasen compared the new situation as facing for the first time an ocean storm after a life of placid sailing on a floodplain river.

“And the chaotic patterns never abated. Lornasen gated herself into the middle of the cluster. Before she was able to learn again the rules of this region of space and exit the area she needed the very best of four decades. A difficult journey where she was unable to abandon the Prime Plane and to communicate with the universe outside the chaotic region. She lost much power in her voyage, which became painfully longer by

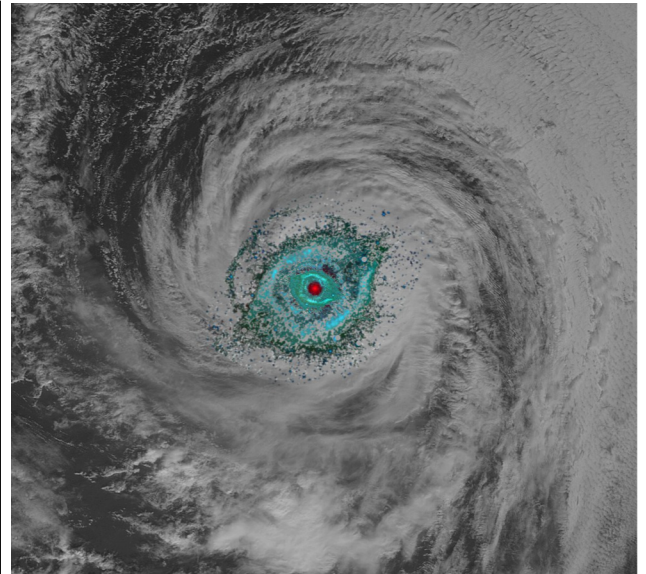
her discovery that the borders of chaos were expanding outwards over time.

“What little understanding she grasped of the surrounding confusion made her formulate the theory that the chaos was expanding by first covering the regions of the Prime Plane where the unbalance among the Spheres of Power and their elements was greater. In particular, a long tendrill of disturbance had begun moving closer to Mystara from the Goanth Cluster. Once outside the dangerous region Lornasen spent some more time characterizing the movement and the expansion of the borders of chaos, to better report her findings to the hierarchs.

“The hierarchs heard Lornasen’s report with increased disbelief and concern. After a few verifications they established a watch guard around the region of chaos, but were unable to stop it in any way. They came to believe that this part of the Multiverse was reverting back to the status it had during the Age of Chaos from which you, Senior Immortals of the Good People, come from.

“The mysterious actions of the Emissary are clear, now, the draining of Entropy from Mystara is just a way to attract the tendrill of chaos to our world, lured by the increasing unbalance of the elements.

“The best estimate for the arrival of the chaotic currents on Mystara is thirty years from now. By that time exactly 100 years will have passed since the appearance of the Omen in the Vortex. To many of us this seems the final test for the Immortals of this region of the Multiverse: should we fail it, chaos will enshroud Mystara and different laws will govern this world and its



The Eye in the Vortex

inhabitants. We will be forced to abandon forever this place, provided we are not made powerless or destroyed by the chaotic currents. We don’t know what will happen to the mortals of the world, but we are afraid that they will not survive this ordeal as well.

“And that’s why I am here and I summoned you on this special night. I am part of a large group of Immortals who wish to investigate the chaotic region and find a definitive answer to the Omen. I humbly ask your help as you, Immortals of the Age of Chaos, know much better than us how to handle the unpredictable behavior of the new zones.

“I am also an ambassador with a formal proposal by the united Councils of Hierarchs of the five Spheres. They ask you to reassemble part of your identity and power and become Immortals again, at least until the present crisis is solved. They ask you to provide assistance against this change of the laws of nature or, should we young Immortals fail in our task, to be prepared to

take over our responsibility versus mortals and tend to Mystara in the age of chaos that will ensue.

“Should you accept becoming Immortals again, I need your teachings on how to break the barriers among Planes and dimensions in the chaotic regions. This so far has proven impossible to us, the rules governing such transitions too different from what we are accustomed to. We need guidance, in the superior interest of the innocent of this part of the Multiverse. We believe something is hidden in the Vortex dimension corresponding to the Cluster of Goanth, but we are unable to reach it so far.

“We wish to assemble a group of investigators which would include those of you willing to join us. Lornasen, Harrow and myself will be part of this group as well. And also chosen mortals should be included, for so far we failed in granting them the opportunity to grow and dispersed what they strived to achieve with hard labour. Like us, they deserve the opportunity to decide their fate, so we should go together. I hope their innocent and impaired vision will also help us when we face the hard decisions that inevitably await us.

“I, Noumena, hierarch of the Sphere of Thought have spoken. I humbly await for your answer”.

Epilogue: an alliance for a better future

An astounded silence fell on the Mound of the Sleeping Stones, the dim light of the impending dawn appearing on the eastern

horizon. The green silhouettes stood motionless above their sacred stones but no doubt an animated assembly was taking place between their connected minds.

The hsiaos were immobile as well. Their mortal minds had adsorbed so many secrets and revelations in a single night that their certainties were shaken to the ground. Bloody wars and revolutions among mortals could be triggered just by the minor amount of information they received from Noumena. The three owls were the wisest of the wise and their temperament was alien to impulsive application of what they learnt, but nevertheless their minds were on the brink of insanity.

While she waited for an answer by the Good People, Noumena paid attention to her three servants and cast a calming blessing upon them. Their presence at the meeting, albeit painful and shaking for the three owls, was a necessary step to fulfill in order to change the status of things on Mystara. No more would the Immortals alone be the keepers of secrets of this world.

“Be steady, my beloved chosen, for this is the truth of an unforgiving world, and maturity comes with the critical review of the actions of your patrons. We are not immune to errors, as you just experienced, and power is not a guarantee against failure. Only wisdom is.” Noumena sent her message directly in the minds of her servants to provide them with a key to interpret her whole speech. Then her attention was diverted by the movement of Lord Pooka, who moved to the center of the assembly.

“This is the first time in eons that such requests are made to us” he spoke “But the menace lingering on this world is an exceptional one. Even those among us who follow the dark and evil ways of chaos agree that it is not in the interest of any of us to see this part of the Multiverse returning to the primordial chaos.

“Chaos is like a single seed growing into a forest spanning a whole continent. For its whole nature, once triggered, it cannot be stopped inside a boundary. You believe the chaotic region will engulf Mystara and then stop here to punish your hubris of arrogant and selfish Immortals, but we believe this is just the beginning. Chaos will spread further, to encroach and engulf other parts of the Prime Plane and other Planes. And the more chaos in the Multiverse, the faster it will grow. It will not stop until all reality will follow its ever-changing laws.

“It looks like the Old Ones are telling us they will start anew with different rules in case the Young Immortals fail their final test. But, albeit we the approaching chaos does not represent a risk to us, we feel that this is a test also for the Good People. By showing nothing but contempt and indifference for your fate we will surely fail our part of the test. We will not demonstrate ourselves better than the foolish Younglings you mentioned in your story, not mentioning the fact that we will condemn the hapless mortals to a doom they will not understand.

“We are old and ancient, but we are not the Old Ones. We never managed to become like them and so we feel that, to their eyes, we are still under scrutiny.

“And that’s why we formally accept to help you Immortals. One in ten of our mortal incarnations is falling into a deep slumber right now, taken to a safe place and guarded by the rest of their kin. This time our shapes will not disperse with dawn. The life force of the slumbering ones will collect again to reform part of our Immortal selves, so that we can leave this world and help you in your endeavour.

“Some of us did not answer your call this night. We have ways to commune with them and we will try to persuade them to join our common cause, as we feel we need as much help as possible. Thirty years are not a long time when dealing with chaos. We have barely enough time to stop it.

“You fully succeeded in your plea, Noumena, something unheard of since ages past. Now, as our powers gather, we are leaving for the City of the Immortals to present ourselves to the assembly of the Young Immortals and establish a formal alliance. Farewell, brave Youngling, we will meet again very soon.”

With these words and a last bow the silhouette of Lord Pooka dissolved in a drizzle of green sparks, immediately imitated by the rest of the audience of the Good People. In a moment the mound was empty except for Noumena and her three servants hidden among the menhirs.

“Come closer, my chosen, this place will not cause you any more harm” encouraged Noumena as the three hsiaos flew to the center of the clearing “You learnt much about the hidden and forbidden knowledge of this world, so much to fill ten lifetimes worth of secrets. But the time of secrets is

over, as by keeping too much information for themselves the Immortals became the ruin of millions over millions of mortals. The same mortals they come from and who they should have helped to rise to their condition.

“Arrogance, selfishness, unmotivated self-gratification, blind bureaucracy, foolish display of power: all of these caused strife and misery among Immortals and mortals alike. As if the Entropy we did not allow to emerge in the world started subtly infiltrating among our ranks and, maybe, it is so. New champions of Entropy must rise in the near future or the balance of the Spheres will never be achieved again. As Immortals of opposing Spheres we cannot overtly help Entropy to fulfill its scope, but for sure we can divert some of our ‘excess power’ to the fight against the impending chaos, leaving some room for the Entropics to grow their own projects.

“The events of the last decades showed us that Entropy itself, while at a disadvantage, is not immune to the judgment of the Old Ones. The excesses of Entropic self-indulgence in setting the scale of destruction to larger than needed were the cause of some of the recent crises and, ultimately, the actions of the Emissary are draining elemental Entropy away from Mystara so, if they want to succeed in increasing their numbers, the Entropics must try harder than before.

“I am telling you all of these things, my beloved, because it is time for mortals to know. You are the first three of many others to whom you’ll relate the tale of the Century of the Omen. Your own wisdom and my advice will tell you who among the many has

the right mind to listen to your tale. Among them, and among you as well, I will chose those who will accompany me in the difficult journey at the heart of chaos.”

“Wisdom is built over truth and we should accept it even if it shakes out previous certainties with the strength of a gale,” replied a still shocked Pemca.

“I will not fail you in the duty you are assigning to me, o Master of Acuity” echoed a pensive Kyck-kyck “I will find the worthy ones and contribute to the propagation of your revelations to the mortal world.”

“I swear memory will not betray me, for the events of this night are impressed like fire in my mind” concluded Japalak, trying to keep a dignified expression on her face “The worthy ones will receive the story word by word, as you related it to this eminent assembly to which we were just humble witnesses.”

“Very well, my chosen” replied Noumena “Now I’m going to send you back to your nests on the three continents of Mystara for a well-deserved rest but, in a short time, I will need your help again to begin our mission. From now on you will be the Speakers of Truth on Mystara. Farewell, my chosen, learn and remember.”

With a last flash of light the mound was empty again, this time for much longer than usual.

TIMELINE OF EVENTS

BC 4006: The alien spaceship the FSS Beagle crash-lands on Mystara, in the Valley of the Ancients, a desertic lowland south of the fledgling kingdom of Blackmoor. The barbarian tribes inhabiting the desertic plains meet at Axmouth and state that the spaceship does not represent a threat. They start raiding and looting the landing site.

BC 4004: Eager to avenge the defeat of his Afridhi followers by the army of Blackmoor, the Immortal Zugzul orders the conquest of the Dragon Hills to stop. He reveals in a dream to his mortal protégè Toska Rusa how to build the Well of the Souls, a powerful artefact which is able to create an alternate timeline where Blackmoor was conquered by the Afridhis. Toska Rusa sends Tenian slaves and Afridhi soldiers in the Barrens of Karsh, where Zugzul told her to build the Well. The area is renamed Tor Kurram by Zugzul; the Immortal foretells that only people 'not yet born' may destroy the artefact. The building of the Well of the Souls causes a series of perturbations in the River of Time that opens a time breach. The breach enables the Comeback Inn - a powerful time machine - to connect the Blackmoor era with the 1000 AC era⁷², allowing time travelling for groups of people from both ages. The Immortals of Pandius are tricked by Thanatos in AC 1005 into travelling to this epoch to monitor the

⁷² Possibly the breach connecting the two epochs moves following the general flow of time, thus preventing travellers from reaching the same point in time twice. So, if the initial alignment of the Comeback Inn connects BC 4004 with AC 999 then the final alignment will connect BC 3998 with AC 1005.

progress of the Well of the Souls. Thanatos produces false evidence that indicates its construction will irremediably alter the spaceship reactor from which the Nucleus of the Sphere will be created.

BC 3998: The Blackmoorians recruit a group of adventurers from AC 1005 in order to circumvent the prophecy of Zugzul. The group manages to reach Tor Kurram and destroy the Well of the Souls, thus ending the perturbations in the River of Time and preventing the alternate timeline from happening in the current reality. The destruction of the Well of the Souls misaligns the Comeback Inn time portal and the BC 4000 / AC 1000 epochs are no longer connected. The Immortals of Pandius coming from the future return to AC 1005 to discover that Thanatos shifted their returning point ahead by one month, in order to have free reign over Mystara during these 28 days.

BC 3990: Ogdoban Treel inadvertently causes the catastrophic explosion of the Beagle spaceship by selling critical parts of its equipment to the Blackmoorians and other people. Rheddrian Benekander manages to limit the effect of the explosion but he is accidentally turned into an Immortal in the process and his essence becomes trapped in a mirror device of the spaceship for more than five millennia. The power system of the Beagle is the only surviving part of the spaceship.

[Unknown date]: An Old One meddles with the Beagle's power system and turns it into the Nucleus of the Spheres, moving it beneath current-day Glantri. The Immortals are unable to detect the exact date of this event, nor to witness the direct intervention

Groups of IMMORTALS INVOLVED in the OMEN of the Old Ones

The Storm in the Vortex (AC 945-946):

COUNCIL OF INTRUSION

KHORONUS
IXION
Nyx
NOUMENA
Djaea

Seekers of the Essence

Drekk
Turmis
LOKENA
BEMARRIS
CAROYAS

LEGEND:

Black = Sphere of Entropy
Blue = Sphere of Thought
BROWN = Sphere of Matter
GREEN = Sphere of Time
PINK = Sphere of Energy

The Olympians Affair (AC 974):

The Olympians

CAROYAS
PATURA
PALSON
LOKENA
BEMARRIS
KYTHRIA
TURMIS

PROMETHEAN TORMENTORS

Nyx
Calitha
ORCUS
BRISSARD

WOLVES of Tartarus

FINIDEL
TOURLAIN
ARNELEE
IIRIC
LORNASEN
PAARLUM
TERRA

The Planar Charm (AC 991- Present):

WARMONGERING TRIAD

CHANATOS
LOLD
ATZANTEOTL

WATCHERS of the INDEFINITE

DJAEA
ODIN
THE GREAT ONE
TIRESIAS

The Nightmare Menace (AC 996-999):

CLIQUE of NIGHTMARE

PHARAMOND
HARROW
MAZIKEEN
HIRCISMUS

CHAMPIONS of the TRIAD

TERRA
UTNAPISHTIM
RAVEN
SHAPER
CARNELLIAN
TIRESIAS
THE ETERNAL GENERAL
MARDWYN
BUGLORE

The Wrath of the Immortals (AC 1000-1009):

RING of FIRE

IXION
VALERIAS
IISUNDAI
ALPHATIA

FELLOWSHIP of the STAR

RAD
RAFIEL
RATHANOS
KA
KOROTILU
EIRYNDUI
VANYA
ASTERIUS

WARMONGERING TRIAD

CHANATOS
LOLD
ATZANTEOTL

WEB of DECLENSION

NYX
ARACNE PRIMA

BROTHERHOOD of the SHADOW

ATZANTEOTL
HEI
ALPHAKS

of the Old One. Between the explosion of the FSS Beagle and the discovery of the Nucleus by Noumena in the IV century AC the Beagle's power system and the Nucleus of the Spheres cannot be traced anywhere on Mystara.

AC 828: Halzunthram is defeated in Glantri and most believe him dead. Instead the mage uses the powers of the Radiance to reach the world of Old Alphatia. There he slowly becomes the leader of the Gammarians, descendants of the Followers of the Air who did not migrate to Mystara. As of AC 1000 he is plotting to destroy the kingdom of Delthar and become the sole ruler of the Star Kingdoms. The arrival of Halzunthram in Old Alphatia enables Alphaks to track the Alphasians on Mystara and reach this world⁷³. This Immortal is the only addition to the ranks of the Sphere of Entropy in more than a millennium. The Entropics give Alphaks a wide grade of autonomy in plotting the demise of the hated descendants of those who exiled him.

AC 945: The Omen of the Old Ones appears in the region of the Vortex corresponding to Mystara and its solar system. The Omen looks like a malevolent humanoid eye surrounded by a huge grey, swirling storm whose ripples menace the disruption of the fabric of magic in this part of the Prime Plane. At the same instant of the appearance of the Eye, Rheddrian Benekander is freed

from the mirror device that imprisoned his essence in the last millennia.

AC 946: The storm in the Vortex related to the Omen is abated thanks to Immortal intervention, but the Eye at the center of the storm does not dissipate.

AC 965: Knowledge of the Polar Openings is brought to the Alphasian Empire through the voyage of Prince Haldemar. The Alphasian arch-mage Black Zama suggests enhancing Alphasian exploration and colonization of northern Norwold and polar regions.

AC 970: Rise of the new island of Alphaks' Volcano from the waters west of mainland Alphatia⁷⁴. It soon becomes the main base of operations for Alphaks' minions throughout the world.

AC 974: The Olympians try to impose the direct governance of mortals on Mystara, establishing a settlement on a mountain in the southern Broken Lands and killing mortals who oppose them. The Olympians are imprisoned by agents of the Sphere of Entropy led by Night, who intends to execute them against the Immortal Law. The Olympians are rescued and severely condemned. Most of their churches and cults on Mystara are removed and replaced with false memories. This operation is made at the expense of Night's own power to punish him for her attempt to kill other Immortals.

AC 975: Corwyn Mauntea and King Thar rise to power in Darokin and the Broken Lands

⁷³ According to "DotE: Player's Guide to Alphatia", page 15 and also "WotI Codex of the Immortals" page 14 Alphaks arrived on Mystara a few centuries ago. Here it is inferred his arrival coincides with the self-imposed exile of Halzunthram.

⁷⁴ According to "DotE: Player's Guide to Alphatia" page 9 the island of Alphaks' Volcano is less than 30 years old as of AC 1000.

respectively after the previous leaders of these countries were killed by the Olympians the year before. False memories provided by the Immortals hide these killings under other fabricated causes of death. The Immortal Lornasen disappears while exploring alone the Stellar Cluster of Goanth. As she did not talk about her destination, and all attempts to locate or communicate with her are impossible, she is soon considered missing.

AC 991: The Planar Charm appears in front of the Eye. It grants to any mortal wearer total invisibility from Immortal view and screening. Moreover the use of its gifts drains power from a random Immortal or Immortal creation, with the adverse effect that the wearer briefly become visible to Immortals. Before the other Immortals are aware of its existence the charm is stolen by Atzanteotl and given to the powerful Alphatian arch-mage Reddican to foster chaos and corruption among the Alphatian mages.

AC 993: The Massacre of Castle Qain. Alphatian Council member Reddican and a dozen of other powerful arch-mages of Blackheart fight and kill each other over the possession of the Planar Charm. In the end the Charm is taken by a humble servant of Reddican, pregnant with the arch-mage's son.

AC 996: Agents of the Clique of Nightmare murder Krugar Khan, Marik of Glevum and Black Zama all of them candidates to Immortality. The murder of Krugar Khan paves the way for the rise of Moglai Khan in the Ethengar Steppes.

AC 998: Mazikeen of the Clique of Nightmare has second thoughts on the murder of mortal candidates and is

incapacitated by Pharamond, the leader of the Clique. An early start of the Great War envisioned by Alphaks, and centered around the rivalry between the Alphatian kingdoms of Norwold and Qeodhar, is defused by a party of Norwold barons led by the Immortals Koryis and Vanya⁷⁵.

AC 999: Alphaks inspires the War of the Crown in Norwold, most of the Thyatian army is dispatched in Norwold and on the Isle of Dawn. Helskir declares its independence from both empires and its ruler is tricked by Alphaks into seeking his 'protection'⁷⁶. A large host of trolls assembles under the leadership of troll leader Grizzok and marches toward Biazzan. Aline, Charek and Dernfara exit the time machine and stop the trolls at the Battle of Shillabeer Gap. Attempted murders of the three heroes by the Clique of Nightmare are averted by a group of Immortals and the Clique is dissolved. Aline, Charek and Dernfara lead some reserve units of the Thyatian army and manage to defeat the trolls. Shortly after they depart again in their time machine.

AC 1000: In Pandius the final confrontation between Rad and Ixion on the correct use of the Radiance lead to the creation of the factions of Ring of Fire and the Fellowship of the Star, beginning the events of the Wrath of the Immortals.

⁷⁵ The events involving Alphaks, Koryis and Vanya are described in module M1.

⁷⁶ According to *DotE* as of AC 1000 Helskir has just declared its independence, moreover it is a staging ground for the Thyatian fleet during the War of the Crown, as per module M2. Protection of Helskir by Alphaks is described in the adventure hook "War Hawks over Helskir" of *DotE* (page 105).

AC 1001: Empress Eriadna of Alphatia organizes a large nighttime airship-borne raid of high-level adventurers led by her own son Zandor in order to destroy Alphaks' Volcano. The raid is largely successful. As a retaliatory measure, Alphaks sends a horde of sea-monsters out of the water and into the city of Aasla, to kill as many as possible⁷⁷.

AC 1001/1002: Empress Eriadna sends a large diplomatic party to Thyatis in order to stop clashes on the Isle of Dawn⁷⁸ and arranges a peace conference between Thyatis and Alphatia⁷⁹. As Helskir declares its independence from both empires a joint Alphanian / Thyatian military expedition and a split of the city between the two empires is organized. The whole population of Helskir is temporarily turned into monsters by Alphaks and is successfully taken by the two armies only after a hard fight. A group of Norwold barons is then sent to the ancient Library of Edairo to collect evidence about past possession of Norwold by Alphatia as the peace talks are being organized.

⁷⁷ These events are described in the adventure hook "Journey to Alphaks' Volcano" on *DotE*, page 105. A suitable location in the timeline is between the War of the Crown in Norwold of modules CM1/M2 and the peace talks in Helskir of module M5.

⁷⁸ Clashes on the Isle of Dawn in AC 1001 between the two empires can be inferred by a comparison of the political borders on the Isle of Dawn between the *DotE* (set in AC 1000) and module M5 (set in AC 1002). These conflicts are also hinted at in the 'Scenario 5' adventure hook of CM1.

⁷⁹ This is the prelude to the events of module M5 while the following events are described in the "War Hawks over Helskir" adventure hook (*DotE*, page 105).

AC 1002: Nyx / Night attempts to sabotage the peace talks ongoing in Helskir between the Empires of Thyatis and Alphatia over the fate of Norwold and surrounding territories. A party of adventurers led by Koryis manages to foil Night's plot and banish from Mystara (likely for a limited amount of time) his ally Aracne Prima. Following this stroke the Great War is briefly averted, while Night loses his status as full hierarch of the Sphere of Entropy, substituted by Thanatos.

AC 1004/1005: Thanatos sets in motion his long-planned plot to stir the minds of the mortals of Mystara by corrupting the light of the Hollow World and by partially awakening some of the Great Annelids paralyzed in the depths of Mystara's crust. He even manages to trick the rest of the Immortals into reaching the past of Mystara to check alleged modifications to the source of the Radiance. In this way he cuts a whole month in which he is the sole Immortal active on Mystara, having bested the Immortal Asterius who was placed as a guardian of the return point in time. During the Month of Thanatos the Great War is fully unleashed as the Empire of Alphatia declares war on Glantri, the Empire of Thyatis declares war on Alphatia and the Master of Hule invades Sind. Once discovered, Thanatos flee into the forbidding external plane of the Nightstorm, but he is defeated and brought to Immortals' trial by a group of mortals temporarily imbued with Immortal powers. Following the trial and the loss of power in the Nightstorm Thanatos loses full hierarch status, substituted by Hel.

AC 1009: At the end of the events of the Wrath of the Immortals mainland Alphatia is broken by earthquakes and sinks into the waves. An Envoy of the Old Ones disables the

artefact used by Rad to destroy Alphatia and exiles both Ixion and Rad. He then alters the Nucleus of the Spheres so that the device removes Entropy from Mystara at a constant rate. At the same time of the intervention of the Emissary the ancient Immortal Gareth is released from the Vortex by the Eye; Loki is on watch duty on the Omen and is the only witness to the event, which he keeps to himself.

AC 1010: An exploration party of diaboli reaches Mystara from the Nightmare Dimension. They originally appear in Ierendi but later manage to persuade king Ericall to settle in Norwold, guarding a magical gate north of Regents' Pass. This is part of the revised and sanctioned project of Pharamond to foster new Nightmare candidates to Immortality, this time under the patronage of his old mentor Razud.

AC 1011: Gareth, the Returned from the Vortex, first shows himself and starts building a followers' base in the land of Sind, where it is easier to establish a new cult. He promotes a new way in the relationships between mortals and Immortals, to prevent further manipulations of mortals by scheming Immortals.

AC 1014: Lornasen returns back from the Stellar Cluster of Goanth reporting that chaos is now the dominant element in that region and that a tendril of such chaos is moving toward Mystara, attracted by the unbalance of the elements caused by the Nucleus of the Spheres' drainage of Entropy.

AC 1015: Noumena's plea to the Old Immortals of the Good People. They agree to help her against the approaching chaos and

recreate part of their ancient Immortal identities by sending into slumber one in ten of their mortal incarnations.

AC 1045: Expected date of full encroachment of Mystara solar system by the tendril of chaos. It is widely suspected it will happen exactly 100 years after the appearance of the Omen of the Old Ones in the Vortex.

THE OLD IMMORTALS AND THE GOOD PEOPLE

According to supplement PC1 (*"Tall Tales of the Wee Folk"*) the Good People are the reincarnated spirits of ancient Immortals who existed when the Multiverse was governed by chaos and a single Sphere, called the Sphere of Integration, opposed the dominant entropic forces. When the Multiverse shifted to the current arrangement of Powers the old Immortals of Integration, who fostered the birth of the current world and encouraged the ascent of modern Immortals, decided to disperse their own essences in the mortal world, creating the races of the Good People. As it is part of an Immortal being, a member of the Good People never truly dies but, simply, reincarnates in a new body after a proper amount of time.

In this article it is assumed that every race of the Good People is actually made up of the mortal 'shards' of a single Old Immortal, carrying the same name of the race it gave birth to. So, for example, a single flitterling is nothing but a tiny fragment of the soul of the Old Immortal Lord Flitterling. Compare it

with the rule of creation of an avatar described in the Immortal Set and in WotI, only multiplied a thousandfold, with each avatar having a thousandth of the average power described in the rules.

This change explains the somewhat odd circumstances in which currently on Mystara there are thousands over thousands of the Good People and only a few hundreds of 'new' Immortals, which are listed in WotI and in the fan-made Codex Immortalis. The assumption is that instead of a single ancient Immortal becoming one of the Good People, they instead split their power amongst thousands of newly formed individuals.

Some of the Old Immortals of the Good People are (but the list is not limited to them): Lady Pixie, the three Lord Imps (Garden, Wood and Bog), Lord Leprechaun, Lady Nixie, Lord Flitterling, Lord Pooka, Lord Brownie, Lord Mandrake, Lady Woodrake, Lord Coldrake, Lord Shargugh, Lady Coltpixy and Lady Sprite.

Usually a single member of the Good People is not aware of being part of a single Immortal and thinks of itself as an individual, albeit odd effects could arise if two members of the same race join their magical power. Moreover, a member of a race of the Good People will never intentionally kill another member of the same race. A single member of the Good People may also acquire power and status (thus explaining the kings and queens of the fairy folk) but this power is either gained at the expenses of some dead shard of its own kin (i.e. a 'king' retains the powers of a few 'commoners' who merged with him when they 'died') or they are taken from the surrounding world (thus explaining

the gain of experience of Good People PCs in the PC1 supplement). As the Old Immortals are not actually seeking new power most often than not such extra power gained by an individual is discarded back to Mystara when the individual dies.

Under rare circumstances, such as the summoning ceremony in the Mound of the Sleeping Stones, it is possible to reassemble part of the consciousness of the Old Immortal. When the Old Immortal is awake a small part of his individuals (possibly one in a hundred) is put into a deep slumber and nurtured by the others of his kin. Those 'chosen' for the 'sleep of the Immortals' awake anew when the Old Immortal conscience disperses again and they may retain some fragmented memories of the actions taken by the Old Immortal when he was awake.

THE MOUND OF THE SLEEPING STONES

This is one of the few places on Mystara where the Old Immortals keep haring. It is located deep in the Great Olde Woode, and it is known also as 'the Everwood', because the forest surrounding the sacred Mound has always been there irrespective of the cataclysms that affected Mystara over the ages.

The Mound of the Sleeping Stones is located some 30 miles north of the camp of Foredhon⁸⁰, in a place where the forest is

⁸⁰ See the [continental map of Brun](#) at the Vaults of Pandius for a fan-made reference location of the Great Olde Woode and Foredhon.



THE MOUND OF THE SLEEPING STONES

thickest and unsettled by civilized races. The mound is on the top of a 5 mile-wide hill surrounded on three sides by a meander of the deep and turbulent river Elkinn. The eastern side is the only one which could be reached without crossing the river. Here the hills rise abruptly in a steep and towering peak a half mile high which overlooks this part of the forest and acts as a reference point for those wishing to reach the sacred place.

The Mound is defended by many servants of the Old Immortals (treat them as exalted beings) with their progeny (who are instead common creatures). They are in charge of repelling thieves and hostile beings and they allow access to the inner circle of menhirs only during the Hearing Day of the Good People, which happens on the seventh full moon of every year. Only those deemed of peaceful intent and with proper gifts for the Immortals are allowed to enter. The pilgrims are usually commanded to leave by the next morning.

Sheafeash, an exalted agarak is in command of the ring of her scions who surround the mound at a distance of about a mile.

Gorom is an exalted dire wolf who patrols the thick forest with his pack, up to a distance of 15 miles from the Mound.

Lophasia is an exalted gargantua⁸¹ (a giant fish resembling a carp) who roams the Elkinn river with her school up to the borders of the Great Olde Woode.

Rarcheak is an exalted Roc who resides on top of the northern peak and patrols the skies with his flock to detect potential menaces and swiftly take care of defilers.

No more than a single group of pilgrims is accepted at every audience. If more than one group shows up at the same time, then only the first which manages to pass the scrutiny of the guardians is allowed to enter. Two groups with different agendas could merge before meeting the first guardian. A maximum of ten people is allowed in the Mound at the same time.

Once accepted by the guardians the pilgrims must reach the center of the mound before sunset, a clearing in the thick forest surrounded by a few dozens of menhirs. Many of them are broken, half buried or covered with vegetation to the point that some of them are not recognizable as sacred stones. These correspond to Old Immortals long forgotten, disappeared from Mystara or who do not have a high representation of avatars in this part of the world at this time. Nevertheless some 15 - 20 menhirs are in good shape and easily recognizable. With the proper knowledge of Good People traditions it is possible to associate each of these

⁸¹ See AC9: "Creature Catalogue" page 16 for a description of this creature.

MOUND OF THE SLEEPING STONES AND SURROUNDINGS (Great Olde Woode Area)



N



Scale:



miles

The gift must be a single item, extremely precious (at least 250,000 GP⁸²), of exquisite crafting and, if possible, possessing some magical powers and at least a minor curse⁸³. It is possible to try to summon more than an Immortal at a time, although the number of gifts increases in proportion.

Before their appearance, the summoned Immortals will secretly evaluate the soul and the motivation of the leader and of the rest of the group and, if displeased, they will not show up. Any gift will disappear when the moon reaches its zenith and will be stored in the great subterranean chamber of treasures that stands below the mound. At this point the

menhir to a specific race and to the corresponding Old Immortal.

Also before sunset the pilgrims wishing to summon a specific Old Immortal must place their gift on the corresponding menhir and their leader must pronounce a short, ritualistic plea in the language of the race of the Old Immortal which should also include the broad reason for the audience (i.e. a request for help, advice, lore, and so on). The member of the group who first pronounces the plea is the one who will be identified as the leader of the group by the Old Immortals.

⁸² According to the *DotE DM's Book*, page 109, an audience with the Emperor of Thyatis would cost some 100,000 GP while, according to *WotI (Codex of the Immortals, page 43)* in the first, short meeting between a mortal candidate and its potential Immortal sponsor, the mortal candidate should bring a gift worth at least 25,000 GP. So the price asked by the Old Immortals to speak with them for a few hours is not so high.

⁸³ The curse reflects the chaotic nature of the Old Immortals, who think the gift is more 'interesting' if it possesses some kind of limitation in its use. The curse is usually a single penalty or handicap of the same type of those occurring on Immortal artefacts (see *Master Set rulebook*) and will never lead the owner of the object to commit actions opposite to the subject's original nature.

group is usually banished from the Mound by the guardians.

If the petitioners are deemed worthy - when the full moon is at its zenith - one or more of the summoned Immortals will appear. At the same time all gifts will disappear from the menhirs they were placed on and magically be transferred into the subterranean treasure room. This applies also to the gifts placed on stones of Old Immortals who decided not to show up. An eerie green light covers the whole clearing, preventing any view from the outside. Any speech or noise from the inside is also shielded; moreover it is impossible for mortals to cross the boundary of the green light, even with magic more powerful than a wish. The exalted guardians are free to cross the green light boundary if asked so by the Old Immortals.

The Old Immortals will emanate the same awe-inspiring aura surrounding 'standard' Immortals; the broken and derelict menhirs usually shield part of this aura so the petitioners might prefer to stand in these places. A mortal who tries to bear the effect of the Immortal aura during the conversation is much appreciated by the Good People.

The Old Immortals will usually start the conversation by asking the pilgrims to narrate the story which lead them to the Mound, often interrupting with their own questions and caustic remarks. Only after the tale is finished the Old Immortals will start answering the question of the petitioners, their mood greatly influenced by the story they heard and by the way it was narrated.

Depending on the subject of conversation the Old Immortals may answer with riddles

and cryptic messages, or provide a clear explanation, or jump from one style to another. Irrespective of the style of conversation, the Old Immortals will never lie to the petitioners.

At the end of the meeting a particularly worthy or needy mortal may be gifted with one of the treasures taken from the subterranean chamber with some warning about the curse placed on the object.

The Old Immortals will disappear no later than the next dawn, albeit they may chose to end the audience at any time. There is no limit to the number of visits to the Mound a mortal may take in the following years but, if the subsequent meetings are made for petty subjects the Old Immortals will stop showing up and will instruct their guardians to shoo the nuisances on sight.

History of the Neathar Pantheon

by Giampaolo Agosta
(Agathokles)



FROM
THE VAULTS
OF PANDIUS



Assembly of the Gods

INTRODUCTION

The goal of this article is to provide a history of the evolution of the Neathar pantheon from its origin to the modern times, employing information that is known from the canonical corpus (e.g., the Hollow World and Wrath of the Immortals) as the starting point, but filling the gaps in a coherent way that mimics what is known about similar pantheons in the real world -- i.e., the Indo-European ones.

To this end, we will adapt an existing model of the Indo-European religions, the *trifunctional hypothesis* proposed by Georges Dumézil in the 1920s and 1930s. A summary of this theory can be found in

several of his books, such as “Les Dieux indo-européens”¹.

For the purposes of this work, it is sufficient to note that Dumézil essentially recognises three main divine “functions”, corresponding to the three social classes: priests/magicians/rulers; warriors; and producers of wealth, in several Indo-European religions. He relates these three social classes to the “three estates” -- *oratores, bellatores et laboratores* of Carolingian Europe. While the extent of this

¹ Unfortunately, few of Dumézil's works have been translated into English. It is however possible to find recent translations of several of his books in Italian, Spanish and German, besides the original French editions.



Table 1: The Three Functions

Function	Subfunction (a)	Subfunction (b)
1. Knowledge, Rulership	Kingship, Wisdom, Wizardry (and Trickery)	Law, Order, Justice, Kin/Race
2. Fighters, War	Strategy, Battles, Lightning	Combat, Duelling, Thunder
3. Protection, Service	Healing, Growth, Birth, Protection	Wealth, Crafts, Trade

match is debatable, and likely influenced by Dumézil's own political views, its accuracy with respect to the real world is luckily irrelevant for this discussion - as we are dealing with a fictional world, we can reverse the process and create Mystara's reality from the model.

To clarify the structure of the trifunctional hypothesis, Table 1 shows a grouping of portfolios along these lines. The contents of the table are somewhat simplified with respect to the trifunctional hypothesis as stated in Dumézil's work, in order to fit with the needs of Mystara. In particular, each function is clearly subdivided into two sub-functions (a) and (b). This is only partially present in the original model, since most Indo-European religions, for example, only have one main god representing the second function, and gods of the third function, while appearing in pairs, are generally very similar (either twins or a male/female pair). The division does, however, hold in the case of the first function.

In Dumézil's work, figures like Odin, Tyr, Zeus, Varuna and Mithra fall into the first function. More precisely, Odin would cover function 1a while Tyr would cover function 1b. Thor and Indra would cover the second function, and Frey and Freyja, Njordr and the Dioskouroi would fall into the third.



Odin

In the rest of this article, the basic hypothesis is that the Neathar pantheons closely match the common features of the Indo-European religions, as described according to the trifunctional hypothesis and simplified as per Table 1.

A TRIFUNCTIONAL MODEL FOR THE NEATHAR PEOPLE

Having set our model, we now need to collect the existing data from the canonical corpus, and see how well the data matches the model.

The main, better known people of True Neathar origin are: the Ranax of Robrenn; the Eusdrians; the Heldanners and Antalian; the Thyatians and Ispan peoples; and the Traladarans and Milenians. However, the Traladaran pantheon is too recent, as all the named Immortals date back to the Beastman War of 1500 BC. Therefore, it provides little insight on the Neathar religion, and we need to discard it from our analysis.

Tables 2 and 3 show the main Immortals in those pantheons, by function. We first discuss the Ranax, Eusdrians, Heldanners and Antalian, leaving Thyatians and Ispans, with their more complex history, to a second stage.

The Antalian Pantheons

The Antalian and their direct descendants are based on the real-world Scandinavian, Germanic, and Celtic peoples. As such, they follow the model quite closely.

We can easily see that Odin, Thor, and Frey and Freyja feature quite prominently as 1a, 2b, and 3a respectively. This is even more evident when we remove external influences, such as the elven and dwarven Immortals present in the Eusdrian and Robrenn pantheons (likely as a result of the presence of large numbers of dwarves and elves in those nations). Elven and dwarven Immortals are marked in *italic* in the table.

Other Immortals must be recent additions, simply because they are relatively young themselves -- in particular Zirchev (present as Leug in the Robrenn pantheon).

Some noteworthy elements are the lack of a dominant power in the 1b function (the "Lawgiver", so to say) and the presence of

Table 2: Pantheons: Eusdrian, Antalian and Robrenn

Function	Eusdrian	Antalian	Robrenn
1a	Viuden (Odin), Eirys (Eiryndul)	Odin	Leug (Zirchev)
1b	Tiuz (Ilsundal)	Forsetta (Forseti)	Breig (Ordana)
2a	Fredar (Frey), Fredara (Freyja)	Odin	Taranos (Odin)
2b	Donar (Thor)	Thor, Skuld	Tuatis (Thor), Arduinna (Diulanna)
3a	Eirys (Eiryndul), Fredar (Frey), Fredara (Freyja)	Frey, Freyja, Spooming Nooga (Protius)	Belnos (Asterius), Cernuinn (Faunus), Breig (Ordana)
3b	Kagyar	Volund (Wayland)	Belsamas (Kagyar), Belnos (Asterius)



Thor

Odin in the second function (as the “Strategist”, although this role is sometimes taken by Thor instead).

From this analysis, we can derive an Antalian and Dunharian pantheon, composed of:

1. Odin
2. Thor
3. Frey and Freyja

However, this pantheon cannot date back to the Blackmoorian age simply because of these, only the Immortal Odin existed at that time. We need, therefore, to look further in our quest for the Neathar pantheon.

The Thyatian Pantheons

When we look at the Thyatian pantheon, in Table 3, we can see that there are many Immortals involved in the three functions. This may lead us to think that Thyatis is not a good match for our model, but a look at the history of the Thyatian religion provides a rather different picture.

Indeed, many Thyatian Immortals are relative newcomers, brought around by the Thyatian Empire’s expansion in Ochalea, Traladara, the Pearl Islands, and the northern coast of Davania. Once more, these “spurious” Immortals are marked in *italic* in the table. Comparing what remains with the Ispan pantheon of the Savage Baronies gives us an insight into the “native” Thyatian pantheon:

- (a) Ixion, (b) Tarastia
- (a) Vanya, (b) Thor
- (a) Valerias, (b) Asterius, Protius

However, Vanya and Tarastia are certainly recent additions, as both were probably added to the pantheon after the Nithian age. Also, Ixion is almost certainly not a native Neathar Immortal - he is not in the Dunharian or Antalian pantheons.

We need, therefore, to have a look at these Immortals in greater detail.

Tarastia and Khoronus

Tarastia fills a 1b slot (a “Lawgiver”), and is certainly a recent addition - she appeared as an Immortal after the formation of the Empire itself. An interesting option is that Tarastia replaced, in Thyatis, an earlier Immortal that had been part of the pre-Blackmoorian pantheon (the Skandaharian

Table 3: Pantheons: Ispan and Thyatian

Function	Espa	Thyatian
1a	Ixion	Ixion, Odin, maybe Khoronus
1b	Inquisitor (Vanya), Judge (Tarastia)	Tarastia
2a	Inquisitor (Vanya), General (Thor)	Vanya, Halav, Korotiku
2b	General (Thor), Milan (Mealiden)	Thor, Diulanna
3a	Valerias, Milan (Mealiden)	Valerias, Koryis
3b	Ambassador (Masauwu), Ixion	Asterius, Kagyar, Protius

one), but did not take on the same role in the other pantheons (Antalian and Dunharian).

Verthandi is a good candidate for this role. It can be supposed that Verthandi was the 1b Immortal in the Skandaharian pantheon, and when she left, Khoronus was not strong enough to take over all of her portfolio -- he limited himself to the "Time" aspect, and his place in the pantheon was taken by others.



Khoronus

Vanya

Vanya is another young Immortal, dating back to circa 500 BC. Note that in many Antalian pantheons, Odin covers both the 1a and 2a roles. It can be supposed that he originally covered 2a in proto-Thyatian pantheons as well. Then Vanya took over, as she was very active - she still seemed intent on a campaign against the Norse pantheon as can be seen by her sponsorship of the Heldannic Knights colonization (and conversion) of the Heldann Freeholds first, and of Norwold later.

IXION, ASTERIUS, AND VALERIAS

Ixion has a Milenian name, and Milenians could certainly have inherited his worship from Traldar, who got it from the Nithians, who in turn were half-Oltec. It is therefore likely that the Milenians then transmitted Ixion's cult to the Thyatians. Ixion already had powerful allies in the pantheon (Valerias, and perhaps Asterius), so it was not too difficult for him to take over, in time, the 1a function from Odin (also, Odin was probably more interested in other nations).

Regarding Asterius, if he was worshipped in Taymora, and the Neathar in what is now Thyatis, he must have been in contact with

the Taymoran priest-merchants of Asterius. Then, Asterius took over part of the 3b portfolio, and helped pave the way for Ixion.



Valerias

Valerias, on the other hand, might have been a very ancient member of the pantheon - she is not a patron of the Oltecs or Tanagoro, but she is an ancient Hierarch. She also has a good reason for not appearing in the modern Antalian/Dunharian pantheons - Odin probably tossed her out when she helped Ixion's takeover in Thyatis.

Thor, Frey, and Freyja

These Antalian Immortals were probably allied with Odin, who brought them in the Antalian pantheon to strengthen his position when he saw that Verthandi's heir, Khoronus, was not yet strong enough to defend his portfolio.

Protius

Although he appears in several pantheons, Protius seems to be another relatively recent addition. He appears only in a minor role in

Vestland, as Spooming Nooga, and in Thyatis (but not in the Ispan pantheon). Protius is not very interested in land-dwellers, so it is likely that he only recently (but still before 1AC) took interest in the Thyatians and/or the Antalians. It can be supposed that he appeared in the times immediately after the fall of Taymora, perhaps in the Nithian pantheon, and then in the Antalian and Traldar pantheons. The Thyatians then received him from their contacts with Nithians and Milenians.

CONCLUSION

Probably, in the old pantheon, only Valerias, Odin and Verthandi were present, each covering one entire function. It was Odin's idea to create sub-functions for less powerful Immortals to hold, thus strengthening his overall control over the pantheon. Since Odin also covers part of the second function, Valerias only appears as a third function Immortal, and Verthandi was certainly a first function Immortal, we can hypothesize that the original pantheon had Odin covering the



The Skandaharian Pantheon

role of war-leader. He then took over Verthandi's function, by adding to his portfolio the areas of knowledge, rulership and wisdom. This might be described in some myth, like Odin's acquisition of magic, wisdom and knowledge by self-hanging and by trading one eye in exchange for wisdom in the real-world Norse myths.

Based on the above discussion, I would guess the original Neathar pantheon included the following Immortals:

1. **Verthandi**, patron of time, law, rulership, and perhaps also magic (especially divination);
2. **Odin**, patron of war, strategy and lightning;
3. **Valerias** (probably as Frigga), patroness of fertility and defender of the common people (a portfolio she keeps to the modern day in Thyatis).

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- G. Agosta and G. Caroletti, [“Taymora, Land of the Dead”](#), *Threshold Magazine* Issue #12.

**ATLAS of the
ELEMENTAL PLANES**
[continued from page 34](#)

APPENDIX: REFERENCE MATERIAL

[“ystara's Inner Planes”](#) by Håvard from The Piazza posted 15 August 2016.

[“Plane of Water”](#) by Håvard from The Piazza posted 27 July 2016.

[“Plane of Earth”](#) by Håvard from The Piazza posted 26 July 2016.

[“Plane of Air”](#) by Håvard from The Piazza posted 19 July 2016.

[“Plane of Fire”](#) by Håvard from The Piazza posted 16 July 2016.

[“Mystara's Outer Planes”](#) by Håvard from The Piazza posted 5 September 2016.

[“Entrem - Plane of Time”](#) by Håvard from The Piazza posted 27 January 2017.

[“Plane of Limbo - Realm of the Dead”](#) by Håvard from The Piazza posted 13 January 2017.

[“The Feywood: the Plane of Fairie”](#) by Håvard from The Piazza posted 30 December 2016.

[“The Demi-Plane of Bastion”](#) by James Ruhland

[Hypertext D20 SRD: Planes](#)



STORIES OF MORTALS AND IMMORTALS

AN EXTENSIVE VIEW ON CHURCHES AND CULTS IN MYSTARA

by Francesco Defferrari (Sturm)

INTRODUCTION

The purpose of this article is to give more depth to the Immortals and the religions of Mystara, and to the mortals who follow them. Even if the original D&D edition had two boxed sets dedicated to Immortals (the “Gold Box” *Immortals* set¹ and the “*Wrath of the Immortals*” boxed set) and a fundamental fan work (The “*Codex Immortalis*” by Marco Dalmonte²), the matter is so vast that it was just outlined more than detailed. The two canon sets had more than 100 pages each on Immortals, artifacts, rules and planes and the *Codex Immortalis* has about 400 pages on Immortals, artefacts and pantheons, but all this material is focused on the descriptions of single Immortals and their powers, rules, domains, artefacts, paths to Immortality,

other planes and dimensions, Immortal organizations, religions and pantheons.

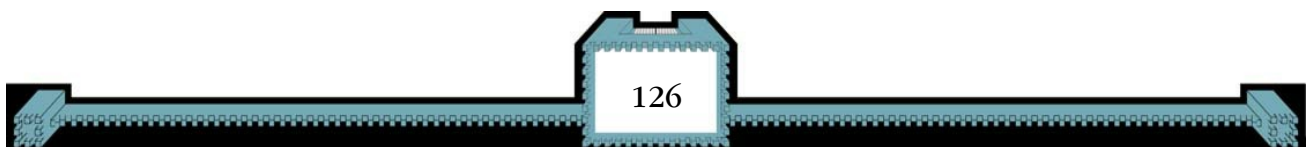
This article will focus on the mortals of Mystara who are, in most cases, the ones who act on the material world on behalf of the Immortals, trying to do their will.

As it would be impossible to examine the actions of the many women and men who serve the many Immortals of Mystara in a few pages, this article will show just some of them in a moment of their lives, hopefully providing inspiration for Dungeon Masters who have to imagine the actions and agendas of the Immortals and their servants on Mystara.

Not all the Immortals mentioned in canon products are present in this list but the ideas presented below could easily be used in gameplay for any Immortal the DM may wish to use.

¹ Available in pdf format at the [Dungeon Masters Guild](#)

² Available at the [Vaults of Pandius](#) in both Italian and in English . See also the [Immortals section](#) in the Vaults



Numbers of faithfuls, clerics and paladins by nation

In the Real World the percentage of the population who consider religion important varies greatly nation by nation, from almost 100% (Ethiopia) to 16% (Estonia). There is also great variation in polls about people who declare they do not believe in any god or follow any religion, with percentages from 1% to 30% and over. Maybe more indicative is the percentage of people actually attending churches, which varies from 87% (Nigeria) to 8% (Russia). In a fantasy world with existing Immortals, it is probable that a true atheist would be rare, but there will still be a relevant number of people who do not care much about religion and Immortals. Given the number of Immortals in Mystara, religion will also be quite divided, and there will also be a small number of people secretly following Entropic, anti-social Immortals.

To provide DMs possible guidance to calculate the number of followers an Immortal may have, see the examples in Tables 1, 2 & 3 in the Appendix to this article

The Stories as told by Mortals. . .

A special captain (Ahmanni)

Adair was just a trader, he still thought of himself this way even now, with his own armed ship sailing the seas from Thyatis to Sind. There was nothing special about him, a Darokinian captain like many others, trying to save his cargo and his men day by day, and making a good profit if the winds and the markets were good. Except for the Whale Bone he kept under his clothes. Few knew about it among the crew and friends. The Bone was roughly shaped like a female figurine, but with hardly any detail. But with it, he could go anywhere in the territories of the Turtle clan, and ask anything. And all the Turtle people knew him by now as the Waverider. Since the day when Lady Ahmanni saved him from drowning, Adair has been her agent in the fight against the Tiger clans. He supplied weapons, he moved spies, he saved slaves. Anything. Because no one knew, but Adair's life was now pledged to the Turtle Lady.

The Envoy (Al-Kalim)

Most of the inhabitants of the Known World did not even know the place existed, or had heard of it only in legends. But the Prophet has been there and now he has guided his faithful Ghufuran to that place too. The people of Arypt were not much different from the people of Ylaruam, in language, appearance and customs. At least some of them. In Arypt there were many people, from lizardmen to black men to rakasta, and

many languages and customs. But Ghufran was optimistic about his mission. He was making good progress with the chiefs and their ships were good. Once, he was a bad man. No, he was an evil man. But this was his atonement. He would soon lead a fleet to the north, providing the Emir much needed allies against the infidel Thyatians.

The Blind Man (Alphaks)

It was incredible that she survived the Wrath of the Roaring Demon. The witch just could not stay dead. But Mesram was about to remedy that. He begged for bread and coins on the streets of Jafiria, these days. Most people ignored him. Some looked at him curiously, wondering if he was too stupid or too poor to find a magical cure for blindness, or if he was just faking it. A very few stopped to give him some money, and on very rare occasions, even offering advice about his condition. But Mesram knew he could never regain his sight in this world. But it did not matter. He was here to study the Palace and find a way to gain access to it undetected. Once inside, he would use the Rod during the Shadow time, and call forth the Sleepers under the earth. Then he would find the witch and this time both she, her cursed empire and her cursed people would stay dead!

The Little Girl (Alphatia)

“So, it’s a little girl who can draw pictures” the Thyatian captain said.

“Not just pictures - the sergeant replied, nervously - they move if you look at them for

a while. They say her pictures can give harmony and peace. People says she is an avatar of The Lady”.

“By people I suppose you mean the Alphatian subjects and by Lady I suppose you mean their namesake immortal. So this girl is really a tool of the rebels, and we should arrest her”.

“Sir, maybe this is not very wise. The Alphatians really love her, I mean”, the sergeant replied feebly.

“They must learn we are the ones who rule now” the captain replied curtly.

The sergeant tried to say something, but he knew he could never persuade the man to listen. Many of his men were going to die today. If the Immortals were merciful, maybe the captain too.

The Thief (Asterius)

Llyr had the Papers in his hands, he had removed all the traps and retraced his steps back to the garden wall. He had succeeded! Now his family’s caravan would be able to reach the mythical kingdoms beyond the Adri Varma fearing no attacks, and quite some richness would shift from the most important family of the city to them. It was



Asterius

exhilarating. He was careless. He saw the crossbow first, the smiling captain holding it, then he heard the snap. He had no time to think he was going to die. The bolt hit him squarely in the chest. Llyr fell over the wall, to the outside.

The captain called the other guards and exited the gate. Alive or dead, he would take the thief and bring him to the magistrate, to prove how inviolable the great Merchant House he was proud to guard actually was. When he reached the street however there was no trace of the thief. The captain watched the cobblestones, befuddled and incredulous.

Llyr was a couple of streets away, kissing his steel moon medallion which stopped the dart. The Moon Prince clearly was amused by him, and Llyr knew he should use this favor to the most gain of his House.

The MANNEQUIN (Atruaghin and Atzanteotl)

Among the peasants of Almarron the stories said they were once citizens of proud and strong empires, destroyed long ago by humanoid invasions. Now they were mostly subjects of the Espan lords and knights. They had named him Miguel, but he preferred his original name now, Mitzinn. He was a priest now and he no longer feared any lord or knight. Since when Lord Atruatzin appeared to him he had become a symbol of hope for his people.

But now he was pursuing something else, a man descended from the ancient Oltecs like himself, a son of the people who was

becoming powerful and famous. But Lord Atruatzin had sent a dream to him, with a warning about the dangers of this man, who had chosen to serve a dark Immortal, the sworn enemy of his patron. The man was going around, village by village, from Guadalante to Saragòn to Cimarròn, saying he had found a powerful artefact. Some said it was the Mannequin, the famed statue of Ixion. Mitzinn had not much love for the sun god, once the patron of his people, but whom had clearly sided with the Espan invaders many years ago. Yet the omen sent by Lord Atruatzin suggested this man should not have any artefact. He had finally tracked him down in a tiny village north of Paso Dorado. He was apparently arranging for a guide to the north, claiming he could persuade the Gosluk goblins to side with his cause with the power of the artefact. He had already found men desperate, gullible or avid enough to help him.

But he had not accounted for Mitzinn and his patron in his perfect plan.

Mograh (Bagni Gullimaw)

For too long a time trolls were contained or even defeated by humans. This was because they were stupid and did not exploit their strength and their powers as they should have. Mograh knew this now, since her patron had lead her to drink the water and she had given the water to drink to others. Now they were less stupid too. Now they understood they should always bring water with them to extinguish the humans' nasty fires. Now they were ready to take all the Trollheim hills back.

The Black Morningstar (Bartziluth)

Atrukh was a runt, as a whelp, and only his mother, who was a powerful shaman, had saved him from death. She knew he had a destiny, even if Atrukh realized this only recently, as her mother was killed by humans long ago. Atrukh was not sure why he had received such gifts, but he surely knew how to put them to good use. He came out of the cave in the Mengul mountains, to where thousands of bugbears, chiefs, warriors and women, had gathered.. Hobgoblins, thouls and goblins were also present in large numbers. All wanted to see Bartziluth reborn. When Atrukh came out wearing the Shining Armour and raising the Black Morningstar, the astonished silence was soon followed by a huge roar. Atrukh smiled. He would soon lead the army south, and raze to the ground the castles of the damned knights.

Akhuna (Bastet)

Since she had departed Thothia to travel with her adventuring companions through



Human praying to Bastet

the Isle of Dawn and Alphatia, Akhuna had learned much about the world beyond the prairies where she grew up. She had paid homage to Bastet since she was a pup, but she could not say she ever was a very religious rakasta. So finding the Claw in Arypt had been a real surprise. And hearing the voice telling her to travel to Southern Brun, even more so. Somehow, the goddess chose her. She did not know why, but she was willing to follow the dreams. Her companions had accepted it. She was not sure if they were just in awe of an Immortal leading them, or they just hoped for some great reward. But they were sailing to Brun.

The Prophetess (Bemarris)

It was unheard of, a priestess of the Dragonslayer calling for peace and even alliance with the Kingdom of Dragons. Most clerics indeed had refused the whole idea. They had come to the gathering, nevertheless, because they wanted to see the upstart priestess ashamed and defeated. But she dared to call for a Trial by Arms with the High Priest. He had accepted gravely, just because he was sure to win, and thought this was just a way for their Lord to tell them something. When he fell and was unable to regain his feet, he could not believe it. He thought she was some trick of one of the dragon gods, but then he heard the voice. All heard, clearly.

“Once Norwold was besieged by dragons and we fought them and contained their immense strength. But now they are not invading us. The invaders are the followers of Vanya and the Church of Idris, and we cannot resist them without allies. You will

follow her, as I command”.

The High Priest looked at the Prophetess and bowed to her, and all did the same.

The Merchant (Benekander)

“What’s so special about this man?”, Gwin asked his friend in the dark street.

“He says men and women should be free and equal, and many other things. He blames the Immortals rise to power for accidents and ambition, and they do not deserve worship”, Yuri said enthusiastically.

“So?”, Gwin replied with much less interest, “the Immortals and the big merchants are still our masters here and what can we do about that?”.

“Just listen, and you will understand!”, Gwin said, leading his friend inside the house.

The Thief (Brissard and Talitha)

She wrapped the silk scarf around his neck, coming closer and closer. Her perfume was not too strong, but he found it intoxicating nevertheless.

“I just need the jewel”, she said in a whisper, “you know I never ask for riches or power or anything else. But this jewel has a magic I desire, and you can obtain it for me. It is not so great a price to pay for all that I have done for you”. She smiled and he nodded sheepishly, completely enthralled. Soon the wizard was on his way to get the jewel.

Once alone, the thief opened her small altar with the magical statues of her patrons. The plan was coming into motion and soon she would be ready to strike.

The Sage (Coberham)

Bjorn thought the halfling was a bit mad, even if the other halfling and his human companions said he was a sort of powerful, wise wizard. They had been travelling in western Norwold for weeks, exploring old caves and forgotten ruins, often containing nasty inhabitants, and to Bjorn, it seemed all this effort had accomplished nothing.

Now they had reached a sort of altar, deep inside a cave, driven away some damned rust monster which ruined Bjorn’s best sword and the halfling was getting all excited.

There was a strange black cup and from it came even stranger black flames which emanated cold and not heat. Maybe the halfling was a sort of wizard, Bjorn thought.

The Song (Cochere)

No one had ever heard such music before in that city, or maybe in the world. When the strange bird-like creature had come inside the inn, half the patrons had risen, weapons in hands, while the other half just stared in amazement. Lara was a wizard and was confident that she could resist charms and illusion, but the song seemed nothing of the sort. It just quietened everybody, and in the meantime narrated a story. A story about a people in danger and an evil warmonger chief who wanted to steal their secrets to use

against innocent people. Lara really lost the details, but when the bird creature came to them she only had to look once at her companions to see they were eager to help her.

The Little Man (Cretia)

Otto had always been good at his job. He was a legend on the eastern border, famed because he had captured so many heretics against the Light of Rad and Ethengarian spies. But this little man was driving him crazy. He apparently had only a stick and was dressed in yellow, with a funny, floppy hat. Yet he always managed to disappear into thin air and shame he and his men.

He could not permit this anymore. The moment before Otto was thinking this, and a moment later he was hanging upside down, he did not know how.

“Big wizard is catch now”, the grinning little man said in front of him. Otto immediately began to move his hands. Then the stick hit him.

The Priestess (Danel)

The dream had been clear. The sign had been clear. The proofs have been irrefutable. The priestess has called all the most important clerics of the cities, and they were all now in front of her. “Our Lord has spoken”, she said in clear voice. “the Viper and his followers have lied to us and betrayed us. We will rise against them, in every city, tomorrow”.

The priests and priestesses stayed silent.

Some were surprised. Some were outraged. Some were distressed and some were terrified. But they would all obey her and their Lord.

The Huntress (Diulanna)

She was following the man for weeks through the great plains of Brun. He was always surrounded by his people, but she was good at not being seen, and she moved only at night.



Diulanna as the Huntress

Eventually she had a good shot, when he was preaching by the fire, telling his men he would have led them to glory the day after, destroying and pillaging the homes of their enemies. The arrow flew and the man did not have the time to finish his word. A great roar went up in the camp, after, but she was already gone.

The Mother (Djaea)

The druidess had just given birth and had her baby girl in her arms. When she walked among the people, all went silent because no one was expecting to see her standing so soon. She went straight to the man who was speaking and he bowed his head slightly, but did not back down.

“We have to surrender or we will be slaughtered”, he said.

“The Mother will protect us”, the druidess

said unflinchingly.

The man was trying to be respectful but obviously he found it painfully difficult to do so. "They have more men and better weapons, we cannot resist and I do not see how all the power of the druids could stop them".

"You do not see", she nodded with a smile, then she ignored him and went to the last tents, looking at the lightly forested hills beyond them. The enemy came out of the woods just in that moment. The druidess closed her eyes. The sparse trees rose, moving like rabid animals, slashing and grasping at the enemy warriors. Her people were stunned as the enemy was, at first, but soon they fired all their arrows as fast as they could. The enemy rapidly panicked and fled, leaving many dead and wounded behind. The druidess caressed her baby, and she made a little gurgle. The wails of birth had stopped a while ago, and she seemed happy now.

The Deceit (Eyrindul)

The Hulean commander was deep into the Unconverted Lands, as the Holy Men called them. The damn Sendaryan forest was the name his soldiers used, and with fear. The Church of Bozdogan had tried to establish full control on this land for centuries without much success, despite what they said to the people. Even the humanoid Janizary did not like to be here in this part of the woods. The south was firmly in their hands, but this region was another matter entirely.

The commander spoke again with his guide,

Hashum. The scouts had been with him for twenty years and he was a good friend. He was the only survivor of a group who had found a city of the reclusive Daendur elves and now the commander was ready to strike at them, gaining a great victory and great favor with the Master himself!

A few hours later he was tied to a tree and all his men were dead or dying. The elves were killing the fleeing survivors one by one. The commander had tears of outrage and despair in his eyes as he looked at his friend Hashum. He could not believe his eyes.

"Why have you betrayed me? We were friends! You lived in my house and ate my bread! You married my sister!", the commander wanted to scream, but his voice came out broken.

Hashum changed appearance in front of his eyes. The middle aged man became a young elf, suddenly.

"I am a Daendur. I mixed with humans to gain your trust and lead your army here, so that my people could teach your Master a lesson", he said calmly.

The commander shook his head in desperate denial, but Hashum, or whatever his real name was, just came nearer with a dagger in his hand. "This is our forest. You are just an invader", were the last words the commander ever heard.

The Play (Frey and Freyja)

"What do you mean with 'defeated'? I understand all your men have come back", the Fort Commander said. The sergeant gulped nervously.

“Without boots, shields and weapons, sir” he replied.

“And how did you manage to lose all this equipment and retain your lives?” the Commander



Frey and Freyja

asked, with a tone which indicated clearly he considered the latter less worthy than the former.

“There was a boy and a girl who offered to stage a play for us”, the sergeant replied, gulping more loudly.

The commander just stared at him. “A play?”

“Yes sir and somehow we fell asleep during it which was very strange because the play was quite good...” the sergeant’s voice trailed off when he saw the look on the face of his superior.

The Machine (Garal)

The old gnome was busy. Knish was his grandniece and she was really bored instead. The old chap had been working on the “Great Earthshaker” since he was her age. And his father, and his grandfather. And Knish’s own father. All wasted gnomish lives lost on equipment of a remote past which would never work again. Knish was pondering if she should go away with an excuse or just go, when she heard the noise. Her grandfather said something about blessed Garal. And then the Machine rose.

The Spy

(Halav, Petra and Zirchev)

Anton had no more energy left to use. He knew he was doomed. The hobgoblins were near and he would never be able to reach Nova Svoga alive. He was enraged that the Huleans could win more than for the prospect of dying. Now only the direct intervention of the Three could save his life. So when the warrior, the priestess and the lupin appeared and saved him, just when he laid on the ground waiting for a hobgoblin sword, he was quite sure they were actually them, in the flesh. He rose to his knees and prayed.

“What you are doing man? - the priestess said - I’m all for devotion but the city sent us to find you and it seems we arrived just in time. More humanoids could be coming, let’s go!”. “We are known as the Three Rascals by the way, famous adventurers”, the lupin said. Anton just got to his feet and ran after them.

The Shadow (Hel)

Gurk lay dying and he knew it. The humans were too many and too strong and he could not win, even if he fought fiercely and savagely as usual. He tried to rise but could not. He did not feel pain anymore, and understood this was not a good sign. The



Hel

Shadow came near him and he could not see what kind of creature it was. "I cannot save your damaged body, but I can reincarnate you". Gurk raised his hand toward the Shadow.

The Griffon Rider (Ilsundal)

The elf released her magical darts, hitting the wyvern and his rider squarely. The man fell from the sky and his reptilian mount shrieked in agony and flew away. The elf looked around and saw that her companions were doing just as well. The battle had been won. Now that the Sylvan Realm was free again and elves were returning from all corners of Brun, their ancient enemies would soon face defeat.

The Two Priests (Ixion)

Julio had spoken at length with this captured cleric to decide if he was a heretic as he appeared. Certainly his people, while claiming descent from the ancient Oltecs, mythical ancient inhabitants of the Coast, appeared quite uncivilized to Julio. Finally, he had decided to ask counsel of his Immortal patron and received a simple answer: "He is faithful as you are, follow him!". Julio could not ignore the command. "Where



Ixion

will you lead me?" he asked the strange priest.

"To ancient secrets that will change your and my world", the man just replied.

The Studios (Ka)

This strange world was incredible for him. The sun was strange and the phenomenon the natives called "night" was terrifying. No floating continent of his world could create such a darkness. Yet he had to admit, this strange world was the opposite of his own. There was no other explanation but this. Now he had to try to speak with these natives. He tried different languages.

"The lizardman is speaking some strange language", one of the men said.

"Is he casting magic?" another asked, worried.

"Apparently not", the mage of the group said "but I may have a useful spell to interrogate him".

The Forge (Kagyar)

The dwarf was working frantically. The enemies of his people were coming fast and to finish the engine was the only realistic hope of survival they had. He took the oil and poured it into the automaton. The



Kagyar

construct started to creak almost inaudibly, then it rose. The dark creatures arrived in the great room, but now the dwarf and his creation were ready to meet them.

The Time Traveller (Khoronus)

With the greatest caution, almost not daring to breath, the woman entered the house in the dark of the night. She waited, crouched down and not moving at all, until her eyes could see something. The baby was sleeping peacefully. The book was, almost forgotten, here as predicted. She rose and took it, making as little noise as possible. And in the same way she exited the house. She did not dare to stop, but continued until she was far away from the block. Only then she opened the portal and went away. The High Priestess smiled seeing her with the book. She checked it carefully and sighed in relief.

“It is it. Good work. The boy will not read it and he will not get the idea to become a time traveller”, the High Priestess said. “The tragedy has been avoided?” she asked hopefully.

“For now”, the priestess replied, “we will have to check the new timeline”.

The ships (Korotiku)

The voyage had been incredibly long. The ocean seemed endless. They had found many small islands, but few animals and so little water. Sedi knew some were saying behind his back he was mad, he was leading them to death and they should sacrifice him

to the Lord of the Sea. But every night Sedi prayed to the Spider and he said he had a place for them. And finally one morning they found the place. All were silent and incredulous when Sedi set foot on the beach and the great spiders came. For a while, they feared the spiders would attack. But then they made way for Sedi, as if welcoming him to the new land.

The old woman (Koryis)

The Duke had executed her son because, the Duke said, he was a traitor. The people had accepted this, at first. But then the old woman stood, day after day, in the main square, and spoke to people. The guards arrested her several times, but she always returned to the square eventually. After a while, more women came. They were mothers and grandmothers of people the Duke had killed. He had them arrested, but they always returned, and more came. Finally the Duke came to the square himself with a squad of crossbowmen, and he threatened to fire if the women did not leave. But the old woman did not move, and he ordered his men to fire. And this ended with the Duke shot by one of his own guards. The woman, however, told the people not to kill him. He was imprisoned in a fine room of the Palace. From the window, he could see the square.

The Guide (Loki)

The man had guided the Knights of the Law through the hills perfectly, helping them avoid dangers and monsters. So when the ambush came they were surprised, but did

not suspect him. They had used magic to question him and the people who recommended him before. But they were deceived and defeated, and the man laughed as they lay on the ground, showing them the symbol of his god.



Loki

The First (Malinois)

She was alone in the tent, breathing slowly, then she was in a cloud, a great imposing lupin in front of her. She knew he was her patron, finally speaking directly to her. “Tell me my next test, Lord, as I have retrieved the lance as commanded”, she said. “Unify the sparse lupin tribes of the plains, and forge them into one nation”, the great lupin said. “And if I fail?”, she asked. “The lupins will become stronger anyway”. “And if I succeed?”, she asked. “Then you will be seated beside me in the heavens as an Immortal”, her lord Malinois said.

The Negotiator (Masauwu)

The discussions were long and lasted three days. But the lead negotiator of the Sea Powers was good. He promised, he pleaded, he insinuated different things to the many participants, and he obtained much. Apparently much for his official masters, but secretly much more for his Lord.

The Bridge (Mealiden)

The elves were tired and wounded. The group was now almost sure they were all doomed. They could almost hear the humanoids closing on them. The leader looked at the young cleric. He was tired too and the leader thought he had little magic left. But then the young elf rose with a strange light in his eyes. “We must go east now. My patron has a bridge waiting for us”.

The Stowaway (Mrikitat)

He was caught on the ship and the captain was about to toss him into the sea, but he pleaded to his best ability, saying he had done it for his children, and they just put him to work. He had no children. Yet. Now that he was in this new city, he would soon get some new ones, and rebuild the community which was destroyed in the previous place.

The Chief (Ninfangle)

She had led her people so far away she was not so sure of herself anymore. Her god had led them here, but were they going to peace or to war? They had escaped war and countless enemies already, so she was longing to find some peace. The hill was just another of the thousand hills they had passed already. But when she reached the top, she felt that this one was different. It was the last one. The great vale lay under her, peaceful and untamed. She knew this was the place her god had led them to.

The Game (NOUMENA)

The old man went to the palace of the provincial governor every day to play a game of chess. They talked a lot about all topics. The governor did not have many friends. He was convinced Shalim was a friend. Only when the rebels stormed the palace and captured him, and brought him to Shalim, the governor realized his friend was the leader of the rebels. “How did you do that?”, the governor asked. “We played a game, I won it for my patron”, Shalim answered.

The Girl in the Night (Nyx)

Many had seen her dancing in the night. She often appeared near houses where a malady was killing someone. Some said the girl could save the sick, but others said people disappeared after meeting her, and were never seen again. Ludwig was still walking the streets in the night, his little girl wrapped in his arms, because he had nothing to lose. Suddenly, the girl appeared, black of hair, eyes and dress, but her skin pale white. She



Nyx

stopped dancing to look at Ludwig, saying nothing.

“Please Lady, save my daughter”, he said.

The girl spoke softly. “Will you leave everything you know behind?”

“Yes”, Ludwig answered.

The girl smiled, getting near and touching his hand. “Come, you will not know sickness and fear in your new life”.

The Old Man (Odin - THOR)

The man arrived in the village and was given food and water. The people had little and they were worried they would soon have

even less, as a powerful band of brigands was about to reach them. The elders were trying to persuade a young warrior to offer a tribute, while he insisted the village should fight back. The old man rose and pounded his stick on the wooden floor, making a dull noise that quieted everyone. Then he traced a rune in the air, and the shape became a bright form in the air, the rune of Thunder, and it moved until it rested on the arm of the warrior. “You will fight back and you will win, tomorrow”, the old man said.



Odin

The Moving Trees (Ordana)

The boy and the girl were walking in the forest, and it was getting dark. They were afraid, but they had no choice. The legend said the trees were alive and could help good people, if proper respect was shown to them and gifts brought. So they had come, with the silver leaves, and they put them on the big rocks, just as the story said. Nothing happened and night was coming, so they were on the edge of panic, thinking all was for nothing. But then a big tree moved near them, and two wooden eyes opened on its trunk. "What have you come for?", the tree asked in a slow and deep voice. The boy and the girl looked at each other, then she started to tell everything. The tree listened, and more of them slowly moved around the clearing.

The Wizard (Palartarkan)

The man had climbed the mountain. He used some magic to do so, but it was still slow and painful to reach the top. But he had found the flying castle, as the book said. He approached it cautiously, but the bird-like creatures still stopped him before he was near, surrounding him with sharp lances. "I am here on order of my patron, to learn from your wisdom", the wizard said. One of the faenare came forward to speak to him.

The Tribe (Pflarr-Ranivorus)

The tribe had won. Their enemies had been defeated and most of them captured. The shaman personally took down their totem

and gathered the prisoner to see it.

"Your god failed you. I will tell you about a better god, one who wants the gnolls powerful and strong, not brigands and scavengers. Listen to me, and my patron will lead you to a new life!"

Some seemed a bit interested, but most hardly paid attention. The shaman was not disappointed. She had time, and she would persuade them.

The Cleric (Protius)

Akrus had always kept his faith in the Old Man of the Sea, and served him faithfully. But his patron was a mysterious and unpredictable god. He knew that. He always did. So when the ship sank and the waves closed around him, Akrus accepted his fate with just a small amount of regret and disappointment in his heart. He prayed for forgiveness as the water drowned him.

But he did not die. He awoke in a wonderful place under the sea, and he was breathing water. Merrow floated around him and one smiled at him.



Protius

“Welcome to Undersea”, he said. Akrus understood and smiled. His god had plans for him.

The Wizard (Rad - Rafiel)

Unauthorized magic was prohibited where he was born, but he had studied it anyway since the stranger, long ago, gave him the book. It was just too fascinating and full of possibilities to ignore it. Eventually the priests had discovered and hunted him, so he was now deep under the earth, in a dangerous, dark and unknown place. He heard voices, and he could not help but wonder if he was going mad. But finally he saw a light ahead, and he followed it. The cavern was full of bright crystals. He knew he had arrived where he was meant to, since the day he received that book.

The Juggler (Rathanos)

She was popular in the city, and crowds gathered to see her dance with fire. She made some money this way, and he was also often invited to private parties at nobles' mansions. But it was just a cover to her. In the evenings and nights, she met with the other faithful of the Sacred Fire. Their number was growing, slowly but steadily, and soon she would obtain the Fire Ruby, and the city would fall to the Lord of Fire.

The Student (Razuð)

He had learned something from the book but he knew it was not enough. He could cast a few minor spells, hardly enough to be

considered as an apprentice by any wizard. Besides that, in his home town there was only one wizard, who already had apprentices, and he did not care to teach him. So he had travelled far to the biggest city he knew, and asked around a thousand times until he found the small temple. It was quite unassuming and the door was bolted. The boy was about to leave, disappointed, when a middle aged woman came near him. “Do not worry boy, my patron told me you were coming”, she said smiling.

Freedom (Saturnius)

She had prayed. She had not much more to do in the bowels of the ship. But she was afraid no Immortal was taking notice of her. She was angry, and afraid, but she was chained and could do nothing to free herself. She prayed, hoped, slept, suffered hunger and thirst. But one day, at dawn, there was a great commotion above, noises and screams. She could not see much in the dim light, until the hatch was swung open, and the light of the coming day blinded her. Then someone hacked at her chain, severing it. She tried to look up in the light too bright. There was a boy in front of her dressed like a pirate. “My patron heard you”, he said.

The Captain (Sinbad)

The pursuers were very near now. The ballistae of their ships were firing, and had missed their sails only by mere inches. Saalia was not afraid, even if her men and women were. She ordered them to sail right into the rocks, and watched the wheelwoman, Eria.

She nodded, confident, and for a brief instant Saalia saw she was clutching the sail symbol around her neck, a twin to the one Saalia was wearing. She did the same, then looked to the rocks.

She laughed as the waves sprinkled her with salted drops. Eria avoided the rocks perfectly while the ship behind them had to turn completely to avoid them. They would never catch them. Saaria and her crew now had the treasure and were getting away with it.

The Scribe (Ssu-Ma)

The woman was surrounded by people who spoke respectfully to her, in hushed tones. She wrote continuously on rice paper and passed the papers on to someone, who thanked her profusely. Anton looked at his guide perplexed. “What’s with the scribe?”, he asked.

“She is blessed by Ganetra”, the man replied, “she always writes the right answer to any question.”

“Any question?” said Anton, thinking about what he wanted to know so badly.

The Frogfolk (Stodos)

It was a cold land and these frog people had suffered in it, both from the climate and from attacks by more violent and organized neighbours. When they saw the misshapen being, they were likely to attack him, but then the creature created the magical lights, and spoke. They feared his magic at first, but then started to listen. The creature had power and cunning to lead them to strike

back at their enemies and master their cold land. Slowly, they rose and gathered around him.

The Judge (Tarastia)

Many years ago, these men burned a village which stood in their way. Now, they have been dragged in chains down the streets, common people throwing garbage at them. They were powerful men just days ago, with powerful friends. But the judge has found such overwhelming proof against them that they had no friends now willing to testify for them. They did not know the judge was once a child in the village they burned, but she did not care. The only important thing now was justice.

The Farms (Terra)

The witch had cursed the fields, the people said, and they could bear no fruits. The Duke was furious, but threatening or whipping his tenants had no effect. His fields were bare, while the fields of the churches and other noble families were flourishing more than ever. He considered seizing some of them,



Terra with Faunus

but he understood such an action would not have been very practical, or wise. He had to find the witch and kill her, there was no alternative. So he was overjoyed when the servants announced that an important knight was bringing her to him.

The knight entered the hall with the priestess, who was unbounded and defiant as usual. “What this means?” the Duke asked. “It means the Council of Nobles has voted to destitute you”, the knight answered. The Duke called for his guards, but none moved to help him.

The Darkness (Thanatos)

The room was in total darkness. The lieutenant of the guards wondered how that was possible. It was late afternoon outside and no blinds could keep all light out. He



Thanatos leading fiends

was suspecting magic and about to call the cleric, but then he saw that, strangely enough, the blinds had been carefully sealed with black wax. “What in the Abyss...” he was about to say, opening the blinds. The words died in his mouth as he looked at the scene. All the clerics and acolytes of the church were here, murdered and dismembered. The lieutenant felt sick, and had to run outside.

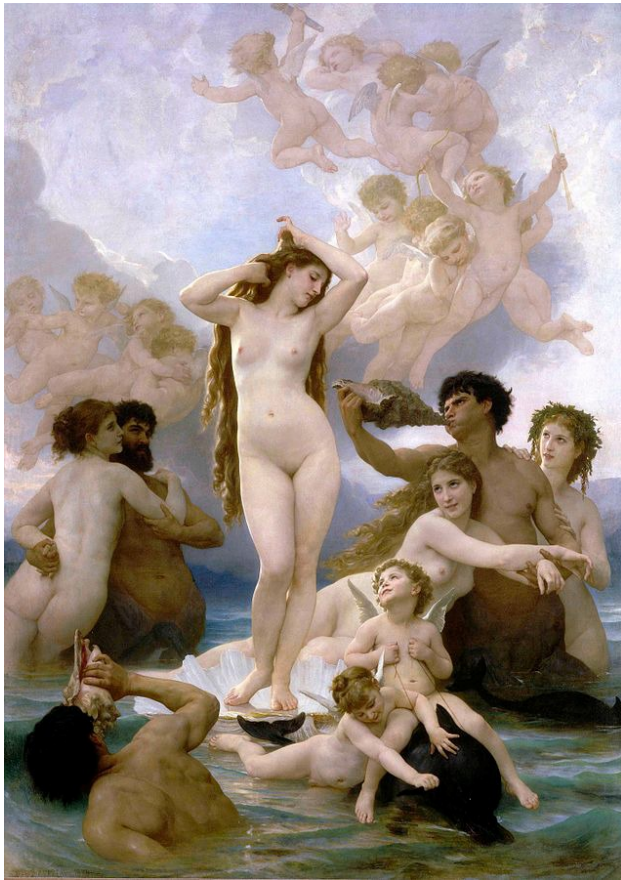
The Refugees (Usamigaras)

The group was tattered and tired and not particularly hopeful, as they feared enemies were not very far, and in front of them they saw only open sea. Also a girl was leading them, because she had a dream. In their desperate time, it seemed a good idea to flee as far away as possible. But now, where could they go? Then the ship appeared on the far horizon. They had never seen anything bigger than a canoe in their life, so it seemed a magical appearance to them. They remained still in awed silence until the ship was much nearer, then a small boat came from it, and they saw it was full of him like them. They cheered loudly for the girl and their saviors.

The Flower (Valerias)

It was a dull meeting in the Senate and he was supposed to agree to everything the Speaker proposed, so he was extremely bored. Soon it would come his time to speak, but he was supposed to pass on it as agreed. Then a valet came, bringing a yellow flower to him. The man took the flower and its scent made him remember what his mistress had requested to him. The Speaker

asked if he wanted to say something, and he said yes.



Valerias

The Warrior (Vanya)

The sieging army was coming in waves and the town was about to fall. Already an elderly man was coming to the wall with a white flag. Then the girl came. She was so young, yet she fought more bravely than any of the demoralized defenders who were ready to give up. She surprised several of the attackers with her speed, momentarily forcing them to retreat some steps. She obviously could not win the battle alone, but then the attackers rushed her, thinking she could be dispatched easily. But the

defenders came in force to her aid, and the attackers were thrown down the walls.



Vanya

The Duel (Wogar - Yagrai)

The wolf rider and the black shaman were fighting in the field, and a huge crowd of their tribes was watching. The wolf rider charged and the shaman disappeared into a shadow. But the warrior turned quickly, throwing his spear just where the shaman was reappearing. The shaft entered into his belly, and the shaman fell into his own blood. The wolf rider dismounted and got near to finish him, and the shaman seemed already near death. But then, with a movement which looked like a spasm, he touched the wolf rider. The goblin dessicated like a mummified corpse in mere instants, among the gasps of the crowd. The wolf barked in rage and jumped to bite the shaman, but he hit him with a black dart, and the animal fell to the ground too, near his former master. The hobgoblin shaman pulled the shaft out of his stomach with hardly a groan, and the wound healed itself. The gathered tribes began to chant the name of Yagrai.

The Castle (Zalaj)

The general was sure the victory was already in his hands, and he could not believe his eyes when a flying castle appeared in the skies. He was quite sure his army had nothing of the sort, so he could not doubt the castle was here to aid the enemy. He sent wizards, clerics and griffon riders against it, but it was all useless. Soon the general had to order a quick retreat to save as many of his army as possible. He could not imagine how the enemy had obtained the help of giants.

The Fire Eater (Zugzul)

The man was good with a torch, and he always gathered a large crowd around him. Many left money and many did not, because they were too poor, or because they were street kids. The man was not really interested in money, but he was very interested in charming the kids. He meant no harm to them at all, quite the opposite. He wanted to recruit them to the faith in his patron, and give them power over fire. The children loved this. So many already had come to him and learned they could be much more than beggars and thieves.

Church growth ladder

We can imagine that each nation of Mystara may have from one to multiple organized churches in its territory. Some will be almost monotheistic, militant and dominating the nation, such as Bozdogan in Hule, while others will be polytheistic and relatively tolerant of other faiths, such as the Church of Thyatis. Here I will try to outline the basic formation steps of the churches of single immortals to provide a blueprint for DMs:

1- Prophet: In the nation, the church consist of a single cleric who is trying to proselytize among the population or a specific group. The prophet may have a distinct resource or advantage, such as a powerful magical item, a rediscovered holy site or even an artefact. In rare cases the prophet could be a very powerful mortal, a candidate for Immortality or even an exalted envoy of the Immortal or the avatar of the Immortal her/himself, sent for a specific purpose. This case is appropriate for Immortals who are outlawed in the nation, or for some reason do not have a base of followers already present. Normally, considering the number of Immortals in Mystara, each single nation may have 1d20 such prophets for every 100,000 inhabitants.

2 - Cult: In the nation, the church consists of a cult of a few people, typically a powerful cleric, some acolytes and some lay followers and supporters. The members could be as few as a dozen to several hundred, maybe scattered in different cities. All what was written above is valid, and the Cult is the natural

development of the Prophet, if the latter is not hindered or stopped before she/he can build a Cult. The Cult may not yet have a physical church in the nation, and meet only in secret locations or in the private houses of members. Being new and eager to grow, cults are often very militant and proselytizing, and could be determined to defy established churches, political and economical powers. Each single nation may have 1d10 such cults for every 100,000 inhabitants.

3 - Small Church: The Church consist of hundreds to thousand followers in the nation, even if the percentage of the total population following it is still below 10%. The Church will now have at least one physical building, if not more, but the location may be secret if it is outlawed or still has bad relations with the government. But if the church has been accepted, it may even have some representatives in the government, at least at a city or town level. The Church may be scattered in different towns and cities but should have one main sacred location, possibly with a famous cleric, a prophet, a sacred object or building or some divine manifestation. Each single nation may have 1d3 such small churches for every 100,000 inhabitants.

4 - Medium Church: The Church has thousands of followers in the nation and it is quite important, even if the percentage following it is still below 40% of the total population. The Church probably has more than one important location and personalities in the nation and has voice in the central and local government. Probably

the Church has at least one powerful cleric in the nation and several medium clerics. Each single nation may have 1d4 such churches.

5 - Majority Church: The Church has the majority of followers in the nation, i. e. above 50%, even if many of them may declare faithfulness for social convenience but are not really active in worshipping. The nation could be a major world center for the Immortal, possibly the major world center. The nation should host at least one of the most important buildings or sites of that Immortal, store a major artifact, and maybe more than one, and be the home of several powerful clerics of the Immortal. If the nation is the major world center of that Immortal, the residing cleric could be the most important cleric of that Immortal in Mystara. Each single nation may have only one such church.

Note, however, that nothing in canon Mystara leads me to think that Immortals have world spanning organizations. Therefore even if it is possible that the most important cleric of Ixion lives in Thyatis, he will not necessarily have authority over the Church of Ixion in Darokin and Narvaez, unless the DM wishes so. On the other hand, a specialized Immortal, such as Alphaks, may have a centralized organization directly controlled from Alphaks' Volcano. Still the Immortal probably will have other, non-human followers in other continents of Mystara or even in other planes who may not even know that Alphaks' Volcano exists. See also the

article about the Church of Alphaks by Hausman Santos in this issue of Threshold.

A “typical” nation of Mystara, if such a concept can be used in a setting so diverse, should have a Majority Church or some Medium Churches (which could be gathered in one unique organization such as the Church of Karameikos), several Small Churches and many cults and

prophets, depending on its size. Marco Dalmonte’s Codex Immortalis, the most complete list of Mystara’s Immortals, lists 163 of them. Probably only the biggest nations, such as Alphatia or Thyatis, may have at least a prophet for each one of them, yet even smaller nations could easily have the presence of 70-80 Immortals, i.e. represented by at least one cleric or follower.

Appendix - Religious Population Tables

Table 1 - Less religious nations with various faiths (such as Alphatia)

Population Category	% of the nation's population	number per 100,000 inhabitants
Clerics of any Immortal, druids	1%	1,000
Paladins or dedicated warriors	1%	1,000
People who declare themselves religious	60%	60,000
People who attend a church	50%	50,000
True faithfuls who actually believe	30%	30,000
People who do not care and avoid religion	40%	40,000

Notes: In these nations attendance of churches and interest for religion should be lower but also competition and proselytism may be high among the existing churches. There could be relevant regional variation, for example Bettelyn is supposed to be a highly religious Alphatian kingdom with an established main church.

In all kinds of nations I have supposed that those who are really ready to spend time, resources or even risk their lives to the benefit of the Immortals are never more

than 30% of the population, as this seems to me a realistic approach. However that does not mean that this relative minority will not be able to greatly influence a nation, for example leading it to war, especially in time of crisis and/or if the war is convenient to the dominant powers.

A nation such as Darokin could fit in this category or in the following one, or be a middle way between the two, depending on how dominant the DM wishes the Church of Darokin to be.



Table 2 - Medium religious nations with a dominant, polytheistic Church (e.g. Thyatis)

Population Category	% of the nation's population	number per 100,000 inhabitants
Clerics of the main Church	1%	1,000
Paladins or dedicated warriors	1%	1,000
People who declare themselves faithfuls	70%	70,000
People who attend Church	60%	60,000
True faithfuls who actually believe	30%	30,000
Clerics of other Immortals, druids	0.3%	300
Paladins or warriors of other Immortals	0.2%	200
People who attend other churches	20%	20,000
People who actively plot against the dominating faith	2%	2,000
People who do not care and avoid religion	8%	8,000

Notes: Alfheim and the Five Shires could fit into this category, even if the Elven and Halfling gods are more a loosely allied group of Immortals than a true Church.

The first get 30% of those “who declare themselves faithful” above and the latter the 70%, according to the ethnic composition of the nation.

Karameikos is a particular case as it has two dominant churches, the Church of Karameikos and the Church of Traladara.

Any nation with a distinct pantheon of multiple Immortals, such as the Northern Reaches, should fit into this category.

**Table 3 - Very religious nations with a dominant, monotheistic Church
(such as Ylaruam, Hule or Rockhome)**

Population Category	% of the nation's population	number per 100,000 inhabitants
Clerics of the main Immortal	1%	1,000
Paladins or dedicated warriors	1%	1,000
People who declare themselves faithfuls	80%	80,000
People who attend Church	70%	70,000
True faithfuls (including clerics and paladins)	40%	40,000
Clerics of other Immortals, druids	0.3%	300
Paladins or warriors of other Immortals	0.2%	200
People who attend other churches (including previous two)	10%	10,000
People who actively plot against the dominating faith	2%	2,000
People who do not care and avoid religion	8%	8,000

Notes: Glantri before the events of “Wrath of the Immortals” (WotI) should be in this category, considering Rad the dominant religion. In this case, the number of people who declare themselves faithful could be higher, but church attendance and the numbers of true faithful much lower.

The category ‘People who actively plot against the dominating faith’ should include followers of Entropic Immortals (which could include intelligent undead) in Law-dominated countries but followers of Law in Chaos-dominated countries, or simply the faithful of an Immortal which is a bitter enemy of the main one. The 10% of people

who follow other Immortals should instead be more neutral toward the main one, unless actively persecuted by the dominating faith.

In Rockhome the numbers of followers of the main church should be lower due to the presence of gnomes following Garal, but also the presence of followers of other Immortals could be significantly lower than in human nations.

A nation such as Narvaez should fit into this category with Ixion as the main Church, Vanya as the other Church and only 2% of the population belonging to other cults.



FOREWORD:

From 2006 to 2007, Paizo, the publishers of Dragon and Dungeon Magazine at the time, released the Savage Tide adventure path. This raised particular interest for Mystara fans, as the original adventure module X1 The Isle of Dread, had first introduced the lands of the D&D Known World beyond Karameikos, providing the basis for what would later be known as the Mystara setting.

The Savage Tide AP is contained in twelve adventures and two campaign background articles within issues #139-#150 of Dungeon Magazine, plus an article series called Savage Tidings which appeared in issues #348-#359 of Dragon Magazine, and a Savage Tide Player's Guide to introduce players to their starting city as well as provide some customization options for starting PCs. A few additional articles related to the Savage Tide AP appeared in Dragon Magazine in addition to Savage Tidings.

This article is the second installment of an effort to supplement and improve the adventures in the Savage Tide campaign, with an eye toward incorporating Mystara developments as much as possible, both TSR as well as fan-based materials. The first article detailing this conversion work is found in Threshold Magazine #4, and covered the first eight adventures as well as the Isle of Dread adventure found in Dungeon Magazine #114. This article focuses on the last nine adventures particularly the adventures which occur on the Isle of Dread and the Outer Planes.

3.5 D&D statistics are provided to remain consistent with the adventures of the Savage Tide AP. As a bonus, with this issue being dedicated to the Immortals, an outline has been provided for the final adventure should you wish to try running the PCs in an encounter with Demogorgon using the original "Gold Box" Immortal rules with Demogorgon's statistics found in those rules.

DUNGEON MAGAZINE #142:

ADVENTURE #4:
HERE THERE BE MONSTERS

Cliffs of Dread

This new encounter can be placed anywhere in the Cliffs of Dread section. Haunt encounters were created by Paizo for the Pathfinder RPG and work easily with 3.5 D&D. The mechanics of haunts are found in Paizo's SRD¹.

Name: Oltec Village Despair CR 5

The PCs come upon another abandoned collection of Oltec huts with a few canoes nearby as night approaches. The trail leading up to the village is along a beach but at the village the beach ends and the trail ascends some sixty feet until it reaches another well-trod path overlooking the sea. Soon after dusk, the haunt activates, replaying the final fate of this Oltec settlement when the gargoyles of the aerie attacked.



Oltec Ruins

Alignment: Neutral Evil

Area: 40-ft radius (focused on shrine 60 feet above the village)

Caster Level: 5th

Notice: Listen DC 20 (to hear a faint high-pitched keening)

hp: 10

Trigger: proximity

Reset: 1 day

Effect: The haunt begins with ghostly images of Oltecs retiring to their huts to sleep. Suddenly ghostly gargoyles swoop down upon the huts and break in, attacking and slaughtering the inhabitants. As the men attempt to fight off the gargoyles, a band of women and children flee up the rocky trail to a small open Oltec shrine situated against the mountainside sixty feet above the village. Gargoyles begin plucking stragglers from the trail, and only a few make it to the shrine where they desperately look for a place to hide. The gargoyles finish slaughtering the men and one by one the remaining Oltecs are plucked from the mountainside.

All but one, an elderly woman is either overlooked or perhaps the gargoyles have taken all they can carry. The ghostly woman creeps back to the shrine and watches as all of her kin are carried away by gargoyles who fade in the distance. She wails one long cry and then turns and looks down at the sea and rocks below. She suddenly jumps off the edge.

The haunt targets all PCs in its area of effect with a Suggestion spell (DC 14 Will Save to resist). All who fail to resist are compelled to jump off the cliff. Those who do so take 6d6

¹ See "[Haunts](#)" on the d20PFDD website

hp of damage when they hit the rocks in the water below. This haunt is not persistent.

Destruction: A DC 25 search check in the five foot deep water directly below the shrine will allow the PCs to find the bones of the elderly Oltec woman. Giving those bones a burial in the village will dismiss the haunt.

Table for Location 7, The Shrine of Duplicity

This encounter area in the Shrine to Demogorgon caused a problem for many groups, due to it combining a magical trap with a magical portal that you need to enter to continue with the rest of the shrine. The following table can be used by any PC who has both the Trapfinding class ability and the Spellcraft skill to learn more about how the magical trap interacts with the suspected magical portal in the chamber. First the PC must detect the trap normally. When they find the magical trap, they may make a Spellcraft check...

Spellcraft DC 15 -

The trap and the portal are linked such that you must set off the trap to activate the portal.

Spellcraft DC 20 -

Both mirrors must be activated to use the portal.

Spellcraft DC 25 -

The trap itself is linked to a compulsion effect.

Spellcraft DC 30 -

There is a secondary trap on the candles with an evocation effect.

Spellcraft DC 35 or 40 -

The PC figures out the correct sequence to activate both trap and portal.

DUNGEON MAGAZINE #143:

ADVENTURE #5: TIDES OF DREAD

Zotzilaha's Wrath

In the Wings of Fire section, the village of Tanaroa is attacked by fire bats, which are a small elemental type creature from the Plane of Fire. This encounter is easy for most 9th level PC parties, so to beef it up, you can add a Mystara-themed monster to supplement the fire bats rather than make a complete substitution.

Use fire fundamentals, using their 3.5 D&D statistics². When the fire bats appear spiraling into the air above the effigy, the smaller fire fundamentals begin streaming out of the flaming effigy as well. Whether Zotzilaha/Camazotz controls the fire fundamentals is unimportant. He may have summoned them alongside the fire bats, or fire fundamentals may simply have been in the vicinity and taken advantage of the portal leaving the Plane of Fire. The fire fundamentals stick close to the fire bats and attack firebat targets. Anywhere from 2-3 fire fundamentals per fire bat should be sufficient and makes an impressive swarm if you lay them all out on a combat grid. Up to four fire fundamentals can occupy a single five foot square.

For the Shrine of Zotzilaha section, most parties will appease Zotzilaha without combat. If you prefer to add a combat

² See "[Fire Fundamental](#)" by Jamie Baty at the Vaults of Pandius

encounter, the PCs can be attacked by earth fundamentals³ somewhere around the halfway point along the three mile length winding tunnel inside the volcano. Like earth elementals, earth fundamentals can move through solid ground and stone as easily as air and take full advantage of this ability along with their Earthen Hammer ability to overrun opponents and avoid counter attacks as much as possible.

15-25 earth fundamentals attack the PCs, assume the tunnel is approximately ten feet in diameter.

When the PC are confronted by Zotzilaha/Camazotz in the volcanic shaft, you can optionally have more fire fundamentals flitting about along with the fire bats. He can either summon and control them along with the fire bats, or alternatively, he doesn't control them and the fire fundamentals are just drawn to this volcano⁴. Should Zotzilaha/Camazotz be appeased, he will banish the fire fundamentals back to the Plane of Fire if they begin attacking the PCs.

Temple of the Jaguar

In 3.5 D&D, couatls are native outsiders, meaning that they have mortal ancestors or a strong connection to the Material Plane. In short, they are native to the Material Plane. They need food and sleep and can be raised, reincarnated or resurrected.

On Mystara, couatls are known in the Hollow World as feathered serpents, and have a unique life cycle⁵. In their first stage of life, they start out with an animal level of intelligence, and are used by some people as shepherd dogs in the Azcan empire and elsewhere. When they are ready to breed, they head for a floating continent named Ashmorain. Once they mate and breed they undergo a metamorphosis and become much more intelligent, achieving full sapience. They have a civilization on Ashmorain and there is a hint that some feathered serpents become so powerful that they leave Ashmorain and the Hollow World for somewhere else.

Tonatiuh is one of these feathered serpents who has achieved this further stage and made his home on the Isle of Dread in the outer world of Mystara. Should friendly communication be established, Tonatiuh may mention that his homeland lies deep beneath the earth, and may make references to the land of the ever-shining red sun. This assumes that the Savage Tide campaign takes place sometime after 1010 AC, when the Known World becomes aware of the Hollow World. This news will have spread to the PC home city of Sasserine during the intervening years, albeit with great skepticism, at least at first.

Additional Crimson Fleet Pirate Captains

In the original article of [Threshold Magazine issue #4](#), it was suggested that each pirate ship not already assigned a captain who is a major NPC (like Vanthus or the baldandar)

³ See ["Earth Fundamental"](#) by Jamie Baty at the Vaults.

⁴ See page 21 of Module X8: *"Drums on Fire Mountain"*

⁵ See Module HWA2: *"Nightrage"*, pg10

could be assigned a pirate captain with the same statistics as a Scuttlecove Thug as detailed in *Dungeon Magazine* #146 (page 78). Those thugs are each a 4th level fighter/4th level rogue.

As a further suggestion, you can make the following adjustments to their statistics to make them more suited to be the captain of a ship. These skill numbers are built from the Crimson Fleet pirate's base statistics⁶ before adding the additional class levels.

- 1) Intelligence score raised to 11.
- 2) Swap out the feat Stealthy for the feat Alertness.
- 3) Skill points completely reallocated and adjusted for feats and synergies as well as the armor check penalty for the masterwork chain shirt and buckler they wear.

Balance +11, Climb +11, Intimidate +9, Listen +5, Profession(sailor) +10, Spot +5, Swim +7, Tumble +11

New optional NPC Pirate Captain

Captain Tenoch is the rarest of individuals, a native of the Atruaghin Clans and a child of the Tiger tribe, who became a citizen of Thyatis.

When Tenoch was ten years old, he was kidnapped by a chapter of the Iron Ring. This chapter set up operations in Darokin in order to launch raids into the lands of the Children of the Tiger, believing they would be easy targets. The chapter did not survive long, and the raid on Tenoch's home was one of its few successes.

⁶ See *Dungeon Magazine* #143, p53

Tenoch was tall and strong for his age, but still young enough that his Thyatian master believed he could educate and raise him in the culture of the Empire. Tenoch was a fast learner, but in his heart he never stopped loving his homeland. He prayed to the patron of his tribe, Atzanteotl, observing the faith of his people in secret even as he learned Thyatian culture. His secret was discovered when he was sixteen, and he was sold once again to a local keeper of gladiators.

Here Tenoch was supposed to die quickly in the sands...but it never happened. The Children of the Tiger begin learning how to fight at a young age, and Tenoch blended the rudimentary lessons he received as a gladiator with the fighting style he had practiced since a small boy. He began to win. Soon, he became a crowd favorite...Thyatisians loved him as an underdog and his natural showmanship helped promote him as a savage from a distant land. He continued to make a name for himself after he was brought to Thyatis City to fight for bigger stakes. He kept fighting, until he had received enough gifts to purchase his freedom with a substantial sum left over.

He did not depart Thyatis when that happened, instead he acquired citizenship and proceeded to enroll in a martial academy. There he learned fighting techniques and military tactics widely practiced in the Thyatian legions. He then joined a Thyatian mercenary company and fought with them for several years, achieving a command rank.

Once he was convinced he had learned all he could, he returned to his homeland. While he could never rejoin the Children of the

Tiger, he was able to renew his worship of Atzanteotl and gain the Immortal's blessing while presenting himself as a traveler from distant villages to the local priests. After a few more years, he left once again. Since then he has traveled wherever he can find conflict and war, selling his skills as a mercenary captain for whoever has the coin.

He has accepted this assignment from the Crimson Fleet in part due to curiosity about the Thanegioth Archipelago. He believes there are historical links between the natives of the Isle of Dread and his ancestors. For Tenoch, conquering the only foreign settlement amidst the seven tribes is a strategic challenge as well as a pleasurable indulgence. Tenoch captains the Sea Witch's Curse caravel.

Tenoch wears the carapace armor made from a giant crab, with a fearsome helm fashioned as a death mask. Attached to the haft of his polearm is a cloth banner featuring a tiger against a crimson background.

Tenoch, Favored of Atzanteotl, and Crimson Fleet Pirate Captain CR 12

Male human fighter 10/dreadlord* 2
 CE Medium humanoid
 Init +4; Senses: Listen +3, Spot +3
Languages: Thyatian(Common), Atruaghin(Tiger and Turtle dialects)
 AC 22, touch 14, flat-footed 18; Dodge
 hp 130 (12d10 +24) (12 HD);
 Fort +12, Ref +7, Will +8,
 Spd 20 ft
Melee: Here are three different styles for Tenoch fighting in melee, he prefers to use Combat Expertise, as this allows him to benefit from Riposte and counterattack



Captain Tenoch

when someone misses him in melee.

- 1) Using 2 points of power attack, no combat expertise
 +3 voulge +20 (1d10+16/19-20x3) or
 +3 voulge +20/+15/+10 (1d10+16/19-20x3)
 - 2) Going full defensive, no power attack, using Combat Expertise to raise AC to 27, touch 19, flat-footed 23
 +3 voulge +17 (1d10+12/19-20x3) or
 +3 voulge +17/+12/+7 (1d10+12/19-20x3)
 - 3) Mix style, 1 point of power attack, 3 points of Combat Expertise to raise AC to 25, touch 17, flat-footed 21
 +3 voulge +18 (1d10+14/19-20x3) or
 +3 voulge +18/+13/+8 (1d10+14/19-20x3)
- BAB +12; Grp +17
Atk Options: Braced for Charge, Combat Expertise/Riposte, Great Cleave, Power Attack
Abilities: Str 20, Dex 18, Con 15, Int 13, Wis 16, Cha 14
Feats: (14, including 8** fighter bonus feats) Braced for Charge⁷, Combat Expertise, Cleave, Dodge, Great Cleave, Greater

⁷ See *Dragon Compendium*, Volume 1, p93

Weapon Focus(voulge), Improved Critical, Improved Sunder, Iron Will, Power Attack, Riposte⁸, Shorten Grip⁹, Weapon Focus (voulge), Weapon Specialization (voulge),

Skills: Command¹⁰ +15, Intimidate +16, Knowledge(Religion) +5, Profession(Sailor) +7, Swim +10

Possessions: masterwork chitin armor¹¹(ACP -2), masterwork voulge, *oil of greater magic weapon* +3(x2) (will use one before combat), *potion of cure critical wounds*(x2), *potion of barkskin* +4 (will use before combat), *potion of invisibility*, Jade Amulet worth 400 gp

*The dreadlord prestige class can be found in *Fields of Blood : Book of War* by Eden Odyssey. With two levels in dreadlord, Tenoch gains the Brutal Discipline ability and a fighter bonus feat.

Brutal Discipline: All allied units with line of sight to dreadlord add +2 to their Command checks. A unit the dreadlord leads adds +4 to their Command checks.

**As a favored disciple of Atzanteotl, Tenoch gains one additional fighter bonus feat he would not otherwise qualify for.

In the unlikely event the PCs win the Battle of Farshore and Tenoch survives and escapes, he will abandon the Crimson Fleet, stealing a canoe if necessary. He will begin

⁸ Ibid, p105

⁹ Ibid, p108

¹⁰ This skill is described in *Fields of Blood : Book of War*, and can be used if the Battle of Farshore is resolved using mass combat rules.

¹¹ See *Stormwrack*, p106

exploring the Isle of Dread while fervently praying and making sacrifices to Atzanteotl. That Immortal will grant Tenoch a vision showing him how to sacrifice dinosaurs on the island so as to gain the Ka-tainted template¹². Once Tenoch gains the template (likely from the sacrifice of a tyrannosaurus), he will seek out and stalk the PCs as they continue their missions on the Isle of Dread. This time Tenoch will fight to the death.

If Tenoch is somehow captured alive, he will eventually offer a trade. He will provide some information to the PCs on the Crimson Fleet in exchange for being transferred to Sasserine as a prisoner to fight in the Arena of that city. He will attempt to regain his freedom in the same way he regained it in Thyatis, attempting to become a popular gladiator in the city.

Regardless of exactly where or when Tenoch is slain in battle, Atzanteotl will not seek revenge on those who have slain his favored champion. For the Children of the Tiger, a glorious death in battle is a life that fulfilled its purpose, and Atzanteotl is satisfied with Tenoch's service.

Collected Errata

page 52: First Skephilipika's *dominate person* ability requires a DC 18 Will save, not DC 16. This is due to his higher Charisma score. Second, the kopru druid is wearing an *amulet of mighty fists* +1, but that hasn't been factored into Skephilipika's claw and bite damage attacks, which should be 1d4+3 each, not 1d4+2.

¹² See *Dragon Magazine* #315, p22-26

page 134: Threshold Magazine #4 : The Heldannic Knight Scouts should have their main AC and touch AC reduced by 1 each to account for the limit their full plate armor places on their maximum Dexterity bonus (max Dex bonus for full plate is 1).

DUNGEON MAGAZINE #143:

BACKDROP: FARSHORE

Mayor Election

The details for the election of Lord Mayor of Farshore is covered in the Farshore backdrop article in Dungeon Magazine #143. It starts off with 80 votes in favor of Manthalay Meravanchi, 80 votes in favor of Lavinia Vanderboren, and 80 votes undecided.

The text assumes that there will be enough campaigning going on between the PCs and Avner Meravanchi and enough successes and failures that one of the candidates will have 41 votes out of the undecided. There is a 25% chance, however, that Avner fails his first two rolls and gives up without winning anyone over to his uncle. The text assumes that Meravanchi wins if no one campaigns, but how does the undecided break down exactly? If you assume that Meravanchi has only a 51% majority of the undecided than Avner failing the first two rolls decides the election for Lavinia without the PCs doing anything.

To make sure the PCs efforts matter, try the following...

75%- d20% of the undecided who have not been swayed to either candidate will vote for Meravanchi in the election. Thus, before Avner and the PCs do anything, the undecided will go 60 to Meravanchi and 20 to Lavinia as an upper bound and 44 to Meravanchi and 36 to Lavinia as a lower bound. Any undecided voters swayed by Avner or the PCs are no longer factored into the final 75%-d20% split.

As an example, suppose between Avner's failures and your PCs successes there were 30 undecided voters swayed to Lavinia and 50 still undecided when the election takes place. Rolling the d20 produces a result of 15. Thus, 60% of the remaining 50 undecided voters vote for Manthalay and the final election results are Lavinia 130 votes and Manthalay 110 votes.

DUNGEON MAGAZINE #144:

ADVENTURE #6: THE LIGHTLESS DEPTHS

Negotiating with MONSTERS

The first part of the adventure includes a negotiation with Emraag the Glutton, the dragon turtle of Gallivant Cove. The adventure notes that Emraag can be summoned if the PCs use a musical instrument made by the local natives called a sea skirl. The pipes can be played underwater and if it is played well (Skill : Perform(wind instruments)), Emraag will be in a more agreeable mood.

Unless you happen to have a PC who picked up that skill, the players will either have to do without or recruit someone to fulfill the job. Here is a possible NPC that can be recruited for the job from the PCs home city of Sasserine

Justine Pike is a 5th level bard, skilled in playing the flute and other wind instruments. Combining her Charisma bonus and skill ranks, she has a total Perform(wind instruments) skill check of somewhere between +10 to +12. She is married to Horatio Pike, the second son of the Pike patriarch and ex-ruling family of the Champion District. The Pikes have fallen on hard times and were recently displaced by the Toregson family¹³.

Because of this, Justine is now supporting her husband playing in Sasserine taverns, while her husband hatches numerous schemes to earn a fortune that have yet to pan out. She is willing to travel to Farshore and play the sea skirl despite the inherent dangers involved, but her husband must accompany her and will set his sights on Farshore as the ideal location to regain his family's fortune. While she will practice the sea skirl on the Sea Wyvern's journey to the northern side of the isle, Horatio will pester

the PCs with various ideas for money-making ventures once they return to the colony. Assuming the adventure is a success, the Pikes will return with the PCs to Farshore and attempt to invest their payment and open a new tavern in Farshore.

Isle of Dread Underdark RANDOM ENCOUNTERS

In the table below is a suggested modification to the random encounter table provided for the tunnels below the Isle of Dread. It swaps out cloakers and the gibbering moulder for dusanu and malfera respectively.

The dusanu look like undead but each dusanu is actually a fungal colony that took over a human native corpse. Should you roll the dusanu as an encounter a second time, feel free to make it 2d8 small dusanu as specified in the Dragon Magazine entry. This group of small dusanu have taken over phanton corpses on the surface before returning to the Underdark below the Isle of Dread. As the city of Golismorga holds many types of dangerous mold and fungi, dusanu can also make a suitable encounter there in the final part of the adventure. If you don't have *Dragon #339*, the 2E source for dusanu is found in the *Mystara Monstrous*

¹³ See *Dungeon Magazine #139*, p52

Isle of Dread Encounters

The table entries are	Roll	Monster	Average EL	Source
Replace entry	71-73	1d6 cloakers	8	Monster Manual p36
with	71-73	1d8 dusanu	8	Dragon Magazine #339 p54-55
Replace entry	93-95	1 gibbering moulder	5	Monster Manual p126
with	93-95	1d2 malferas	6 or 8	Dragon Magazine #343 p51-52

Compendium Appendix.

The malfera, in this case, were summoned by the kopru to act as additional guardians who patrol the caverns above Golismorga. The malfera(s) will try to avoid a direct confrontation should they encounter the PCs. Instead they will shadow and stalk the PCs, attempting to use their *nightmare* ability to slowly weaken the party. The malfera(s) will only attack the party at an extreme moment of vulnerability or to come to the aid of any kopru who are under attack. This may mean the malfera(s) will follow the PCs into Golismorga. The malfera encounter will only happen once, and the kopru will not be able to replace any slain malfera over the course of the adventure. The malfera can also serve as an additional encounter in Golismorga. If you don't have Dragon #343, the 2E source for malfera is found in the Savage Coast Monstrous Compendium.

Location A1) Putrid Pier

To correct for the complete absence of traps in this adventure, four trap encounters are described for use with this adventure. This trap is the first one the PCs encounter.

For the Putrid Pier, the troglodytes have rigged the central 10 by 20 foot section of their pier to collapse when the weight of more than one Medium size creature walks upon that section at a time. The pirates normally call out and attract the attention of the troglodyte emissaries who bring out some reinforcing boards and slide them into place to temporarily disarm the trap. If the trap does trigger, the entire section collapses except the for the solitary poles which hold

the burning torches. Anyone who makes the reflex save can jump to one of the two stable sections of the pier at opposite ends, whichever end the character is closest to. Anyone falling into the water lands amidst a jellyfish swarm¹⁴ as the troglodytes have found a way to draw jellyfish to their pier as an additional defense.

Collapsing pier trap: CR6, mechanical, location trigger, no reset, DC 20 reflex save avoids, fall into the water and jellyfish swarms, multiple targets, Search DC 25, Disable Device DC 18.

Location I) Temple of the Ancient Ones

This next trap can be placed anywhere after the Temple of the Ancient Ones but before actually reaching Golismorga. One possibility is to place it one hundred yards beyond the temple exit. The kopru have inscribed a *glyph of warding* in a narrow section of tunnel that the PCs must enter which is about ten feet in diameter. The glyph can be either on the ceiling or on the floor obscured by some loose rubble. It activates as soon as a PC passes over it or underneath it.

Glyph of Warding(Blast): CR6, spell, spell trigger, no reset, spell effect (*glyph of warding* [blast], caster level 16, 8d8 sonic damage, DC 14 reflex save for half damage), multiple targets (all targets within 5 ft), Search DC 28, Disable Device DC 28.

¹⁴ See *Stormwrack*, p161-162

Kopru Scouts

This encounter, a small kopru scouting party accompanied by troglodyte palanquin bearers, is not much of a challenge for 11th level characters. In the sidebar *Scaling the Adventure* (page 66), it suggests for higher level parties to add a dark naga to the kopru scouting party. That would be one way to make this battle more challenging.

Another possibility is to give one or more of the kopru a *potion of eagle's splendor*. Drinking the potion boosts the DC Will save against the kopru's *dominate person* by +2. But don't bother with this option if the party makes use of magic like *protection from evil* which blocks the kopru from controlling their victim for the duration of the spell.

Scholarly Devourer

It suggests that the devourer Rakis-Ka will attempt a peaceful interaction with the PCs but later returns to stalk and attack them. Should that scenario play out, you can increase the difficulty of the encounter by having the devourer use its *lesser planar ally* spell-like ability to collect some additional support before it attacks, which will increase the difficulty and EL of the encounter. Suitable creatures would be nightmares from the Monster Manual or canoloths from the Monster Manual III.

Shaboath Pools

It mentions in the *Aboleth Master Glyphs* sidebar (page 50) that the glyphs in Golismorga have long since been ruined. You could instead have the PCs come across one of the glyphs still working and active when

they have an encounter, such as the battle against the Shaboath golems. One example would be the *glyph of law* which inflicts a minor penalty on all nonlawful creatures within thirty feet. As the golems in this encounter are of neutral alignment, the pools could be just outside the range of the glyph, but the golems may need to move into range during the battle at which point they are affected just like the PCs.

If you have the 3.5E hardcover *Lords of Madness* (or the 2E *Night Below* box set where they first appeared), you can get more information on the aboleth glyphs.

Scamille Encounter

A scamille encounter is described in the *Savage Tide Adaptation* article in *Threshold Magazine* #4¹⁵. If you use it, keep in mind just how deadly the scamille can be if the PCs don't know its weakness to Light magic. While Knowledge (dungeoneering) is one way to know more information about the scamille, the aboleth N'glothnoru found in the Temple of the Ancient Ones is another source who can warn them of the danger of some of the buildings in Golismorga as well as their aversion to light. Of course, the aboleth is unlikely to talk about such knowledge unless the PCs can pierce its illusions and make N'glothnoru aware of the fact that they have discerned its true nature.

Tlaloc's Crater

Tlaloc's Tear itself had some potent magical defenses inscribed upon it when it was used by the Olman/Oltec long ago to defeat the

¹⁵ p144-145

aboleth. Most of those atrophied over the centuries, but one magical trap remains, a *freezing sphere* spell that is triggered when someone damages Tlaloc's Tear. The first time anyone inflicts damage upon it, the freezing sphere spell is cast targeting the five foot square where the attack originated from. The spell has the range specified in the Players Handbook, which is 840 feet. If the target square is out of range it will target the spell as close as possible to the target at the limit of its range. There is a 30% chance the spell will scatter slightly and actually hit a random five foot square adjacent to the original target square.

Freezing Sphere Trap: CR 7; magic device; spell trigger; no reset; spell effect (*freezing sphere*, 11th-level wizard, 11d6 cold damage); Search DC 31; Disable Device DC 31.

Optionally, this spell and perhaps a few other spells tied to water and/or cold are inscribed over the surface of Tlaloc's Tear. Anyone who cares to make the minimal effort can preserve these inscriptions even as Tlaloc's Tear is destroyed. Preserving the stone fragments carrying these inscriptions in this manner allows a wizard to use them as standard scrolls to be copied into a spellbook or provide a one-shot spell casting.

The Heart of Madness

The kopru have carved out a small domain "along the eastern wall of Golismorga, centered on an ancient aboleth ziggurat". It is up to the DM how large an area and how many additional buildings the kopru occupy, but as described the kopru will have an



Caverns of Golismorga

established perimeter to the north, west and south.

Many of the buildings are very close together making it impossible for the kopru to establish clear lines of sight at a comfortable distance for their sentries. This will allow the PCs to get close to observe the ziggurat and kopru settlement by squeezing between buildings in what are effectively narrow alleyways. The kopru have established traps, however, to guard against such approaches. They have surgically grafted sea urchin spines tipped with a potent poison into the living flesh of the buildings. The PCs must contend with at least one of these traps to reach an observation point where they can safely observe the kopru.

The kopru check these traps once per day, which they can safely do through their mental powers while in proximity of the trap. Should they find one of the traps has been triggered they will reset it but not raise any alarm. Should a second trap be triggered by the PCs later on, the kopru will be wary and patrols will increase around the ziggurat. That won't matter, of course, should the PCs flood Golismorga.

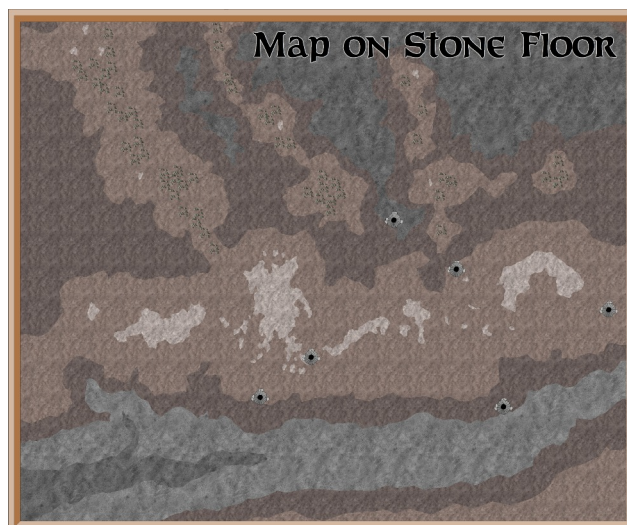
Fusillade of Deep Sea Urchin Spines(Darts): CR 10; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, urchin spine darts); poison (unique deep sea urchin cultivated by the kopru, DC 15 Fortitude save resists, 1d4 Con/ 1d6 Con); multiple targets (1d8 quill darts per target in a 10-ft.-by-10-ft. area); Search DC 32; Disable Device DC 29

If you wish to modify this trap, here is how to build it. It uses the CR7 Fusillade of Greenblood Oil Dart trap¹⁶ as a baseline. The Search DC is increased from 25 to 32 which is +1 CR. The poison is upgraded in comparison to greenblood oil and black adder venom which are both +1 CR, this poison cultivated by the kopru is approximately two points higher so +3 CR.

The kopru in Golismorga prefer to use their natural weapons but if you opt to give some of them melee weapons, you could have these kopru apply this poison to those weapons.

Ziggurat Shrine

The original article made the following suggestion for modifying one of the internal rooms of the ziggurat¹⁷. “In the chamber where the PCs face off against Ulioth, the kopru leader, they will note that strange maps appear to have been more recently etched on the sections of partial stonework on the floor. A DC 35 Knowledge (geography) check is enough for the PC to recognize these as maps of the Twearlar underwater empire and regions of the Sunlit



Sea. There are six black circles marked around what would correspond to underwater city locations. The kopru have smuggled shadow pearls into those cities”

This shrine is location Q3 (incorrectly labeled Z3 in the magazine) in the adventure. If your PCs are having an easy time of things and you suspect Ulioth needs the help, you can opt to have these maps on the stonework floor be found in location Q2 The Room That Watches. As there is no apparent danger in that room, the PCs might spend some time puzzling out the meaning of the maps or sketching them on paper to review later. This potentially gives Ulioth more time to prepare for the fight, as he is warned of the presence of the PCs as soon as they enter location Q2. The PCs may make a Listen check to hear Ulioth or a Spot check to notice the rise of water coming from the chute in the floor after Ulioth casts *control water*.

Collected Errata

Page 33: If you happen to use the plesiosaur in an encounter during the initial sea voyage

¹⁶ see [“The Hypertext d20 SRD”](#) entry

¹⁷ See [Threshold Magazine issue #4](#), p145

to Gallivant Cove, be sure to review the errata page¹⁸ for its monster manual entry in Stormwrack, which is found on pages 146-147 of that book.

Page 53: The CR for the blackfang rhagodessa is incorrect. The blackfang rhagodessa is an advanced rhagodessa, which was updated to 3.5 rules in *Dungeon Magazine #139*. In that issue, the rhagodessa is a CR2 4HD vermin of Medium size. The blackfang rhagodessa is advanced to the maximum of 12 HD and this also makes them Large size. The error in the stat block is the blackfang rhagodessa is listed as CR9. As per 3.5 D&D rules, the CR is adjusted as follows...

+1 CR for every 4HD advancement of a vermin type (+2 total)

+1 CR for increasing to Large size

So they should be CR5. You can argue for CR6 based on their higher than average hit points and because they picked up a +5 bonus to Constitution instead of the usual +4, which in their case lets them pick up an extra 36hp instead of 24hp.

Page 55: The rule reference provided for the Sloughed Skin encounter is incomplete. "...triggering an avalanche of decaying flesh-like resin. The resulting slide is 80 feet wide with a 40 foot bury zone in the center and a 20 foot slide zone on either side. Treat this as a normal avalanche, as detailed on page 90 of the *Dungeon Master's Guide*..."

The rules for the avalanche are on page 90, but what is additionally needed are clear rules on how PCs who are buried can get free by themselves or with help.

First, consult the Cave-ins and Collapses section found on page 66 of the *Dungeon Master's Guide*. That covers how a PC can free themselves or how another can free them. It states that for a cave-in the PC will be buried under about 2000 pounds of rock in their 5x5 foot square. The 3.5 D&D *Frostburn* book covered this rule again when it came to snow. There it suggests 500 pounds of snow that the buried PC must escape. Combine these rules and assume that the resin weighs as much as snow, or perhaps a bit more.

Pages 56-57: The neh-thalggu (aka brain collector) scion described on these pages should have an initiative bonus of +5, not +1. This is accounted for by its Improved Initiative feat.

Pages 61-62: First Ulioth's *dominate person* ability requires a DC 18 Will save, not DC 16. This is due to his higher Charisma score.

Second, Ulioth has the Thrall of Demogorgon prestige class which is found in the D&D 3.0 hardcover *Book of Vile Darkness*. However, a few months after *Dungeon Magazine #144* was released, a 3.5 update to the Thrall of Demogorgon prestige class was published in *Dragon Magazine #357*. If you wish to use this 3.5 update for Ulioth, everything is the same except that the 3.5 version of the Thrall of Demogorgon prestige class uses a good Will save progression rather than the original poor Will save progression. Thus, Ulioth's new Will save is +22, improved from the original +19.

¹⁸ See ["Tim's Errata Archive"](#) entry

DUNGEON MAGAZINE #145:**ADVENTURE #7:
CITY OF BROKEN IDOLS****The Central Plateau**

In this adventure, the central plateau on the Isle of Dread has no large extinct caldera that dominates the very center of the plateau in a five to seven mile radius. The terrain is largely flat grasslands and forests. The original *X1 The Isle of Dread* (along with the version released for the 5E playtest) has the central lake and village of Mantru within the extinct volcano itself, requiring PCs to climb or fly to cold, snowy peaks before descending and finding the village of Mantru. As detailed on page 23 of module X1:

*“The cliffs surrounding the central volcanic lake form a high, imposing wall of upthrust rock. Often shrouded in low clouds, the tops appear jagged and in some places snow-covered.”*¹⁹

X1 suggests it takes 12 hours of climbing to reach the top of the cliffs.

If you decide to add this geological feature back to the central plateau, you can leave an open pathway via narrow valley on the northern side of the caldera. This narrow valley formed long ago when an earthquake widened a crack in the extinct volcano, and was used by both animal herds and villagers from Mantru to venture from the central volcanic lake to the rest of the plateau and back again until recent times. Now this

narrow valley is watched and guarded by skinwalkers, who use a trail that leads through the valley to the northern edge of the central plateau where they have a hidden path leading down to the rest of the Isle of Dread.

The hidden camp of the lizardmen awaiting Noltus’ return lies just beyond the cliffs near the southeast curve of the caldera, and Noltus and his band climbed the cliff walls to descend into the valley before he was captured.

Should the PCs ascend the caldera, you may roll for random encounter using the Cliffs entry on the encounter table found on page 59. If the PCs enter the caldera through the narrow north valley, the skinwalkers will spot them. There are 2d6 skinwalkers watching this approach and at least one will go back to alert the complex while the rest stalk the PCs, attacking at an opportune moment if they have at least parity in numbers with the PC party. If not, they wait until the PCs encounter more skinwalkers before they attack.

**Deinosuchus Titanic-template
Crocodile**

This sixty-foot long prehistoric crocodile was built using the Titanic template found in the *Monster Manual II*. That template has no provision for giving a creature the swallow whole ability. This creates the oddity of this enormous beast being unable to swallow characters, as the standard crocodile normally uses its improved grab ability to pin an opponent underwater to drown them. Rather than have it use that tactic, add the

¹⁹ For a visual, you can review [Jason B. Thompson’s artwork](#) at the Wizardss website

*Deinosuchus*

following abilities to the deinosuchus stat block:

Improved Grab (Ex): Replace the last sentence of the Monster Manual Crocodile's Improved Grab ability with the following sentence..."If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round."

Swallow Whole (Ex): The deinosuchus can try to swallow a grabbed opponent of Large size or smaller by making a successful grapple check. Once inside, the opponent immediately begins taking 2d6 + 14 points of bludgeoning damage plus 1d8 + 4 points

of acid damage from the deinosuchus' stomach each round. A swallowed creature can cut its way out using a light slashing or piercing weapon or claws. Dealing at least 45 points of damage to the deinosuchus' stomach (AC 18) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits in this way, muscular action closes the hole. The deinosuchus' stomach can hold up to 2 Large, 8 Medium, 32 Small or 128 Tiny-sized or smaller opponents.

Taboo Temple Elevation Levels

Within the temple, the adventure has some confusion over elevation levels between different areas of each dungeon level, and elevation levels between different dungeon levels. Location 8 on dungeon Level 1 is declared to be twenty feet above location 33 on dungeon Level 2. At the same time, location 10 on dungeon Level 1 is also declared to be twenty feet above location 31 on dungeon Level 2. The problem is that locations 31 and 33 are at the same elevation on dungeon Level 2, but locations 8 and 10 are not! There is a staircase between areas 8 and 10 leading down, which means area 10 is on a lower elevation.

The problem originated with *X1 The Isle of Dread*, which didn't specify the elevation levels between dungeon levels except to state that the drop from location 8 to location 33 in the Savage Tide Taboo Temple (corresponding to locations 34 and 40 in *X1*) was 1d6hp of falling damage, thus implying a ten foot drop. But *X1* had the same error with respect to the aforementioned staircase on dungeon Level 1 being present, while the

two locations on dungeon Level 2 are at the same elevation. In fact, the error is even worse in *X1*, as the staircase itself would be enough to go from dungeon Level 1 to dungeon Level 2 if there is only a ten foot elevation difference between those two levels.

So to fix all of this, here are a set of recommended elevation levels for each location of the first two levels of the dungeon, where a 0 foot elevation level corresponds to the water level of the surrounding lake:

65 foot elevation level: Locations 4-7, as well as the hiding place in the wall behind the carved face above the eastern passage at location 3. These are the highest elevation points for Dungeon Level 1.

50 foot elevation level: Locations 3 and 8, as well as the highest shelf on the eastern edge of location 2. This means the drop from location 8 to location 33 is 46 feet.

30 foot elevation level: Locations 9 through 24. This means the drop from location 10 to location 31 is about 34 feet.

10 foot elevation level: Locations 26 and 27 and the raised platform in the passage of



Location 34. These are the highest elevation points for Dungeon Level 2.

4 foot elevation level: Locations 33 and 37 as well as the passage north of location 33 which gradually slopes down to a level of -2 foot elevation at the north end by the door. This slight elevation is why the rat holes in the passage don't flood these areas.

-2 foot elevation level: Locations 28 and 34.

-4 foot elevation level: Location 29, 31, 32, 35, 36, 38, 39 and the passage section south of the platform near Location 34.

-8 foot elevation level: Location 30.

The well on Dungeon Level 2 at location 36 drops 65 feet to a pool of boiling water, which connects to Dungeon Level 3 by a

fifteen foot long U shape tunnel that extends down, across and up. This pool on Level 3 is on a terrace, and we can assume that terrace is roughly five feet high. Thus, the base elevation for the lowest level of stable ground in location 40 of Dungeon Level 3 would be about -69 feet or approximately 70 feet below the lake level.

So why isn't all of Dungeon Level 3 flooded? It should be, since there is a route from the lake to Locations 28 and 29 on Dungeon Level 2 which then connects to Location 43 on Dungeon Level 3. To prevent flooding, the kopru have their own organic material airlocks to prevent Dungeon Level 3 from being completely flooded. This is explained in the next section.

What about the original *X1* adventure?

You can use the numbers above as a guideline for establishing elevation levels for the original *X1 The Isle of Dread*, keeping in mind the following-

1) The *X1* dungeon is smaller as the Savage Tide AP greatly expanded the areas that are closed off by collapsed tunnels in *X1*.

a. Which means the 34 foot drop in Savage Tide can be as little as a 10 foot drop in *X1* (falling from location 36 to location 38).

b. And also means the 46 foot drop in Savage Tide can be as little as a 20-30 foot drop in *X1* (falling from location 34 to location 40).

2) Dungeon Level 2 in *X1* is flooded to a different depth level (5 feet instead of 4 feet), which is fine as lake elevation levels fluctuate.

3) Location 40 in *X1*, corresponding to Location 33 in Savage Tide, should be at a

slightly lower elevation as there is a secret door connecting it to the flooded passage south of it and water pours into the room if the secret door is opened. The rat holes in *X1* can simply be higher up along the walls.

4) Location 39 in *X1*, corresponding to Location 30 in Savage Tide, has an elevation fifteen feet below most of dungeon Level 2 in *X1*, rather than an elevation four feet below most of dungeon Level 2 as it is in Savage Tide.

Kopru Airlock Technology

PCs who take the underwater route from Location 29 to Location 43 find the equivalent of an airlock halfway down the tunnel. In keeping with hints elsewhere that the kopru make use of bio-organic technology, the PCs find the stone tunnel narrows a bit before reaching an obstruction that completely blocks the tunnel. The obstruction is a thick wall of living pale muscle tissue that is surrounded around the edges by a hard shell-like material which merges into the tunnel rock. While the kopru use their mental domination to control the opening, a rogue PC can make a DC 25 Search check to find the muscle's key pressure points and then a DC 25 Open Locks check to trigger the muscle tissue to retract and open. Alternatively, the bio-organic door has a Strength score of 22 and a creature that succeeds on an opposed Strength check against the door can force it open as a full-round action. Beyond the opening is a small chamber filled with water and a second bio-organic door identical to the first. From the inside of the room, merely touching the second door causes the first door to close and seal. Once the first door is

sealed, the second door automatically opens revealing the flooded passage continuing downward. Should the PCs continue and then return later, the second bio-organic door will have closed and need to be reopened once again with either skill or Strength checks. Only from inside the small chamber can a door be automatically opened with a touch.

Should the PCs explore Location 44's passageway leading to other kopru fortresses deep below the island, they find another such bio-organic airlock. While the PCs could try to flood dungeon Level 3 by wedging open the muscle tissue, this is only a minor inconvenience for Khala and the kopru.

Skinwalker Witchdoctor

In the original *X1* adventure, the hostile tribe occupying the first level of Taboo Temple has a witchdoctor as one of its leaders. While the skinwalker tribe in the Savage Tide AP have acolytes of the skin which lead the tribe in worshipping Demogorgon, they use a sorcerer class as their base build. The following optional NPC is a classic witchdoctor using the cleric class along with one level of the Thrall of Demogorgon prestige class to model the priest who conducts the ritual mentioned in the adventure that creates a skinwalker. You may substitute this witchdoctor for one of the two skinwalker acolytes of the skin encountered in the main battle at Location 3, or make him an additional combatant.

The witchdoctor will be with the chieftain and will cast *shield of faith* and *freedom of movement* on the chieftain and *protection*

from good on himself as soon as they are mentally aware of attackers. The witchdoctor will cast *divine favor* on himself if possible just before emerging onto the balcony, and will cast *sticks to snakes* once he moves on to the balcony. This spell will animate two spears on the ground floor, transforming them into Large viper snakes for 8 rounds. Optionally, these snakes have a ranged spitting attack with thirty foot range increments that can cause blindness if the target is hit and fails a saving throw. Use the normal poison DC for the save.

Skinwalker Witchdoctor of Demogorgon CR 10

Male skinwalker cleric 7/thrall of Demogorgon 1

CE Medium outsider (native)

Init +3; Senses darkvision 60 ft, scent, Listen +17, Spot +17

Languages: Abyssal, Oltec

AC 19, touch 13, flat-footed 15

hp 155 (16d8 + 80); DR 10/magic

Immune fear, poison

SR 15

Fort +18, Ref +11, Will + 17

BAB +14; Grp +17

Spd 40 ft

Atk options: pounce, rebuke undead (+2 bonus)

Melee: mwk macuahuitl +18/+13/+8 (1d8+3/17-20 plus poison) and

2 claws +16 (1d6+2 plus poison) and bite +16 (1d8+2 plus poison)

Wis 18

Spells Known (CL 8th)

4th (7/day) – *freedom of movement*, *morality undone*²⁰ (DC 18), *poison* (DC 18),

²⁰ See *Fiendish Codex I: Hordes of the Abyss*, p95

spell immunity

3rd (5/day) – *contagion*^d (DC 17), *dispel magic*(x2), *inflict serious wounds*, *sticks to snakes*²¹

2nd (5/day) – *blindness*^d(DC 16), *death knell*, *bold person*(DC 16), *inflict moderate wounds*, *silence*(DC 16)

1st (6/day) – *bane*(DC 15), *bles*, *divine favor*, *doom*^d(DC 15), *protection from good*, *shield of faith*

0 (6/day) – *guidance*, *inflict minor wounds*(x3), *resistance*, *virtue*

d = domain spell; Domains: Corruption, Demonic

Abilities: Str 17, Dex 16, Con 20, Int 10, Wis 18, Cha 15

SQ telepathic link, spontaneous casting(*inflict wounds*)

Feats: Alertness, Improved Critical (*macuahuitl*), Multiattack, Thrall to Demon Demogorgon(+1 luck bonus to any roll once per day), Track, Willing Deformity(+2 profane bonus for Intimidate checks)

Updated Skills: Concentration +18, Craft (*poisonmaking*) +11, Intimidate +8, Jump +26, Hide +22, Knowledge(*arcana*) +2, Knowledge(*religion*) +6, Knowledge(*the planes*) +4, Listen +17, Move Silently +22, Spot +17, Survival +15

Corruption Domain – Ignore harness attacking an object once per day

Demonic Domain - +1 profane bonus on attack and damage rolls for unarmed strikes and natural weapons

Hypnosis (Su): Once per day, may make a gaze attack with an effect of the *hypnotism* spell, range 30 ft. (DC 13)

Notes: The scaly flesh natural armor bonus, the Willing Deformity and Improved Critical

bonuses, and the Demonic Domain bonus are already factored into the statistics above. For the Willing Deformity feat, the witchdoctor has bisected some part of his body in honor of Demogorgon, as a default it can be his face leaving a horrible scar down the center and a bisected nose.

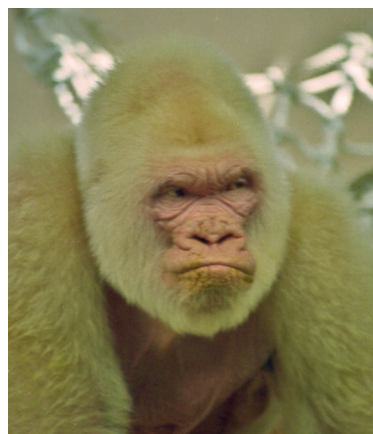
Animal Companion White Ape Eztli

The chief of the skinwalkers has the abilities of a 9th level ranger in addition to the standard skinwalker abilities. This includes having an animal companion, a standard Monster Manual ape with the name Eztli. For Mystara, Eztli is a white ape, a classic monster from Moldvay/Mentzer D&D. Although they didn't appear in the original X1, BECMI D&D did associate white apes as pets for Neanderthals²².

From the Rules Cyclopedia –

“White apes are a species of ape that lost their color due to many years of living in caves. While not truly intelligent they know the tactic of throwing stones at enemies and normally keep some handy throwing stones in their lairs.”

White apes normally live among the Neanderthals who inhabit caves southeast of the central plateau on the Isle of Dread. Chief Achcauhtli stole Eztli shortly after the white ape was weaned.



²¹ See *Dragon Magazine* #317, p71

²² See *Dragon Magazine* #118, p62

Use the standard Ape statistics for Eztli, and add the following ranged attack for the ape with a range increment of 30 feet.

Melee: ranged thrown stone attack +5 (1d6+5)

The full stat block below is included as a more powerful advanced white ape version for Eztli. To make this version, you can advance Chief Achcauhtli one more level in ranger, making him a 10th level ranger with 18 HD. In addition to this extra level adding one to the chief's BAB, Fort save, Ref save and wild empathy check, as well as giving him six additional skill points, the chief gains two selections of favored enemy bonus, a 2nd level ranger spell, and an additional feat.

For the favored enemy bonus, increase the bonus against humans to +6, as well as adding humanoid(reptilian) +2, to reflect the arrival of hated Ixion-worshipping lizardmen that journeyed to the central plateau along with Noltus Innersol. For the new spell, either *bear's endurance* or *cat's grace* would be sufficient and will also benefit Eztli. For the feat, Chief Achcauhtli take the Natural Bond²³ feat. This makes his effective druid level 8 instead of 5, allowing Eztli to advance as an animal companion, gaining the benefit of +2 bonus HD and natural armor, as well as a +1 bonus to Strength and Dexterity along with the Evasion ability and another feat. The following stat block for Eztli reflects these changes.

²³ See *Complete Adventurer*, p111

White Ape Animal Companion

Large animal

Hit Dice 6d8+15 (44 hp)

Initiative: +3

Speed: 30 ft, climb 30 ft

Armor Class: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14)

BAB +4, Grp +14

At: Claws +9 melee (1d8+6)

Full attack: 2 claws +9 melee (1d8+6) and bite +4 melee (1d6+3)

or 1 ranged thrown stone +7 (1d6+6)

Space/Reach 10 ft, 10 ft

Fort +7, Ref +8, Will +3

Str 22, Dex 16, Con 14,

Int 2, Wis 12, Cha 7

Climb +16, Listen +6, Spot +6

Feats: Alertness, Toughness, Improved Natural Attack

Special Abilities: Evasion, Link, Share spells

Location 8, Priest's Chamber

This is where one of the skinwalker acolytes observes the main chamber on the narrow platform and can cast spells through the eyeholes. This area is Location 34 in the original X1 adventure but the original hazard/trap found here in X1 is missing. Quoting p25 of module X1: *"The Isle of Dread"*

"Anyone standing on the platform may view the main chamber by looking through the two small eye holes. Between the two eye holes is a large wooden piston and handle. If anyone gives it a strong hard pull, this piston sprays a 20-foot diameter cloud of inflammable dust through the nose of the face and into the main chamber. The dust cloud causes any open flames in the main chamber to explode, causing 4d6 points of

damage to any character in the area. A successful saving throw versus dragon's breath reduces damage by half. There is a 50% chance that any explosion in the main chamber causes a similar explosion on the platform where the piston is, resulting in 2d6 points of damage to anyone there."

This alchemical weapon is still accessible and known to the skinwalker acolytes. The acolyte stationed here prefers to use his spells in targeting opponents in the main chamber, as his fellow skinwalkers are not resistant to fire. However, in certain circumstances the acolyte may deliberately trigger the spray with a move equivalent action. As long as flame is still burning in the central fire pit in location 3, this will cause an explosion inflicting 4d6 hp of damage to everyone in location 3, including the upper balconies. A DC 15 Reflex save halves the damage. If the explosion extends through the eye holes (50% chance), anyone standing on the platform takes 2d6 hp of damage with a DC 20 Reflex save for half. Note the skinwalker acolyte himself is resistant to fire and is unlikely to be harmed.

Should this weapon/trap remain un-triggered when the PCs explore location 8, the following statistics are provided for the purposes of a rogue (or anyone else with the Trapfinding ability) determining what the piston does (Search DC) and figuring out how to disable/disarm it.

Piston – Flammable Dust: CR 0; mechanical; manual trigger; no reset; Search DC 15; Disable Device DC 15.

Location 13, Vault of the Sun and Moon

Bas-reliefs on the walls depict a native hero of the Thanacian empire fighting wingless dragons. These are linnorms, which appear later in the adventure path when the PCs visit the outer planes. Since linnorms are not part of Mystara lore, you can change the images to winged dragons easily enough. If you do want to foreshadow the linnorms, then you can keep the description as is, and linnorms briefly invaded the Isle of Dread in the distant past.

Whatever you do, don't show the players the illustration/image representing the room found on page 72 of the magazine. That image shows the solution for the puzzle/combination lock the PCs must solve to recover the artifact. It is helpful for the DM to visualize the room, but terrible to print out and hand to the players.

Location 24, Prison Camp

The tiefling rogue Throgiff can be converted to a diabolus rogue while leaving his statistics mostly the same. Just remove the *darkness* spell-like ability, apply the appropriate racial bonuses, and add the natural tail attack to his melee attacks²⁴.

Affiliation Awards

If the Zelkarune's Horns affiliation requests that a PC member bring back a live unique beast or one of the Infamous Seven²⁵, and the

²⁴ See *Dragon Magazine* #327, p65

²⁵ See *Dragon Magazine* #352, p77

PC brings back the deinosuchus, then the affiliation award to the PC should be +2 to bring it into line with the standard awards for that affiliation²⁶.

Collected Errata

Page 64: *“Onailati teleports back to Taboo Island to report his failure to Kbola if both the julajimus and the acolyte are slain, or if he’s reduced to less than 30 hit points.”*

As a maurezhi demon, Onailati has no spell-like ability or magic to teleport. If he cannot escape on foot, a skinwalker might escape to warn the temple of the PCs approach. You could give Onailati a one-use item to teleport or simply allow the PCs to make an initial surprise attack on the temple should they prevent any of the ambushers from escaping.

Page 68: *“The two secret doors on the balconies are of stone”*

Based on the elevation levels outlined above, this is incorrect. The secret door leading to Location 6 is, indeed, up at the balcony level. However, the secret door leading to Location 8 is not at the balcony level but is, instead, at base ground level with respect to Location 3. It is in the wall underneath the balcony.

Page 68: Chief Achcauhtli’s bashing light wooden shield has a base damage of d6, not d8. Thus, he does 1d6+3 hp of damage when striking with the shield. Also, with his multiattack feat his natural weapons (two claws and a bite) are hitting at a -2 penalty. They are unaffected by his two-weapon fighting style since these natural attacks are

²⁶ See *Dragon Magazine* #348, p73

the lion/rakasta skin part of the chieftain skinwalker rather than the human part of him. Thus, with a BAB of +17 and a Strength bonus of +5, his attacks with natural weapons should be 17+5-2 = +20, not the +19 which is listed.

Page 69: *“Once four skinwalkers are slain, the survivors howl in rage - this din is enough to call the Chieftain, his ape animal companion and the second acolyte into the battle.”*

Skinwalkers share an empathic communal consciousness while they are within sixty feet of each other as a supernatural ability (see page 84). Therefore, making any noise at all is unnecessary. From the very first round of combat, the chieftain and acolyte can begin prepping for the battle just in case by casting spells, and know exactly how many of their fellows have fallen as the battle progresses

Page 77: The fiendish template applied to a kopru behemoth increases the creature’s CR by +2, not +1. So, the taboo temple kopru are CR12.

DUNGEON MAGAZINE #146:

ADVENTURE #8: SERPENTS OF SCUTTLECOVE

Exalted Fiends

The previous article includes some suggestions on incorporating fiends from the Outer Planes into Mystara and Immortal

cosmology²⁷. Up until this adventure, all the demons and other fiends that the PCs encounter are of lesser status. For conceptual purposes and in case anyone wishes to convert the Savage Tide AP to BECMI D&D, we can classify any fiends with a CR of 18 or higher as having Exalted status²⁸.

Using this somewhat arbitrary standard, the advanced yagnoloth residing in the Crimson Fleet treasury chamber is an Exalted-class fiend.

Affiliation Awards

There was no affiliation awards sidebar provided for this adventure, it was likely cut for space reasons. If your PCs belong to any of the affiliations detailed for the Savage Tide AP, goals exist in this adventure that can increase their affiliation score. Each of the following criterions grants an affiliation score modifier of +1.

Church of the Whirling Fury, The Dawn Council, Emerald Crest, The Heldannic Knights/Scarlet Brotherhood:

Destroy the Crimson Fleet pirate base and terminate Cold Captain Wyther.

Emerald Crest: Rescue the pirate captain Harliss Javell and recruit her into the Emerald Crest.

The Seekers: Recover the Athrinoord Stone found in location H4 and donate it to a Seeker Chapterhouse.

Witchwardens: Recover a *serpent symbol*²⁹ and donate it to the Witchwardens in Sasserine for study.

Zelkarune's Horns: Capture the fiendish eye of the deep and return it to Sasserine alive for the arena, or slay the yuan-ti anathema and bring its corpse back to Sasserine as a trophy. Accomplishing both tasks nets PCs a +2 to their score.

Collected Errata

Page 65: The fiendish eye of the deep has an Initiative of +4, not +5.

DUNGEON MAGAZINE #147:

ADVENTURE #9: INTO THE MAW

Planar Merchants

Instead of the PCs encountering the mercane wizards protected by tiefling mercenaries, the PCs are approached by planar spiders³⁰. Like the mercanes, these planar spiders are 13th level wizards. The planar spiders don't use naval vessels, preferring to *plane shift* directly on to the Sea Wyvern. One planar spider first appears atop the main mast to make peaceful overtures and offer to trade, using a *tongues* spell if necessary. Assuming the PCs agree, the planar spider departs and

²⁷ See [Threshold Magazine #4](#), p128-129

²⁸ See "Wrath of the Immortals" - Book One: Codex of the Immortals, p105, 108-109

²⁹ See *Dungeon Magazine* #146, p73-74

³⁰ Credit to C Richard Davies for first suggesting to replace the mercane with planar spiders.

soon returns with more companions and magical wares to sell.

As an alternative, if you intend to try and run the encounter with Demogorgon as a High Eternal from the Immortals box set later in this article, you can have the planar spiders approach the PCs in one of their merchant flying saucer ships³¹. The PCs first spot the flying saucer approaching at impossibly high speed hovering less than twenty feet above the water. When it gets close it comes to a stop, a hatch opens and a planar spider emerges to open negotiations. While the flying saucer itself is not for sale, the planar spiders can reveal that similar vehicles roam the Ethereal Plane...for a small fee.

DEMONS KNOWN ON Mystara

For the purposes of supplementing a side-quest for the Zelkarune's Horns in this adventure (see the Dragon Magazine #356 entry), this section singles out two of the



Planar Spider

³¹ See module IM1: "The Immortal Storm", p38-39

fiends encountered in the prison of Divided Ire and expands their backgrounds to tie them to Mystara. Both fiends have visited Mystara in the past, putting their imprint on its recent history.

S'Sharra has a feared and sinister reputation in the Principalities of Glantri. S'Sharra is the "creature from the Abyss" who first scarred the Lady Rowena Krollnar³² in the late 9th century AC. The kelvezu blackguard later returned



S'Sharra

to Glantri to finish the job, murdering the Viscountess of Bergen³³ in the early 10th century AC. Should the PCs visit Glantri and turn over S'Sharra's head to the authorities in Glantri City, they can collect a bounty of 500 platinum crowns (25,000 gp value). Identifying S'Sharra as the assassin of Lady Rowena requires a DC 35 bardic knowledge check or a DC 40 Knowledge(history) check.

Belshamoth, along with some filth demons, was responsible for the pestilent wind that scourged the village of Cournglain

³² See GAZ3: "The Principalities of Glantri", p26

³³ See "Glantri, Kingdom of Magic: The Grimoire", p35

generations ago during the life of Ascalon³⁴. The shator demodand and his companions were slain on the Material Plane but this did not destroy their existence in the Outer Planes. Since there were no eyewitnesses to the battle, the Sphere of Entropy was free to substitute a different fiend when Ascalon's identity was used later³⁵. Should the PCs visit the Republic of Darokin, and present Belshamoth's head to the Church of Darokin either in Darokin City or Corunglain, the church hierarchy will use divination magic to confirm the authenticity of the head and its link to Ascalon's history. A shrine will eventually be established in the city sparking a revival in pilgrimages in Ascalon's name. In gratitude, a wealthy Darokin merchant sends a gift of 10,000 gp to the PCs. Identifying Belshamoth as the scourge of Corunglain requires a DC 35 bardic knowledge check or a DC 40 Knowledge(history) or Knowledge(religion) check.

For both S'Sharra and Belshamoth, a PC who is a native of the continent of Brun gets a +5 circumstance bonus to their check.

DUNGEON MAGAZINE # 148:

ADVENTURE # 10: WELLS OF DARKNESS

Additional Encounter

Adventures #9 and #11 of the Savage Tide campaign feature villains owing fealty to Demogorgon who are assigned the responsibility of seeking out the PCs to assassinate them. This adventure, in contrast, has no such agents, despite Demogorgon being aware that the PCs have raided his own prison on his home plane in the previous adventure. While this adventure includes opponents assigned by Demogorgon to guard against interlopers, these are all reactive assignments rather than a proactive pursuit of the PCs as seen in the prior and subsequent adventure.

This encounter has been added to correct this oversight, as well as tie the adventure back to Mystara by featuring some Mystara NPCs from a country where Demogorgon holds sway...the kingdom of Ator. These NPCs are also suitable for high-level adventures and campaigns set on the Savage Coast. The initial attack can happen at any time during the adventure but before the PCs reach Part Four: Prison Break. The assassin team will attempt to retreat and regroup if the battle turns against them, returning to launch another attack after they have recovered.

The 3.5 D&D statistics for the gurrash use the work of Jamie Baty³⁶ as the basis for building

³⁴ See module IM2: "The Wrath of Olympus", p35-36

³⁵ Ibid, p44

³⁶ See "[Gator Man \(Gurrash\)](#)" by Jamie Baty at the Vaults of Pandius

the stat blocks. In addition, the 3.5 D&D Savage Coast/Red Steel campaign rules found on pages 68-73 of Dragon Magazine #315 were applied, and some of the supernatural and spell-like abilities of these gurrash can be found in those pages as Legacies. Four of the five gurrash have resistance to electricity due to the *red steel* armor³⁷ that they wear. They are the greatest champions of their generation which the kingdom of Ator has produced.

Jaga Gena could never be accused of being fanatical. In fact, her near lifetime of service to her patron Demogorgon has always been one of caution and guarded belief. While she accepted the truth that Demogorgon was responsible for the creation of her species and her personal power, she always reminded herself that the Herathian wizards were just as responsible for the gurrash, and her people owed the Herathians nothing. If Demogorgon wanted her devotion, he had to do something for her, and any gift from a demon lord was one that required careful scrutiny. For this reason, she never once entertained the notion of becoming a Thrall of Demogorgon, she would never relinquish control even for an instant.

As niece of the Queen of Ator, Jaga has never lacked for opportunity, and her considerable gifts combined with shrewd alliances with several other gifted gurrash have helped her own ascent to power and become a recognized champion of Ator. Having considerable experience commanding unruly and headstrong gurrash warriors, she currently commands an elite adventuring party composed of those peers who look to

her as their leader. All the gurrash in her party have earned a fearsome reputation along the Savage Coast and the Orc's Head Peninsula, both as individuals, and as a united team.

Jaga Gena has been determined to stretch her lifespan beyond that of the average gurrash, leading her to petition her patron for the secret to Immortality. At the same time, being ever practical, she has studied the possibility of becoming a lich. If Demogorgon would not help, she would find another way.

To her surprise, Demogorgon appeared to her recently in a dream, promising to reveal to her the secret and sponsor her on the path to Immortality. The price was expected, if hard to calculate precisely. She had to eliminate another band of mortals from her own world, ones who had apparently managed to raid Demogorgon's own prison and slay some of his minions. She has an extensive knowledge of her prey including their tactics, the result of interrogating some of the survivors who witnessed their raid on Divided Ire. Assembling her team, she has pursued her prey into the Lower Planes to the Wells of Darkness.

She will have her team attack the PCs when it is most advantageous. While she is alive, she will continue to reassemble her team and pursue the death of the PCs. Only if the PCs could somehow offer her another path to Immortality and communicate this idea would she consider breaking off an attack and negotiating. If Jaga Gena is slain, the gurrash adventuring party as a team are no longer a threat, most of the survivors will return to Ator. The only exception to this is her brother Makuu.

³⁷ See "Savage Coast Campaign Book: Characters of the Savage Coast", p125

Jaga Gena is a gurrash of average size, but still imposing to most humans and demi-humans. Her snout and teeth leave her with a twisted perpetual smile. Her scales have a red tint from living in the lands of the Red Curse.

Jaga will cast the following spells before combat on herself: *demon flesh*, *entropic shield*, *shield of faith*, *owl's wisdom*, *demon wings*, *magic vestment*, *freedom of movement*, *greater magic weapon*, as well as *greater spell immunity* if she knows of a high-level spell the PCs prefer to use. She will also drink her *potion of haste*. These spells and the potion are already reflected in her statistics below. She will also cast *bull's strength* on her companions Big Red, Blackhide, and Makuu; *eagle's splendor* on Blackhide; *shield of faith* on Big Red and Makuu; and lastly, *unholy aura* on her entire team. In the first round of combat, she prefers to cast a quickened *prayer* as a swift action followed up by an offensive spell in the same round.

Jaga Gena³⁸, Priestess and Leader of Gatormen Assassin Squad CR 20

Female Gurrash(Gatorman) cleric of Demogorgon 18
 CE Medium humanoid(reptilian)
 Init -1; Senses: Listen +9, Spot +9
Languages: Shazak, Ator, Common, Abyssal
 AC 39 , touch 17, flat-footed 37; (using 2 points of combat expertise)
 hp 172 (21d8+42) (21 HD)

³⁸ Jaga Gena is a tribute to Jaga Jaga, a gatorman character created by Privateer Press, and Gena the Crocodile, a character created by Roman Kachanov.

SR 25 vs good spells and spells cast by good creatures

Resist electricity 5

Fort +21, Ref +13, Will +20

Spd 55 ft (25 ft when not hasted), Fly 25ft

Melee: Using 2 points of combat expertise +4 *mwk large red steel heavy mace* +21/+21(haste)/+16/+11 (2d6+7/20x2) and tail slap +13 (1d8+4) or

+4 *mwk large red steel heavy mace* +21(2d6+7)/20x2)

BAB +15; Grp +22

Atk Options: Turn Fire Creatures(+2 bonus), Rebuke Water Creatures(+2 bonus)
 Spells Known (CL 18th)

9th (3/day) – *energy drain*(DC 27), *gate^d*, *implosion*(DC 26)

8th (4/day) – *antimagic field*, *greater spell immunity*, *horrid wilting^d* (DC 26), *unholy aura*

7th (4/day) – *acid fog^d*(DC 23), *blasphemy*(DC 24), *destruction*(DC 25), *inflict mass serious wounds*(DC 24)

6th (5/day) – *blade barrier*(DC 23), *cone of cold^d*(DC 23), *find the path*, *greater dispel magic*, *harm*(DC 24)

5th (5/day) – *flame strike*(DC 22), *ice storm^d*(DC 22), *slay living*(DC 23), *spell resistance*(x2)

4th (7/day) – *dimensional anchor^d*, *dismissal*(DC 20), *freedom of movement*, *greater magic weapon*, *poison*(DC 22), *restoration*, *spell immunity*

3rd (7/day) – *demon wings^{d39}*, *dispel magic*, *invisibility purge*, *magic vestment*, *prayer*, *protection from energy*, *sticks to snakes*

2nd (7/day) – *bull's strength*(x3), *demoncall^{d40}*, *eagle's splendor*, *owl's wisdom*, *silence*(DC 16)

³⁹ See "Fiendish Codex I : Hordes of the Abyss", p92

⁴⁰ Ibid

1st (7/day) – *bane, bless, demonflesh*^{d41},
entropic shield, shield of faith(x3)

0 (6/day) – *detect magic, guidance, resistance*(x4)

d = domain spell; Domains: Demonic, Water

Spell-Like Abilities (CL 18th)

1/day - *vitality of the Great One*(fast healing 1 for 23 rounds)

Abilities: Str 16, Dex 8, Con 15, Int 13, Wis 22(18 without owl's wisdom), Cha 14

SQ:

Feats: Combat Expertise, Extend Spell, Greater Spell Focus(necromancy), Lightning Reflexes, Quicken Spell, Riposte⁴², Spell Focus(evocation), Spell Focus(necromancy)

Skills: Balance +2, Concentration +23, Diplomacy +8, Intimidate +13, Knowledge(history) +7, Knowledge(planes) +5, Knowledge(religion) +10, Listen +9, Spellcraft +5, Spot +9, Survival +11(+13 other planes), Swim +8 (does not factor in Armor Check Penalty of -7)

Possessions: masterwork red steel half-plate, heavy red steel shield +2, masterwork large red steel heavy mace, potion of cure serious wounds, potion of haste

Enrage (Ex): Gurrash are prone to fits of violence when frustrated or wounded.

Outside of combat, a gurrash must make a Wisdom check vs DC 16 when in frustrating or unfamiliar circumstances. If failed, the gurrash flies into a rage, breaking things, threatening all around it, and possibly attacking the provoker. After 2 rounds, a

second Wisdom check is made- if successful, the gurrash rants for another 3 rounds before calming down; if failed, the gurrash attacks the object of its frustration.

Jaga Gena may also become enraged by taking more than 40 points of damage in a single attack. She must make a Wisdom check vs DC18 or become enraged. If enraged while in combat (whether by damage or from frustration), she rages like a 3rd level barbarian.

In a combat rage, a gurrash temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases its hit points by 2 points per HD, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a gurrash cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can she cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He or she can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the gurrash's (newly improved) Constitution modifier. A gurrash cannot prematurely end his or her rage- only the death of its target or the normal ending can end it. At the end of the rage, the gurrash loses the rage modifiers and restrictions and becomes

⁴¹ Ibid

⁴² See *Dragon Compendium* Volume 1, p105

fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Improved Grab (Ex): If a gurrash hits with both of its claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Unless otherwise noted, improved grab works only against opponents at least Medium size or smaller than the gurrash.

Tail Slap (Ex): A gurrash may make a tail attack against any creature behind it as a secondary attack. If not using facing, the gurrash may make a tail attack against any flanking opponent it does not attack with its other weapons. The tail slap inflicts 1d8 damage.

Powerful Build (Ex): A gurrash is treated as one-size larger with regards to Bull Rush, Trip, Grapple, etc., and may use weapons designed for creatures on size larger.

Blackhide has always been a loner among his people, even going back to being the only survivor of his nest. There were rumors that the other eggs of his nest were offered as a sacrifice to a demonic entity, but his egg was returned or rejected as tribute. Somehow Blackhide learned at an early age the secret to pact magic and binding, and he soon left the realm of Ator, the lands of the Savage Coast and even the world of Mystara to wander the planes beyond. He became Blackhide the planewalker, and found the secrets to binding himself to demonic vestiges. He is always filled with a sense of detachment and an aching feeling of loss and

abandonment, something he must overcome to act.

Having long purged himself of the Red Curse by living outside its reach, Blackhide only returns to Ator for short periods of time. Jaga Gena has been a longtime ally who relied on him for his knowledge of the planes and his reach to places where even she has no presence. The Wells of Darkness is a layer of the Abyss with which Blackhide is intimately familiar and one where he has walked for years meeting and binding the vestiges which can be found there. It is almost a second home to him. Jaga relies on him to guide her in opening the magical gates she uses to travel the planes.

Blackhide will envelop himself in *deeper darkness* and use his supernatural abilities at range for as long as possible. He cannot ever act first in combat, if he wins initiative he must hold his action until someone else acts.

Blackhide's crocodile hide appears blackened and scorched and he constantly has the stench of brimstone emanating from him. A cloudy film covers his eyes and he stands always in shadow, which never extends more than a few feet from his body no matter what the angle light falls upon him.

Blackhide, Demonic Binder and Planewalker CR 20

Male Gurrash(Gatorman) binder 18
NE Medium humanoid(reptilian)
Init +2; Senses: Listen +0, Spot +0
Languages: Ator, Abyssal, Infernal
AC 30, touch 18, flat-footed 28; Dodge(not yet factored into AC)

hp 193 (21d8+63) (21 HD); DR 1/-
Immune energy drain, fear, fire, negative levels

Resist electricity 5, Resist 5 of one choice(acid, cold, fire, sonic)

Fort +21, Ref +15, Will +17

Spd 30 ft

Melee: +4 *mwk large red steel heavy mace* +27/+27(haste)/+22/+17 (2d6+13/19-20x2) plus *touch of the void* 4d8 cold damage(once/4 rounds) and tail slap +17 (1d8+6) or

+4 *mwk large red steel heavy mace* +27(2d6+13)/19-20x2)

BAB +15; Grp +23

Atk Options: Dodge, Rebuke Undead(once/5 rounds), *touch of the void*(for all melee attacks, once/4 rounds)

Special Actions(Su): *deeper darkness*(at will), *blasphemy*(3/day, DC 25), *Blackflame fireball*(3/day, half vile damage, DC 25), *flicker*(3/day), *divination* (1/day)

Vestiges Typically Bound: Anstif, Astaroth, Tenebrous⁴³

Abilities: Str 22(18 without bull's strength), Dex 14, Con 15, Int 10, Wis 10, Cha 20(16 without *eagle's splendor*)

SQ: Attacks count as silver for DR purposes, *flicker*, pact augmentation(+1 insight bonus to AC, +1 insight bonus on saves, DR/1-, energy resistance(DM choice)), rebuke undead as 19th level cleric(once 4/rounds), see in darkness(including *deeper darkness*), serpentine tongue(+18 bonus to Bluff and Disguise checks), soul binding(3 vestiges), soul guardian, suppress sign, *touch of the void*(once/4 rounds);

Feats: Dodge, Elusive Target⁴⁴, Empower

Supernatural Ability(1/day usually Blackflame fireball), Favored Vestige(Tenebrous, +1 binder level), Improved Critical(large heavy mace), Improved Toughness(+1hp/HD), Mobility, Rapid Recovery(Tenebrous), Sudden Ability Focus(+2 DC 1/day, usually Blackflame fireball), Widen Supernatural Ability(1/day usually fireball, area of effect increases 100%), Thrall to Demon(+1 luck bonus to any roll), Weapon Focus(large heavy mace)

Skills: Bluff +24(+28 against evil outsiders), Concentration +23, Disguise +24(+28 against evil outsiders), Hide +6, Intimidate +11, Knowledge(planes) +10, Knowledge(religion) +2, Move Silently +6, Survival +4 (other planes +6), Swim +12

Possessions: *red steel chain sbirt* +4, *large red steel heavy mace* +3, *potion of cure serious wounds*, *potion of haste*, *soul lens*⁴⁵(+1 save DC of all supernatural abilities bestowed by vestiges)

Deeper Darkness (Su): Blackhide can cast *deeper darkness* (CL 19th) with the exception that the effect centers on himself, has an unlimited duration, and the range of the darkness can be shifted up or down (still within normal range) up or down 10 feet as a move action. Suppressing the darkness is a standard action.

Enrage (Ex): Blackhide loses this ability as long as he has bound Tenebrous.

Flicker (Su): Blackhide may, as an immediate action, transfer himself up to 45 feet away in a similar manner to *dimension*

⁴³ Tenebrous was chosen because of the vestige's link to Orcus, see "Tome of Magic" (3.5 edition), p48

⁴⁴ See "Complete Warrior", p110

⁴⁵ See "Tome of Magic" (3.5 edition), p76-77

door. If this action is taken in response to an attack, the attack has a 50% miss chance.

Improved Grab (Ex): See Jaga Gena entry.

Powerful Build (Ex): See Jaga Gena entry.

Tail Slap (Ex): See Jaga Gena entry.

Touch of the Void (Su): As a swift action, Blackhide may charge his melee weapon to deal 4d8 cold damage for the duration of the round. This can only be done once every four combat rounds.

Red Lightning is Jaga Gena's right hand assistant and one of her former mates. It is he who often acquires obscure items and rare materials she needs, whether it is making shady contacts in foreign cities or exploring remote ruins. Traveling across the Savage Baronies, he managed to acquire a wheellock pistol and become proficient in it, favoring that weapon above all others. He recently completed a quest in pursuit of the *Howling Dragon*, a legendary pistol dating back to the invention of firearms on the Savage Coast. The weapon has proven to be far more than he bargained, threatening to take control of his will. So far Jaga's assistance has prevented that from happening, and he eagerly follows her into battle.

Red Lightning will use his wands to grant *fly* and *freedom of movement* to himself and every other member of the team except for Jaga who uses her own magic. He will take advantage of his sneak attack abilities at maximum range as often as possible, engaging with his pistol and utilizing his cone of fire or *wand of lightning* when he can line up multiple opponents. If Big Red loses his *enlarge person* spell, Red Lightning

will cast it from his scroll to renew it. Should a *force* effect trap someone on the team, Red Lightning will use *disintegrate*. He may also use his wands to recast a spell on a teammate if they lose a spell effect and need it renewed.

Red Lightning is "small" for a gurrash, being "only" six and a half feet tall. But his preternatural speed has more than allowed him to compensate for his stature. Red Lightning is a moniker but the only name he is known by outside the kingdom of Ator. Like Jaga Gena, his crocodile skin has a red tint from living in the lands of the Red Curse.

Red Lightning, Gatorman Pistoleer CR 20

Male Gurrash(Gatorman) rogue 18

CE Medium humanoid(reptilian)

Init +10; Senses: Listen -1, Spot -1

Languages:

AC 32, touch 21, flat-footed 32; Dodge(not yet factored in AC), Mobility, improved uncanny dodge

hp 156 (3d8 + 18d6 + 42) (21 HD)

Fort +15, Ref +23, Will +10, evasion

Spd 30 ft

Melee: +3 *howling dragon*⁴⁶ *wheellock pistol club* +22(and+22 when hasted)/+16/+11 (1d6+6/20x2) and tail slap +14 (1d8+3) or

+3 *howling dragon wheellock pistol club* +22 (1d6+6/20x2)

Ranged: (if within 30 ft of target, add 1 to hit and damage rolls) +3 *howling dragon wheellock pistol* +26(1d10+6/19-20x2)

BAB +15; Grp +22

Atk Options: sneak attack +9d6

Special Actions: Cone of fire

Spell-Like Abilities (CL 18th)

⁴⁶ See "[Magic](#)" at the Vaults of Pandius

3/day - *wind of the Great One* (casts *expeditious retreat*)

Abilities: Str 16, Dex 22 (18 without *cat's grace*), Con 15, Int 10, Wis 8, Cha 14

SQ: evasion, slippery mind, trapfinding, trap sense +6

Feats: Dodge, Exotic Weapon Proficiency (firearms), Improved Critical (wheellock pistol), Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Rapid Reload (wheellock pistol), Weapon Focus (wheellock pistol), Wheellock Sniper

Skills: Appraise +5 (+7 for alchemy and weapons), Balance +8, Decipher Script +10, Craft (alchemy) +10, Craft (weaponsmithing) +10, Disable Device +15, Escape Artist +27, Hide +12, Intimidate +6, Jump +10, Move Silently +12, Open Lock +21, Search +11, Survival +4 (+6 tracking), Swim +7, Tumble +29, Use Magic Device +23 (+25 for scrolls), Use Rope (bindings only) +8

Possessions: Howling Dragon wheellock pistol, leather armor +5, Masterwork wheellock pistol, potion of *cat's grace*, potion of cure serious wounds, potion of haste, wand of fly (12 charges), wand of freedom of movement (6 charges), wand of lightning bolts (9 charges), Scroll of enlarge person, disintegrate (x2)

Cone of Fire (Sp): The *Howling Dragon wheellock pistol* may blast a cone of fire as a standard action 3/day. The cone is 30 feet long and five feet wide at the far end. Anyone caught within the cone takes 6d12+3 hp of damage, a DC 20 Reflex save may be made for half damage.

Enrage (Ex): See Jaga Gena entry.

Improved Grab (Ex): See Jaga Gena entry.

Tail Slap (Ex): See Jaga Gena entry.

Powerful Build (Ex): See Jaga Gena entry.

Wheellock Sniper (Ex): This feat is the equivalent of Crossbow Sniper⁴⁷. Red Lightning increases sneak attack range from 30 feet to 60 feet, and gains a bonus on damage rolls with the wheellock pistol equal to half his dexterity bonus.

Makuu Gena is the brother of Jaga, born of the same nest to the same mother. Like her, he was ambitious, but as she pursued divine power he became a more conventional warrior. When the Red Curse swept over the Kingdom of Ator in 1009 AC, he became fascinated with both the curse and its Legacies. He pursued answers across the Savage Coast, eventually becoming an Inheritor and joining the Order of the Flame. He has become one of the most powerful members of their order and the highest ranking gurrash among any of the Inheritor societies. He has won a number of duels against other Inheritors and served as a bounty hunter for the Order of the Flame rounding up or putting down renegades.

When his sister approached him to do this latest job, he agreed, as they have always worked well together. Unlike the other gurrash on the team, who will drop the matter if Jaga is killed, Makuu will not. He will retreat to help any other gurrash reach safety if they are defeated, but after that, Makuu will take a vow to slay every last killer of his sister. This means he will return in the last adventure when the PCs invade Gaping Maw. He will reach the plane as well,

⁴⁷ See "Players Handbook II", p77

tracking the PCs as best he can and striking with surprise. By this time he will have likely acquired another Savage Coast legacy.

In combat, Makuu will move to block any opponents trying to reach his sister or Red Lightning. He always uses Combat Expertise to take advantage of his Riposte ability. He will try to engage more than one opponent in order to make use of Deceptive Dodge and Elusive Target, even letting opponents flank him.

Unlike all of the other gurrash on the team, Makuu's scales are a deep crimson, as are his eye pupils. This is due to his being an Inheritor.

Makuu Gena, Flame Inheritor CR 20

Male Gurrash(Gatorman) fighter 18
NE Medium humanoid(reptilian)

Init +2; Senses: Listen +3, Spot +4

Languages:

AC 46, touch 20, flat-footed 41; Dodge(not yet factored into AC), Mobility, (using 3 points of Combat Expertise)

hp 190 (3d8 + 18d10 + 42) (21 HD)

Resist electricity 5

Fort +24, Ref +18, Will +16

Spd 25 ft

Melee: (Using 3 points of Combat Expertise and 2 points of Power Attack) +3 *large red steel bastard sword* +29(and+29 when hasted)/+24/+19 (2d8+12/17-20x2) and tail slap +24 (1d8+8) or +3 *large red steel bastard sword* +29 (2d8+12/17-20x2)

BAB +20; Grp +30

Atk Options: Deceptive Dodge, Elusive Target, Melee Evasion, Power Attack, Riposte

Special Actions: *Cinnabryl skin*(1/day),

Power Storing(1/day)

Spell-Like Abilities (CL 18th)

2/day – *turtle shell*(casts *barkskin*)

1/day – *heroism*⁴⁸, *vitality of the Great One*(fast healing 1 for 23 rounds)

Abilities: Str 22(18 without bull's strength), Dex 14, Con 15, Int 13, Wis 12, Cha 8
SQ:)

Feats: Combat Expertise, Deceptive Dodge⁴⁹, Dodge, Elusive Target⁵⁰, Exotic Weapon Proficiency (large bastard sword), Greater Weapon Focus (large bastard sword), Greater Weapon Specialization (large bastard sword), Improved Critical(large bastard sword), Inheritor Feat⁵¹(x4), Melee Evasion⁵², Mobility, Power Attack, Riposte⁵³, Weapon Focus(large bastard sword), Weapon Specialization(large bastard sword)

Skills: Appraise(alchemy) +3, Balance +10, Craft(alchemy) +22, Intimidate +11, Jump +18, Listen +3, Spot +4, Survival +6, Swim +13, Tumble +12

Possessions: red steel full plate +4, red steel heavy shield +3, large red steel bastard sword +3, potion of cure serious wounds, potion of haste, vial of crimson essence

Cinnabryl Skin (Su): Fighter gains DR 2/*red steel* for a duration of 18 minutes (1 min/level).

⁴⁸ As with all of Makuu's spell-like abilities, this is a Savage Coast legacy, see *Dragon Magazine* #172, p45

⁴⁹ See *Dragon Compendium* Volume 1, p95

⁵⁰ See "Complete Warrior," p110

⁵¹ See *Dragon Magazine* #315, p71

⁵² See "Players Handbook II", p81

⁵³ See *Dragon Compendium* Volume 1, p105

Enrage (Ex): See Jaga Gena entry. But for Makuu it takes 50hp of damage in a single strike to trigger the need to make a DC 18 Wisdom check.

Improved Grab (Ex): See Jaga Gena entry.

Tail Slap (Ex): See Jaga Gena entry.

Powerful Build (Ex): See Jaga Gena entry.

Power Storing (Su): If Makuu is targeted by a damaging spell, he may, as an immediate action, instantly absorb the magical energy up to a certain limit (1 HD/level) and take no damage from absorbed HD. Makuu may then release the absorbed magical energy when striking with a red steel weapon. The energy remains stored for up to one hour, at which point the energy dissipates if not released. For Makuu, up to 18HD of magical damage may be absorbed. When releasing the energy with a red steel weapon, Makuu gains a damage bonus of +1hp per HD of damage absorbed. The type of damage is the same as the energy type of the spell, if any. Power Storing is a Savage Coast legacy⁵⁴ which drains Charisma.

Big Red is the nickname for Jaga Gena's other mate. A massive barbarian nearly eight feet tall, he wields in both hands an executioner's mace⁵⁵, a combination axe and mace fitted with a long spike, allowing him to do bludgeoning and either piercing or slashing damage with each blow. Big Red has always been Jaga Gena's unquestioning muscle, and he is completely loyal to her. He enjoys intimidating opponents and showing

off his phenomenal strength. He won't admit to anyone, however, that Blackhide has always scared the hell out of him.

Just before the fight begins, Big Red will invoke his *aid* ability to increase his hit points and then cast *enlarge person* from his ring. This increases his size to Large thereby increasing his Space and Reach to 10 feet each. It also increases his Strength by 2 and decreases his Dexterity and AC by 2 each. He enters combat and rages on the next round. Should he come out of his rage while the combat is still going on, he will spend the next round invoking his second use of *aid*. He will then resume combat. Big Red prefers to close with arcane or divine spellcasters to take advantage of his reach and Mage Slayer feat.

His skin coloration is consistent with Red Lightning and Jaga Gena.

Big Red, CR 20

Male Gurrash(Gatorman) barbarian 18

NE Medium humanoid(reptilian)

Init +7; Senses: Listen +6, Spot +2

Languages:

AC 30, touch 17, flat-footed 30; (*rage* factored into AC, an additional -2 AC while Large size)

hp 208 (3d8 + 18d12 + 42) (21 HD); DR 4/-; when *raging* add 63hp, *aid* adds d8+10hp

Resist electricity 5

Fort +24, Ref +15, Will +16 (+17 vs fear effects, +20 vs enchantment spells)

Spd 40 ft

Melee: Using 4 points of power attack

+2 *large red steel executioner's mace*

⁵⁴ See *Dragon Magazine* #172, p46

⁵⁵ See *Dungeon Magazine* #135, p61

+30(and +30 when hasted)/+25/+20 (3d6+23/19-20x3) and tail slap +22 (1d8+13)

(while Large size) +2 *large red steel executioner's mace* +30(and +30 when hasted)/+25/+20 (4d6+25/19-20x3) and tail slap +22 (1d8+14)

BAB +20; Grp +33 (+38 while Large size)

Atk Options: Combat Brute, Improved Sunder

Special Actions(Su): Rage (5/day)

Spell-Like Abilities (CL 14th)

2/day - *aid*⁵⁶

Abilities: Str 28(18 without bull's strength, rage), Dex 16, Con 21(15 without rage), Int 8, Wis 12, Cha 12

SQ: Improved Uncanny Dodge, Tireless Rage

Feats: Combat Brute⁵⁷, Combat Reflexes, Improved Critical (large executioner's mace), Improved Initiative, Improved Sunder, Mage Slayer⁵⁸, Power Attack, Weapon Focus(large executioner's mace)

Skills: Balance +5, Intimidate +25, Jump +30, Listen +6, Spellcraft +2, Spot +2, Survival +7, Swim +15

Possessions: *red steel breastplate* +4, *large red steel executioner's mace*+2, *potion of haste*, *ring of minor spell storing (enlarge person)*

Enrage (Ex): See Jaga Gena entry, but this ability is not applicable while Big Red is in a barbarian rage. Should the encounter continue even after Big Red's barbarian rage expires, he will automatically fail any Enrage

Wisdom check, but he needs to take 50hp of damage in a single blow to be subject to the check. Keep in mind this rage is not as powerful as his barbarian Greater Rage.

Improved Grab (Ex): See Jaga Gena entry.

Tail Slap (Ex): See Jaga Gena entry.

Powerful Build (Ex): See Jaga Gena entry.

CONCLUDING THE ADVENTURE

The PCs are able to converse with Shami-Amourae at the end of the adventure if they have been successful. In addition to everything she relates in the adventure text, the demon is able to tell the PCs one of Demogorgon's four truenames⁵⁹. Shami-Amourae tricked Demogorgon into sharing this truenamewith her, which is why he banished her to the Wells of Darkness when he realized she betrayed him. This is also why Demogorgon was willing to use the River Styx and risk Charon's wrath as a final precaution to erase her memories should she escape.

With only one of Demogorgon's four truenames, the PCs can't control or destroy Demogorgon. But using it in the final adventure will give them the power to harm Demogorgon on his home plane, something mortals normally cannot do⁶⁰.

⁵⁶ This spell-like ability is a Savage Coast legacy, see "Savage Coast Campaign Book : Characters of the Savage Coast", p73

⁵⁷ See "Complete Warrior", p110

⁵⁸ See "Complete Arcane", p81

⁵⁹ See gold box Set 5: "Immortals Rules: Player's Guide to Immortals", p3

⁶⁰ See gold box Set 5: "Immortals Rules: Players' Guide to Immortals", p23

DUNGEON MAGAZINE #149:

ADVENTURE #11:
ENEMIES OF MY ENEMY

The Witch Queen

As the infamous Iggwilv the Witch Queen plays a prominent role in the final two adventures, and since she is also tied to the demon lord Graz'zt who plays a small but significant role in the final adventure, this conversion provides two suggestions for giving Iggwilv a background suited for a Mystara campaign. Either of these backgrounds could be combined with her history in Greyhawk lore using creative license if you were so inclined.

Both of these two backgrounds depend heavily on the Immortal you choose to replace Graz'zt in the final adventure. The Immortal you choose dictates which background Iggwilv gets, since she is tied to that Immortal through marriage while that Immortal was living a mortal life before achieving Immortality.

The first option to replace Graz'zt is to select Masauwu⁶¹. In this case, Iggwilv was a Nithian wizard who lived during the sixth century BC. Her magic and divination skills were great enough that she was able discern his Immortal candidacy while he was under the sponsorship of Hel. She sought him out and the charismatic ruthless con-man found his equal, though he did not discover her ulterior motive until after he achieved

⁶¹ See "[Masauwu](#)" by Marco Dalmonte at the Vaults of Pandius



Iggwilv as Nithian

Immortality. Her observations of the path of the Deceiver increased her understanding of immortality, entropy and the workings of the planes. She made several magical breakthroughs, including a spell which could be used to grant her indefinite life, but without the power or obligations of an Immortal. The spell needed a magic source to periodically renew its power, and that was provided the day the Immortals erased Nithia from the outer world.

Tipped off in advance by her husband, Iggwilv was the only Nithian to escape the effects of the Spell of Oblivion through mortal magic. Retreating to another world and establishing a safe outpost there, she cast her own immortality spell...for as long as Nithia remains forgotten, Iggwilv will continue to draw breath.

Iggwilv now spends much of her time on the Outer Planes, studying the Lower Planes and Entropy in general, and more specifically the Abyss and its demon inhabitants. Her relationship with Masauwu continues, though it has seen better days since she used her knowledge of his mortal life to impressively, if only briefly, dominate and control him despite his Immortal power.

The second option to replace Graz'zt is to select Alphaks⁶². In this case, Iggwilv was Alphaks' wife during his mortal life while he was Emperor of Old Alphatia. She supported his decision to declare his own side the victor in the philosophical debate between Followers of Fire and Air, even though she had no personal stake with either side.

Iggwilv survived as her husband did, but each blamed the other for what happened, and trust between them eroded. When Alphaks fell under the sway of Thanatos and was transformed into a demon, Iggwilv became intrigued and began studying Entropy, the Abyss, and that plane's demon inhabitants. How she has managed to maintain her longevity is not clear... perhaps she possesses singular magical knowledge thought lost with the destruction of Old Alphatia, or perhaps she herself is on the path to Immortality for the Entropic sphere which is the reflective inverse of the path of the Dynast using time travel. If the latter proves to be the case, then no doubt the destruction of Old Alphatia was



Iggwilv as Alphatia

⁶² See "[Alphaks](#)" by Marco Dalmonte at the Vaults of Pandius

part of the path, and her presence in the timeline of the Savage Tide AP means that Demogorgon and the PCs are another key interval in her quest to join the ranks of the Immortals. As for Alphaks, he and Iggwilv have a classic love-hate relationship.

The Witch Queen's Words

If you have made any of the following substitutions, you can go ahead and use these quotes instead of Iggwilv's quotes in the text of the adventure when she discusses the major players from which the PCs may draw aid.

Replacing Graz'zt with Alphaks: "Ahhh, dear old Alphaks. My Dark Prince. Only one in the Abyss detests Demogorgon as much as he, but unfortunately, you can't trust him. As much as he likes his petty interferences into Demogorgon's plots, he won't work with mortals from your world, he hates them and only trusts those who have sworn themselves to his service. He would probably just take you prisoner and torture you or turn you over to Demogorgon."

Replacing Graz'zt with Masauwu: "Ahhh, dear old Masauwu. My Dark Prince. He would prove useful in this endeavor, for unknown to everyone but myself, he was working to sway the allegiance of the demonic tribes away from Demogorgon to his own sphere of influence within Entropy. But he would not be able to set aside his paranoia and ego long enough to join in any alliance he hasn't spearheaded. I'm afraid you'll find no aid here."

Replacing Gwynharwyf with Calitha Starbrow:

“This one you’ll have no problem gaining aid from, but you might find it difficult to reach her. Her hatred for Demogorgon goes back to what we will just call an incident several centuries ago. And the demon lord’s choice of pearls to unleash destruction is a deliberate mockery of her own relic *pearls of power*⁶³ that she gifts to her people to protect their cities. Do a few favors for her and she’ll be all yours.”

ORCUS

In addition to the other denizens found on the home plane of Orcus, devilswine are well represented among his soldiers and minions. This reflects his mortal life on Mystara as a devilswine⁶⁴.

Court of Stars

If replacing Gwynharwyf with Calitha Starbrow, there are some optional changes you can make when the PCs visit her Outer Plane. When they first visit, they find themselves on a tiny atoll with nothing but water on the horizon in every direction. Dolphins rather than moon dogs soon approach the PCs and Sir Andros Fearnought is riding a legendary seahorse.

Eladrin should be regarded as another group of exalted beings found on the Outer Planes.

Assuming the PCs are granted an audience with the Immortal Starbrow, Celeste

transports them there in a fast-moving skiff. Calitha Starbrow’s crystal palace is perched upon a massive pillar of rock which thrusts high above the ocean waters. Calitha Starbrow assumes the role of both Queen Morwel and Gwynharwyf while interacting with the PCs both in this adventure and the next.

If using Calitha Starbrow, a simple substitution is to use Gwynharwyf’s standard statistics except that Calitha does not have the mighty rage or alternate form abilities (unless you prefer her to keep the whirlwind ability). She can use the spell-like abilities *dimension door*, *fly*, and *teleport* at will and she wields only one weapon, a *trident of defending* +3, +5 *vs aquatic creatures*⁶⁵ in both hands. Her adjusted melee attack while fighting Demogorgon (who is aquatic) would be:

Melee: +5 *trident of defending*
+43/+38/+33/+28 (1d8+23/20x2) or
(while using defending ability to gain a +5AC bonus): +5 *trident of defending*
+38/+33/+28/+23 (1d8+18/20x2)

AMONG THE WORLD ROOTS

Redfang, Gnawer in Darkness, is also known as Gnaw-Fang⁶⁶.

Malcanthet

If converting this adventure to BECMI, the Queen of Succubi, Malcanthet, should be considered a full Immortal of Entropy, a Whispering Demon⁶⁷ of exceptional power.

⁶³ See GAZ9: “The Minrothad Guilds, Dungeon Master’s Booklet”, p42

⁶⁴ See “Wrath of the Immortals, Book One: Codex of the Immortals”, p31

⁶⁵ See “Wrath of the Immortals, Book One: Codex of the Immortal”s, p17-18

⁶⁶ See GAZ7: “The Northern Reaches, Dungeon Master’s Booklet”, p63

⁶⁷ See gold box Set 5: “Immortals Rules:

DUNGEON MAGAZINE #150:

ADVENTURE #12:
PRINCE OF DEMONS

GATHERING THE FORCES

There is one additional location where the PCs can hold their council of war with their allies in a Mystara campaign. That would be in the city of Pandius itself. While the city is completely hidden from Mystara, a few mortal individuals have been allowed to visit under Immortal supervision while asleep and in a dreaming state. This is an ongoing experiment to manage the Vaults of Pandius⁶⁸.

It is a DC 45 Knowledge(planes) check for the PCs to come up with the idea of suggesting this location. This represents the PC having heard rumors of a “great repository” of knowledge that is frequented by “beings of great power”. Suggesting this site to any of the three Immortals (Malcanthet, Orcus, Gwnharwyf/Calitha) is enough for them to recognize the PCs are asking about Pandius. It requires a DC 55 Diplomacy check, made once for each of the three Immortals, to convince them to agree to this location. They are reluctant as normally only favored mortals⁶⁹, completely loyal to an Immortal patron, are allowed in Pandius. There is also the threat of a spy or informant tipping off Demogorgon about such a meeting. If the PCs can convince the three Immortals, however, then Charon and

*The Vaults of Pandius*

Iggwilv agree. Charon will send the proxy as specified in the adventure. The PCs have a couple of days to visit and explore the city of Pandius in order to secure a suitable location.

ADDITIONAL ENCOUNTERS IN THE
SCREAMING JUNGLE

In addition to the encounters described in the adventure, you can utilize Demogorgon’s summoning tables⁷⁰ in the Immortal gold box set to come up with other common beasts to be found in the Screaming Jungle. Most of the normal creatures in those entries are not even speed bumps for 20th level PCs, but a gargantuan sized monster might serve as a quick distraction or novelty. All of the gargantuan versions of normal monsters that can be found in the Screaming Jungle have 3.5 D&D stat blocks on the Vaults of Pandius⁷¹.

DM’s Guide to Immortals, p33

⁶⁸ See [Threshold Magazine #2](#), p32-35

⁶⁹ See *Wrath of the Immortals, Book One: Codex of the Immortals*, p126

⁷⁰ See gold box Set 5: *Immortals Rules: DM’s Guide to Immortals*, p35-36

⁷¹ See [“Gargantua”](#) by Jamie Baty at the Vaults of Pandius

Quah-Nomag

The Skull King and general of Orcus' XIII Decapitus legion is an NPC with a history detailed in other D&D products, specifically the 2E AD&D Planescape *Dead Gods* adventure, the 3E D&D *Book of Vile Darkness* and the 3.5 D&D *Fiendish Codex I: Hordes of the Abyss*.

Fighting DEMOGORGON as a High Eternal

This section offers an outline and assistance for DMs who wish to try including a battle with Demogorgon using the stat blocks and rules provided in the Gold Box Immortals set. This isn't a conversion of Demogorgon as a High Eternal into 3.5 D&D statistics, which can already be found on Pandius⁷².

To use this section, you will need a copy of the Immortals gold box set, which contains the rules for running the encounter in addition to the statistics for Demogorgon and Orcus, as well as IM1 The Immortal Storm, which contains the statistics for the flying saucers used by both planar spiders and meks.

Either the PCs come up with this idea on their own, or the DM can use Iggwilv to suggest that flying saucers used by planar spiders can be effective weapons even against an Immortal. It is a DC 40 Knowledge(planes) check to know of a mysterious war fleet of flying saucers which randomly patrol the Ethereal Plane⁷³,

⁷² See "[Demon Ruler Avatar: Demogorgon](#)" by Jamie Baty at the Vaults of Pandius
⁷³ See module IM1: "[The Immortal Storm](#)", p39

destroying any sign of life they encounter. It is a DC 50 Knowledge(planes) check to know that these war ships are piloted by meks. Standard Knowledge(arcana) checks, with a +5 DC increase in difficulty, provide information about these constructs.

Iggwilv will agree to use an epic spell to transport (either through teleport or gate) PCs aboard one or more of the flying war ships to capture them. How many times this can be done is up to you as a DM. A war fleet operates as a collection of twelve ships and once the meks realize their ships are being boarded they will reinforce some defensive mechanism to prevent Iggwilv from breaching their interior with magic. The PCs will need to capture at least one ship and at most capture as many ships as there are PCs. Each ship they capture will increase their odds against Demogorgon, but as they will not be fighting Demogorgon alone you will need to adjust the encounter based on who the PCs fight with and how many ships they have at their disposal.

Each war ship is occupied by two meks, who will fight to the end to prevent PCs from capturing their ship.

The two meks will act in concert to defend the bridge once intruders are detected within the ship. One mek will release its paralyzing gas attempting to catch as many targets as possible, while the second mek will wait for an opportune moment to release its gas while avoiding overlap with the first cloud. A mek which manages to hit with both slam attacks will not use its improved grab ability unless the target avoids succumbing to its heavy blows ability. If it does grapple a target, it prefers to use its body slam ability on the next round unless no other

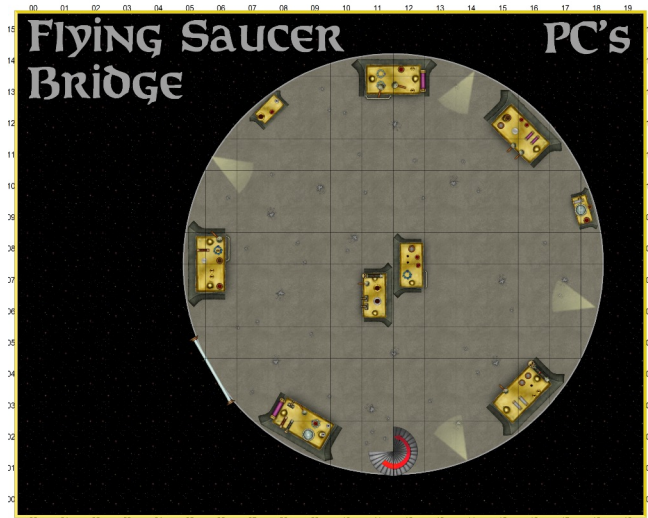
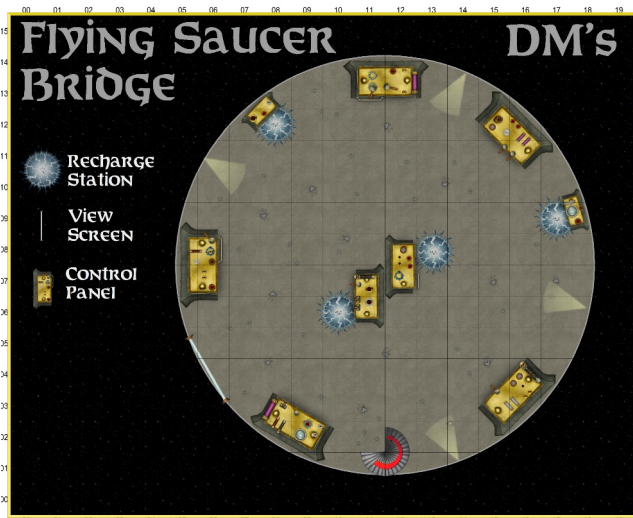
opponents are still fighting. Meks do not normally use Power Attack to lessen their chances to hit, though they do sometimes take advantage of Awesome Blow.

Four repair modules on the ship are installed in four different five foot square locations on the bridge where the PCs confront the meks. These repair modules grant the meks regeneration, and once per day a repair module can bestow the equivalent of a *beat metal* spell as if a 7th level caster as an extraordinary ability. A repair module will use this effect after a mek has been slowed for one round. Each repair module can also, once per day, unleash the equivalent of a *disintegrate* spell as if an 11th level caster as an extraordinary ability. A repair module will use this effect if a mek is trapped by a *force* effect to free it, or to attack anyone attacking the repair module directly once the repair module is reduced below 50% of its starting hitpoints. The repair modules themselves have no other special defenses and are immobile. They have AC 3, hardness 15 and 120 hp, with a Break DC of 40.

Mek⁷⁴ CR 18

N Huge construct
 Init +1; Senses: motion detection
Languages: not applicable
 AC 35, touch 9, flat-footed 34;
 hp 205 (16d10 + 60) (16 HD); DR 10/adamantine; regeneration(see below)
 Fort +5, Ref +6, Will +6,
 Spd 30 ft (cannot run)
 Space/Reach 15 ft, 10 ft (25 ft tall)
Melee: 2 slams +24 (6d10+14/19-20x2)
 BAB +12; Grp +34
Atk options: Awesome blow
Special Actions: Body slam, breath weapon, heavy blows, improved grab
Abilities: Str 38, Dex 12, Con -, Int -, Wis 12, Cha 1
SQ: Construct traits, immunity to magic, motion detection
Feats: Awesome Blow, Cleave, Improved Bull Rush, Improved Critical(slam), Power Attack

⁷⁴ This mek build is based on the efforts of Jamie Baty whose work can be found at the Vaults of Pandius, as well as contributors Mortis and Shade on ENWorld(www.enworld.org).



Meks have no skills or possessions.

Body Slam (Ex): A mek may pick up and throw any medium or smaller sized creature it grapples. The mek may throw the creature up to 1d6 x10 ft, causing 1d6 per 10ft thrown +15 hp in damage.

Breath Weapon (Su): A mek may release a 10ft radius cloud of paralyzing gas once every 10 minutes, as a free action. Any victim within the cloud must make a Fortitude save vs DC 15 (Con based) or be paralyzed for 10-30 minutes. The victim must save each round they remain within the cloud. The gas dissipates in 2d4 rounds in still air, half that if conditions are windy.

Durable (Ex): A mek is extremely durable, and has a hit point bonus equivalent to a construct one size larger than the size of the mek. Thus a mek of huge size gains a hit point bonus equivalent to a gargantuan size construct, which would be 60hp.

Heavy Blows (Ex): If a creature smaller than the mek is struck by both slam attacks in the same round it must succeed on a DC 25 Fortitude save or be stunned for 1d4-1 rounds and fall prone in its space. Even with a successful save, the victim must succeed on a DC 29 Balance check or fall prone in its space. The save and check DCs are Strength-based.

Improved Grab (Ex): To use this ability, a mek must hit with both of its slam attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the grapple is successful, the mek maintains a hold on the creature and can inflict slam damage automatically each

round. The mek may Body Slam a held medium-size or smaller victim to the ground (see above).

Immunity to Magic (Ex): A mek is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold damage slows a mek (as the *slow* spell) for 2d4 rounds, with no saving throw.

A magical attack that deals fire damage ends any *slow* effect on the mek.

A *disintegrate* spell or magical attack that duplicates a *disintegrate* spell affects a mek normally although a mek gains a +5 circumstance bonus to its Fortitude save.

A mek is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Motion Detection (Ex): Meks can only sense motion and do not see or hear like living creatures. They can sense the presence of any moving creature within 120 feet of them. To avoid detection by a mek, characters may attempt to remain motionless. If a Balance skill check vs DC 20 succeeds, then the character has managed to remain motionless enough to avoid detection by the mek's sensors. The characters must continue to remain motionless while the mek is in range to avoid detection. After the first motionless round, each additional motionless round requires a DC10 Balance check.

Regeneration (Ex): The meks do not have regeneration as an inherent ability. Instead, repair modules repeatedly fire magnetized kits at the damaged meks, which immediately attach and repair the mek forms. These effects are visible to the PCs. Any repair module can repair any mek once each round, but at most two repair modules can repair a mek on any given round. As long as two repair modules are available to a mek, the mek has regeneration 10. If only one repair module is available to a mek, that mek has regeneration 5. A mek cannot regenerate if it is reduced to 0hp by disintegrate or a similar magical effect.

Once the PCs have the war ships captured, they can split up command of the ships based on how many ships they have. It takes a minimum crew of eight to control each ship, the PCs may crew their ships with either eladrins from Gwynharwyf/Calitha or undead and demons from Orcus' legions.

To keep things simple, while the PCs are commanding their war ships, you are using Immortal Gold box rules. Once the PCs leave their ship, whether voluntarily or because it gets wrecked, you are back to using 3.5 D&D rules. All that is left is for you and the PCs to decide is when to deploy their ships in an attack on Demogorgon.

Keep in mind that even with the maximum number of warships the PCs can command, they won't last long against Demogorgon by themselves. While the ships themselves are immune to Demogorgon's Power attacks and the PCs cannot be affected by Demogorgon's Aura since they are viewing the outside world through camera images, Demogorgon can easily destroy a single flying saucer in

two or three combat rounds with melee attacks. The PCs can attempt to stay at maximum range and snipe at Demogorgon but the demon lord can *teleport* at will. If Demogorgon just needs to battle the PCs alone, the demon lord will weather the attacks, healing damage as necessary, and win the attrition battle.

Which is why the PCs must attack Demogorgon while the High Eternal is occupied with a far greater threat, that being either Orcus or Gwynharwyf/Calitha. In such a case, Demogorgon will direct most attacks at the Immortal, only lashing out at a flying saucer when PC tactics are particularly effective or Demogorgon gets within easy striking distance of one of the PC war ships.

The first choice would be when Demogorgon is battling Orcus. The two Entropic Immortals battle for hours, giving the PCs enough time to complete the early sections of the adventure. The best time for them to bring the flying saucer warships through the Shore Portal would be shortly after they destroy the *totem of negation*. The PCs take command of their respective warships and proceed to the towers of Abysm. When the PCs arrive, you can assume that both Orcus and Demogorgon have 90% of their hit points, but Orcus has 7500 PP remaining while Demogorgon has 4500 PP for each head. You can fix the number of other demons each Immortal can summon based on how big a battle you are comfortable running. You can assume that neither adversary summons too many reinforcements because their lieutenants, generals and other allies are all committed elsewhere in the Battle of Gaping Maw. Note that if the PCs are in command of a ship with

a majority of the crew loyal to Orcus, the NPC crew will automatically disobey orders and sacrifice the ship to buy Orcus a reprieve if it looks like Demogorgon will defeat their patron.

The second choice would be when Demogorgon is battling Calitha Starbrow or Gwynharwyf within the city of Lemoriax. Whether it is Calitha or Gwynharwyf, assign them the statistics and rank of a High Celestial⁷⁵. The PCs can bring the flying saucer warships through the Shore Portal at the time the adventure expects them to approach and enter Wat Dagon. The PCs take command of their respective warships and proceed to Lemoriax. When the PCs arrive, you can assume that both Gwynharwyf/Calitha and Demogorgon have 90% of their hit points, but Gwynharwyf/Calitha has 2200 PP remaining while Demogorgon has 1800 PP still available per head. With the battle taking place in the city there will be hordes of demons, undead and eladrins battling, so once again pick a number of additional combatants you will be comfortable running and allow reinforcements as needed. If the PCs are in command of a ship with a majority of the crew loyal to Gwynharwyf/Calitha, the NPC crew will automatically disobey orders and sacrifice the ship to buy their Immortal leader a reprieve if it looks like Demogorgon will defeat their patron.

⁷⁵ See gold box Set 5: "Immortals Rules: Player's Guide to Immortals", p29



Battle with Demogorgon

Whenever a flying saucer is reduced to 0 hit points, it crashes and breaks apart. Any PCs inside the warship when this happens takes 10-100 hit points of damage, with a DC 20 Reflex save for half. Demogorgon will ignore any mortals while still engaging another Immortal in battle, so PCs should easily be able to escape.

Note that these Power Point totals are an approximation which haven't undergone playtesting. You can scale the battle difficulty by increasing or decreasing Demogorgon's PP total. Even if the PCs fail to destroy Demogorgon with their flying ships, they should be able to regroup and proceed into Wat Dagon to finish the adventure.

Using the Immortals rules, Demogorgon cannot be killed unless his/her PP total is reduced to zero in Gaping Maw or Wat

Dagon⁷⁶. Demogorgon could abandon his/her standard form and escape incorporeally if hard pressed, retreating to a spare, weaker form hidden elsewhere on Gaping Maw. This form could then confront the PCs one more time in Wat Dagon and the encounter play out as described in the climax of the adventure.

If Iggwilv uses *Tuerny's Iron Flask* at the end of the climactic battle in Wat Dagon, you may rule that she has captured Demogorgon within the artifact rather than the Immortal being slain outright when the PCs destroyed his standard form. There is precedent for an Immortal being imprisoned within an artifact⁷⁷.

Goal of the Savage Tide

In addition to the objectives already described in this adventure, Hethradiah also hopes that merging with Aameul will allow Demogorgon to transcend Immortality and become an Old One. Whether this is actually possible remains to be seen, and can only be tested if Demogorgon successfully unleashes the Savage Tide.

Raising the Stakes

One way to raise the stakes in this final adventure is for Demogorgon to use a *wish* spell for each PC making it impossible for any *raise dead* or *resurrection* type spell to work on them while within Demogorgon's

home plane. The PCs can be informed of this by one of their allies before the invasion of the Gaping Maw begins.

CONTINUING THE CAMPAIGN

Here is one additional adventure seed to add to the list in this section. When the PCs return to Farshore, they are soon contacted by Thyatian nobility including Vivianna Romanones⁷⁸. The Emperor of Thyatis has learned of what the PCs have accomplished through divination magic and the interrogation of Demogorgon's agents captured by Thyatian forces seeking to recover savage pearls hidden within his empire⁷⁹.

Despite the Emperor's gratitude, he is also wary. Such powerful individuals are a potential threat, and Farshore is an independent fiefdom that lies within the boundaries of the Thyatian Empire.

The Thyatian emissaries are prepared to make the PCs a very generous offer. A substantial reward of riches and magic, a favorable trade deal for Farshore, a military alliance, full title to the Isle of Dread, and a rank of nobility, possibly even up to the title of King or Queen, are all concessions the emissaries are authorized to grant to Lavinia Vanderboren and the PCs. Of course, not all these enticements are offered up front, and there is one concession the Emperor requires of the PCs...they must swear fealty to the Thyatian Empire. If you also have Iggwilv establish a base on the Isle of Dread as suggested as a future adventure seed, the

⁷⁶ See gold box Set 5: "Immortals Rules: DM's Guide to Immortals", p14

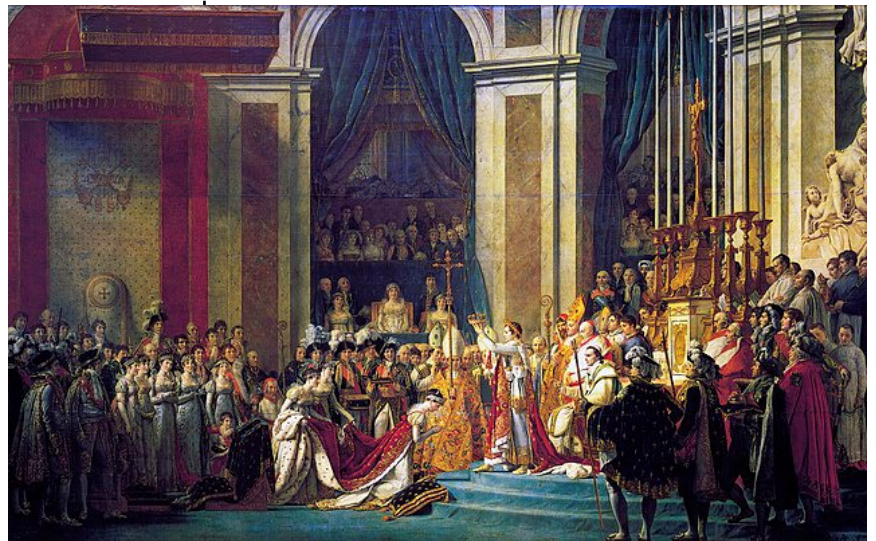
⁷⁷ See GAZ9: "The Minrothad Guilds, Dungeon Master's Booklet", p44

⁷⁸ See [Threshold Magazine #4](#), p155

⁷⁹ See [Threshold Magazine #4](#), p151

Emperor of Thyatis will offer an alliance with the PCs and military forces to help displace her, but once again an oath of fealty to the Emperor is his price.

The PCs can use Diplomacy checks to maximize their benefits for agreeing to these terms and the Emperor will honor any agreement his emissaries and the PCs sign.



Thyatian Reward

Table 1: Negotiating with the Empire of Thyatis

Diplomacy check	DC 30	DC 40	DC 50	DC 60
Cash award	100,000gp	250,000gp	450,000gp	600,000gp
Professional Manpower ¹	50 laborers or professionals for 6 months	100 laborers or professionals for 9 months	150 laborers or professionals for 1 year	200 laborers or professionals for 18 months
Military Support ²	2 Cohorts from Reserve Div Imperial Legion ³	3rd Air Group from Aerial Elite Division	4th Air Group from Aerial Elite Division	Dragon Flight from Aerial Elite Division
Trade deal ⁴	+10% additional profits for 5 years	+15% additional profits for 7 years	+20% additional profits for 10 years	+25% additional profits for 15 years
Nobility Title	Marquis	Duke/Duchess	Archduke	King/Queen

¹ This represents Thyatian professional expertise and laborers brought in to help expand the colony of Farshore, wages paid for by the Emperor for the specified duration.

² If you intend to continue your campaign with Iggwilv establishing a base on the central plateau of the Isle of Dread, this entry represents the forces the Emperor will bequeath to the PCs to command until Iggwilv is banished or slain and her

base destroyed. Forces for each DC entry are cumulative with earlier entries.

³ See [“Thyatian Armed Forces AC 1018”](#) by James Ruhland for details of Thyatian military forces..

⁴ These percentages apply to all businesses and independent sellers based in the colony of Farshore, representing favorable trade terms in Thyatian markets backed by Emperor edict.

However, if the PCs decide that they value their independence more than all the riches and titles the Emperor is willing to bestow on them, then the emissaries will regretfully withdraw.

At which point, not long after, a Thyatian naval fleet, backed up by high level members of the Retebius Air Fleet riding dragons, establish a base on an island near the Isle of Dread. This time the Emperor's terms will be considerably less generous, and if the PCs still refuse, he will reluctantly wage war. The PCs will have to mobilize their own forces and resources to convince the Emperor that they should be left alone.

If the PCs do ultimately agree to swear fealty to the Thyatian Empire, you can use the following table as a guideline for the best terms the PCs can achieve. The PCs should roll Diplomacy checks separately for each category, with bonuses based on their roleplaying the negotiations.

DRAGON MAGAZINE #354:

ECOLOGY OF THE KOPRU

This article contains further insight into the nature of Khala⁸⁰, which was also discussed in the first article⁸¹ on converting the Savage Tide AP to Mystara.

DRAGON MAGAZINE #355:

SAVAGE TIDINGS : THE MARKET IS BAD

Based on this article and the backdrop article in *Dungeon Magazine* #146, Scuttlecove has the following trade statistics⁸². Of course, no merchant visits Scuttlecove without a large marine contingent aboard the ship to deter the press gangs, murderers, and thieves in the city.

Port Class: E

Modifiers to Percentile Roll for Supply and Demand: Illicit Drugs -3, Monsters -1, Poisons -4, Slaves -2, Common metals +2, Common wood +3, Grain/Vegetables +3, Meat +2

⁸⁰ See *Dragon Magazine* #354, p62

⁸¹ See [Threshold Magazine #4](#), p148-149

⁸² See GAZ9: "The Minrothad Guilds, *Dungeon Master's Booklet*" p29-34

DRAGON MAGAZINE #356

SAVAGE TIDINGS :
INTO THE ABYSS

Affiliation Updates

This article continues the assumption that the Scarlet Brotherhood has been replaced with the Heldannic Knights⁸³. Instead of an SB masked father, an officer of the Heldannic Knights, accompanied by a small band of soldiers disguised as any other group of Scuttlecove thugs, approaches a PC member of this affiliation to assign them the task of reporting on the prison of Gaping Maw. The Heldannic Knights have a small outpost hidden in Scuttlecove to spy on the town's defenses and monitor the Crimson Fleet. Once the PCs have defeated the Crimson Fleet, the officer reveals his presence in the town and makes his request, presumably for reasons of personal advancement as well as a specific interest the Heldannic Knights have in that prison found on Demogorgon's home plane. Perhaps a Heldannic Knight or a Vanya artifact can be found somewhere within Divided Ire. Under no circumstances will the Heldannic Knights reveal their presence within Scuttlecove until the PCs have deposed the Crimson Fleet.

With respect to the Witchwardens, instead of a high priest of Wee Jas from the city of Cauldron, any Witchwarden PC will be contacted by Lux Seoni, the mistress of Witchwarden Tower and leader of the Witchwardens in Sasserine. The reason she has an interest in celestial activity within the

Gaping Maw could be due to some past interaction or debt the Witchwardens have with a celestial now rumored to be imprisoned somewhere on Gaping Maw.



Heldannic Shield

Zelkarune's Horns gives any member PC who returns from the Abyss with the head of a creature from that outer plane whom they slew in single combat a bonus to their affiliation score. This bonus increases if *"the creature is a well-known unique individual."*

This is presumably a reference to the seven main adversaries the PCs must either negotiate with or defeat in this adventure. Two of these adversaries, S'Sharra and Belshamoth, have reputations on Mystara that PCs can discover as explained previously. Vanthus Vanderboren's reputation is already ignominious in Sasserine and returning his head as a trophy to the Zelkarune's Horns automatically qualifies as fulfilling the requirement. For the remaining four individuals, a PC will first need to make a DC 35 Knowledge(planes) check to know the reputation of the individual involved followed by a DC 30 Diplomacy check or DC 26 Perform(oratory) check to communicate this information to win over the leaders of the Zelkarune's Horns and get credit for fulfilling the requirement of having slain a well-known unique individual.

⁸³ See [Threshold Magazine #4](#), p153

DRAGON MAGAZINE #357:

DEMONOMICON OF IGGWILV : DEMOGORGON

This article includes a full monster manual entry for a dinosaur-like demonic creature, a verakia, that is native to the jungles found on Demogorgon's home plane. If you are inclined to add such a creature to the Savage Tide AP, the most suitable adventures would be the final adventure on the Isle of Dread, City of Broken Idols, or the final adventure of the Savage Tide campaign, Prince of Demons.

In the first case, one verakia could be encountered as the PCs make their way to the Taboo Temple. In the second case, a pack of verakia attack the PCs when they are traveling between missions in or near the jungles of Gaping Maw.

SAVAGE TIDINGS : GAZING INTO THE ABYSS

Pact Magic

This article introduces three new vestiges to be used with the binder class. To tie this into the Savage Tide AP, two of these vestiges were selected for pacts with the gurrash binder Blackhide introduced earlier in this article. One of those two vestiges, Astaroth, has some history which can be tied into Mystara.

This article reports that Astaroth is also known as Diabolus, a nickname he earned by infiltrating the legions of Baator and rising to the rank of Treasurer of Hell. Assuming that

devils are the equivalent fiends to demons which come from the Nightmare Dimension⁸⁴, this means that Astaroth managed to not only make his way into the Nightmare Dimension, but somehow managed to be mistaken for a native of that dimension while infiltrating the devil hierarchy. It could be that he passed himself off as a Nightmare Dimension native diabolus, a race diametrically opposite of devils which devils seek to torment and corrupt. Astaroth may have pretended to "fall" in some way, perhaps signing over his non-existent diabolus soul in a contract that the devils only later found out they could never hope to collect.

The *Blackflame* ability granted by Astaroth is the very same *Blackflame* utilized by the halflings of the Five Shires⁸⁵ and the dark glaurants⁸⁶. Astaroth's mastery and corruption of *Blackflame* is a direct result of his time spent in the Nightmare Dimension⁸⁷ and he can gift this mastery to those who call upon him.

Demonic Harlots

If the NPC gurrash party needs any additional combatants to challenge your PCs, or if you just want to swap out one of the gatormen for something very different, then either Arach-tinor or Keldara'Mor, both briefly described in this section, could be summoned by the gurrash cleric and bargained with in order to assist with the assassination of the PCs.

⁸⁴ See [Threshold Magazine #6](#), p84

⁸⁵ See GAZ8: "The Five Shires", p16-18

⁸⁶ See [Threshold Magazine #8](#), p188

⁸⁷ See Andrew Theisen's theory on Blackflame's origin from the Nightmare Dimension in "[Halflings and Blackflame and Glaurants](#)" at the Vaults of Pandius

DRAGON MAGAZINE #358

SAVAGE TIDINGS : THE RIVER STYX

Assuming you use the River Styx in your Mystara campaign, its waters may provide a way to navigate into the Nightmare Dimension as well as various Lower Planes such as the Abyss and Pyts⁸⁸.

DRAGON MAGAZINE #359

SAVAGE TIDINGS : DEMON DAYS

Allies in the Abyss

Of the NPC allies briefly sketched out in this section, only one hails from the Material Plane and calls Mystara home. Six-Fingered Legu is a Minrothad water elf, not a half-elf. Assuming you are using Calitha Starbrow in the campaign, Legu has stepped in to volunteer his services as a way of serving his patron Immortal. He also seeks the path of Immortality, and risking his life to help Calitha Starbrow achieve victory over Demogorgon is his best chance of learning the secrets of the quests and gaining her sponsorship. As a water elf, he likely has access to some spells known only to his people and the merchant-princes of Minrothad⁸⁹.

⁸⁸ See "Wrath of the Immortals, Book One: Codex of the Immortal"s, p124

⁸⁹ See GAZ9: "The Minrothad Guilds, Dungeon Master's Booklet", p17-22

APPENDIX : ARTEFACTS IN THE SAVAGE TIDE CAMPAIGN

CONVERSION OF ARTIFACTS INTO WotI RULES

The table below contains a list of most the artifacts detailed in the Savage Tide campaign, with a partial conversion showing how these artifacts can be converted into the rules used in the Wrath of the Immortals box set. This list does not include Demogorgon's *master pearl* which the PCs must destroy to succeed and stop the Savage Tide. It also does not include the *tooth of Abazu*. While *Dungeon Magazine* #143 identifies the *tooth* as an artifact, the *teeth of Dahlver-Nar* are identified elsewhere in 3.5 D&D as only a unique magic item without artifact status⁹⁰.

Note that this table changes the magnitude of some of the artifacts based on an estimation of the artifacts powers using WotI rules. As an example, while the *Nimbus Bow* is identified as a Minor artifact in 3.5 D&D, building it using WotI rules requires a PP cost of approximately 162 PP, requiring it to be of Lesser magnitude. The math is as follows: 15 PP for *warp wood*, 30PP for *control winds*, 40PP for *create normal animals*, 7 PP for a missile weapon that does d8 damage, 20 PP for a +2 bonus, 20 PP for an extra +2 bonus to two restricted groups, 10 PP for extra d6 damage to the restricted groups, 20 PP for *shocking burst*. The remaining conversion work would be to assign handicaps and penalties based on the magnitude of the artifact using WotI rules. For the *Nimbus Bow*, this would be two handicaps and three

⁹⁰ See *Tome of Magic*(3.5 edition), p77-78

Table 2: Savage Tide Artefacts

Artifact	Reference	Creator	Magnitude	Approx PP cost
Nimbus Bow	<i>Dungeon</i> #145, p74	Ka, Ixion, Odin ¹	Lesser	162
Bracers of Red Rapture	<i>Dungeon</i> #146, p83	Graz'zt	Lesser	140
Demonomicon of Iggwilv	<i>Dungeon</i> #148, p80	Iggwilv	Minor	90
Cloak of the Witch Queen	<i>Dungeon</i> #149, p51	Iggwilv	Greater	400
Robe of the Abyss	<i>Dungeon</i> #149, p51	Iggwilv	Lesser	250
Bearded Anvil	<i>Dungeon</i> #149, p65	Midgard dwarves	Minor	54
Tuerny's Iron Flask	<i>Dungeon</i> #149, p74	Tuerny the Merciless	Major	1000
Demogorgon's Bilious Sphere	<i>Dungeon</i> #150, p97	Demogorgon	Greater	284
Skull of Kallum	<i>Dungeon</i> #150, p97	Demogorgon	Lesser	103

¹ See [Threshold Magazine #4](#), p146

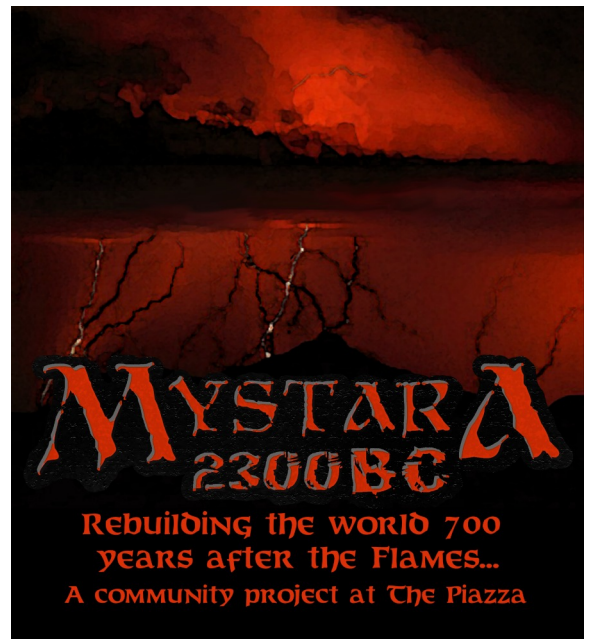
penalties. As an example, you could make one handicap be its PP recharging for usings the spell abilities to happen on a per day basis, which is consistent with the *Nimbus Bow's* 3.5 rules. Two example penalties would be a spell memorization penalty cost, and the wielder of the *Nimbus Bow* cannot willingly retreat from a dragon in combat, though a fighting withdrawal would be permitted. Note that according to the WotI rules, a Lesser Artifact should have a maximum of two transformation powers, so the *Nimbus Bow* breaks this rule by having three.

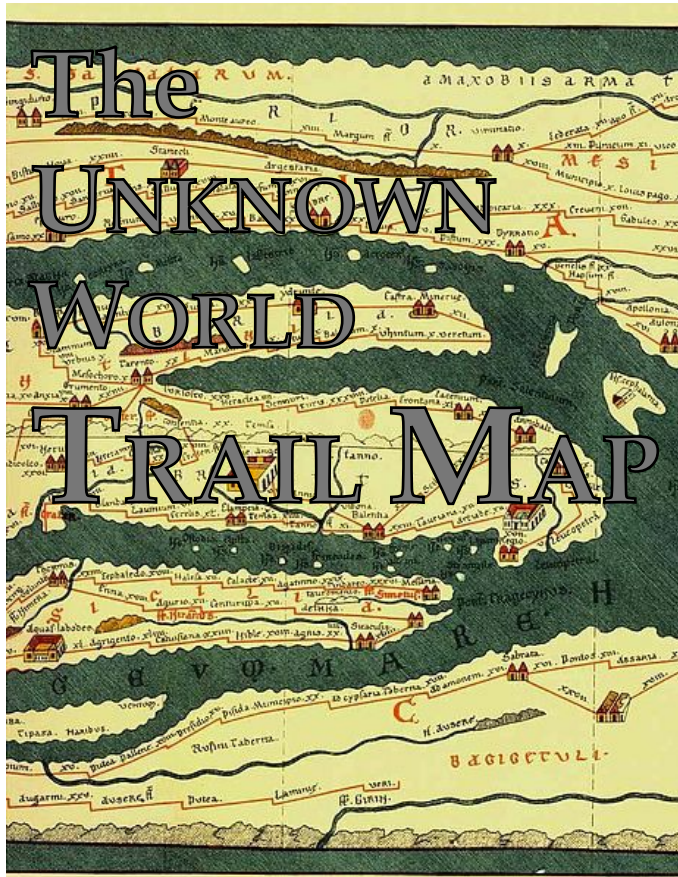
As a second example, the *Bearded Anvil* remains a minor artifact which grants a +4 divine bonus to Craft or Profession checks involving metal work, grants the *keen* magical property to any slashing weapon for a 24 hour period and gives the weapon a +1 magical enhancement bonus for the same duration as well if it was not already magical. In WotI terms, the bonus to the skill check

would cost 10 PP, which is the minimum for any power. The +1 enhancement bonus would cost 10 PP. Lastly, using the artifact to work on a greatsword for a Colossal sized giant would grant the *keen* ability to a weapon that does 8d6 damage, meaning the weapon can now do double damage over a greater range of high attack rolls, which is approximated at a cost of 24 PP for the potential to do up to an extra 48hp of damage on a single attack roll and another cost of 10 PP for factoring in the giant's approximate maximum strength bonus as another +20 damage to the roll. The actual amount of PP used when working on any particular weapon would depend on the actual weapon and the wielder of that weapon, and to work on a second weapon would require waiting for the *Bearded Anvil* to adequately recharge. As a minor artifact, the *Anvil* would have one handicap and one penalty.

In *WotI* rules, artifacts must be created by a being with Power Points like an Immortal. For the three artifacts created by Iggwilv, depending on the background you choose for her, she likely had assistance from Immortals who provided their own power for her use in crafting these items. For the Midgard dwarves, you can substitute either the Modrigrswerg dwarves⁹¹ or the Immortal Kagyar.

⁹¹ See GAZ7: "The Northern Reaches", p24-28





Part VI: The North: Heldannic Territories, Denagoth and Wendar

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](#), and the west (Atruaghin, Sind and Adri Varma) in [Threshold issue #18](#), and is completed with the north in this issue. 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:

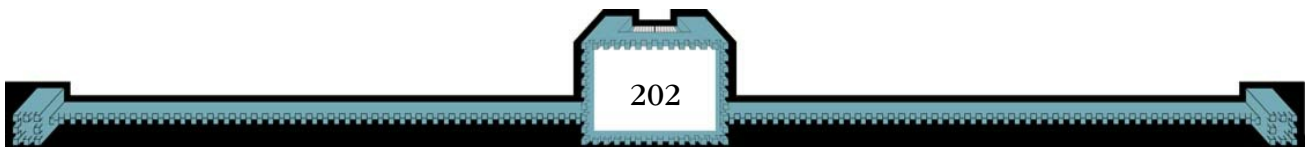
Borderlands, low human or halfling population, average 25 people per square mile. May contain other races also, average 2.5 people per square mile.

Purple:

Humanoids, giants and others, average 25 per square mile. May also contain small number of humans, average 1.2 per square miles.

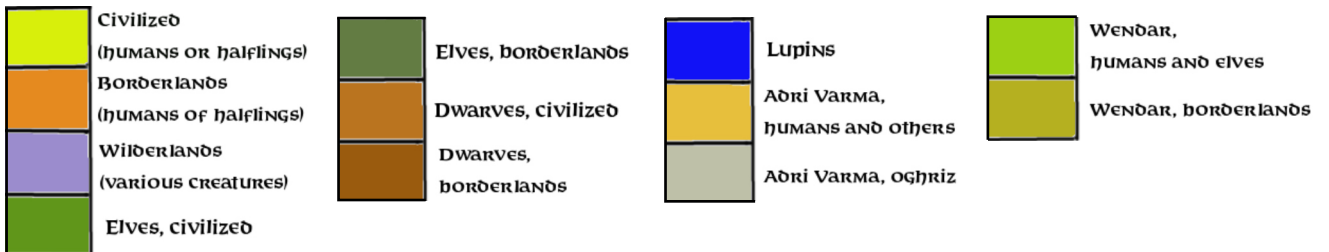
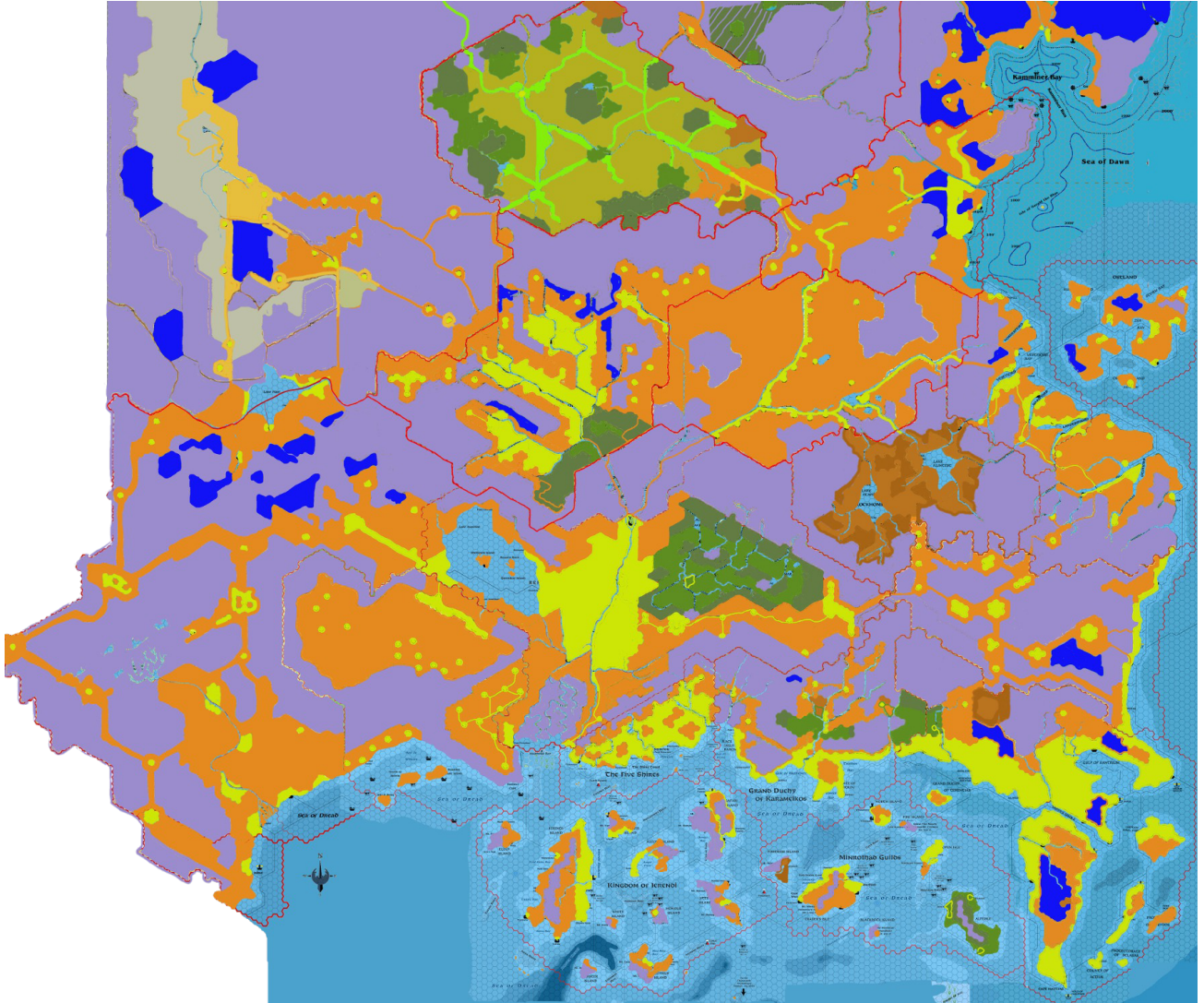
Green:

Elves, average 20 per square mile. May also contain small numbers of fairies, average 2.5 per square mile.





Map of KNOWN World Populations





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.

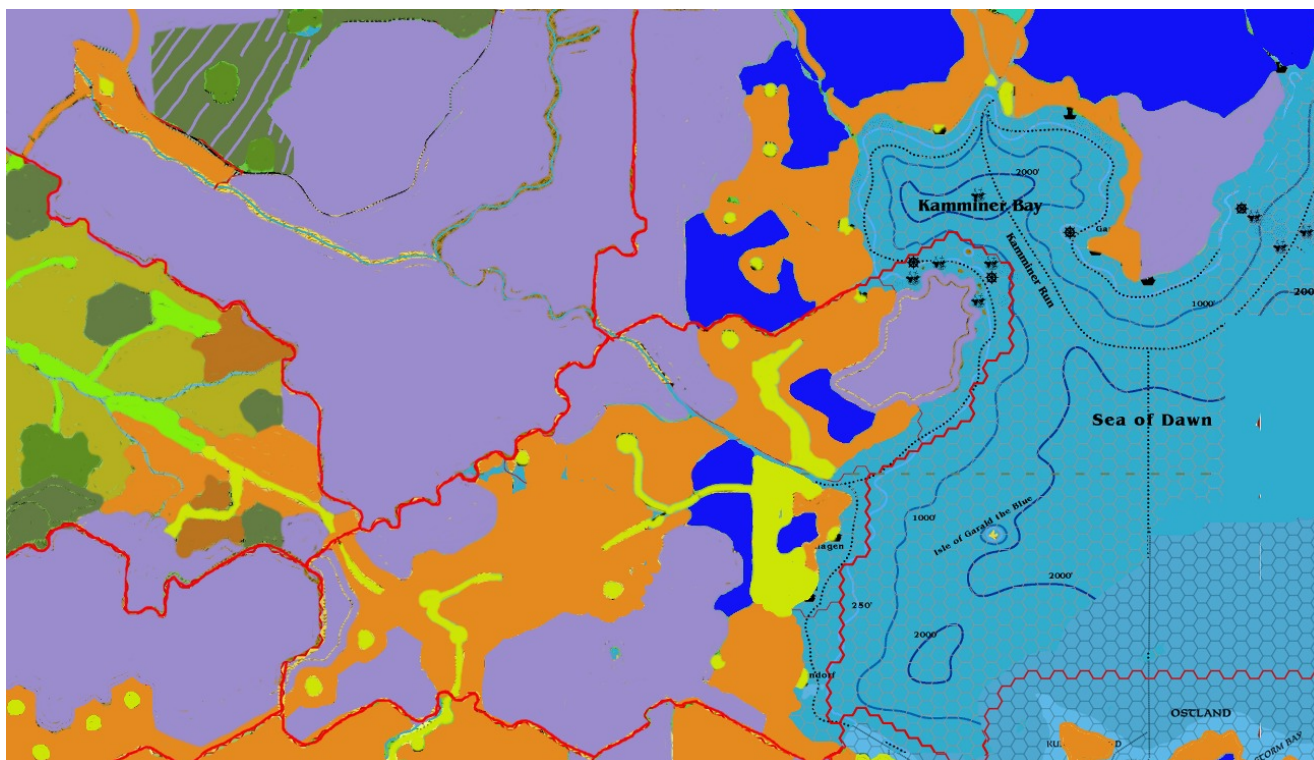
Blue:

Lupins or Rakasta, average 40 per square mile.

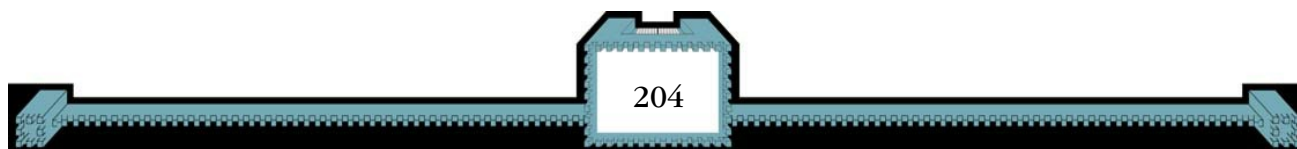
THE NORTH

Population and density

As this series of articles deals with the Known World nations, this last installment will describe in detail only the wilderness of the Heldannic lands and Wendar, partially describe the wilderlands of Denagoth and only marginally touch upon southern Norwold. The lands of Norwold have in fact already been extensively described by Simone Neri and others in Threshold issue [#6](#), [#7](#) and [#8](#). There are no detailed canon sources on the Heldannic Lands, Wendar and Denagoth, which were only partially



North population map



described in module *X11: "Saga of the Shadow Lord"*, and then in the "*Wrath of the Immortals*" boxed set, "*The Poor Wizard's Almanac*" I, II and III and "*Josbuan's Almanac*". As the planned official Gazetteer of these nations never materialized, fans developed them after the Mystara line was discontinued, and JTR/Oldawg created fan gazetteers for Wendar, Denagoth and other nearby nations. My map above only shows the Heldannic territories, including some regions of southern Norwold conquered by the Heldannic knights after the Wrath of the Immortals, and only the southern part of Denagoth.

As can be seen in the map, the north of the Known World is mostly borderlands and wilderlands. Only the central region of the Heldannic lands, the main roads and the major towns, is marked in yellow as **settled territory** comprising about 90 hexes, of which 75 is in the Heldannic lands with the rest in Southern Norwold and Denagoth.

This area has a human population of about 360,000 people. Southern Denagoth should have a population of only 10,000 humans in settled areas (Geron and some other villages) and Southern Norwold about 60,000 (Landfall and some other towns). The **borderlands** in orange are much more extensive in all three nations, 150 hexes in southern Norwold, 35 in southern Denagoth and 350 in Heldannic lands, with a population respectively of 240,000; 60,000 and 560,000 humans, respectively with other people, mostly lupins, rakasta, giants and humanoids, living in these lands with numbers of about 25,000, 5,000 and 55,000 people respectively.

The regions depicted in **blue** are those inhabited mostly by lupins, which are quite numerous in Heldannic territories and southern Norwold. There are 240 such hexes in southern Norwold and 45 in Heldannic territories for populations of respectively 500,000 and 100,000 lupins and about 50,000 and 20,000 humans. From the canon information in *Dragon Magazine* #237, Átila Pires dos Santos' "[*History of the Lupins*](#)" from *Threshold Magazine* issue #2, and the articles by Giampaolo Agosta and Simone Neri in *Threshold* issue #7 (see below in area 7 of The North) the lupins in southern Norwold are mostly Foxfolk and Heldann shepherds, while in Heldannic territories the main breeds are the native Heldann shepherds, Gnomish Snoutzers and Great Dogges, and the Das Hund and Doggerman which came from Hattia with the Heldannic Knights.

The **wilderlands**, shown in purple, are extensive in southern Denagoth with about 1,200 hexes and a population of 2,000,000 people, mostly bugbears, gnolls, ogres, thouls, trolls and giants with a minority of humans, troglodytes, yetis and other humanoids. The former elven lands of Geffron, shown in **green**, are now under heavy humanoid and Denagothian attack and are inhabited by about 115,000 elves and fairies fighting for their existence.

The wilderlands of southern Norwold, mostly in the west, number about 300 hexes inhabited mainly by gnolls, giants, trolls and thouls with some yeti, fairies and mountain rakasta, for a total of 500,000 people. The Heldannic territories also have about 300 hexes of wilderlands inhabited by 500,000 people, mostly giants, sasquatches, trolls,

orcs, thouls, goblins and bugbears with minorities of humans and lupins.

The total population of this area of the North would then be about 1,000,000 humans, 150,000 lupins, 50,000 giants, 350,000 humanoids and 50,000 other creatures in Heldannic territories; 100,000 humans, 100,000 elves 100,000 giants, 200,000 other creatures and 2,000,000 humanoids in southern Denagoth; 350,000 humans, 50,000 giants, 50,000 rakasta, 50,000 elves, 500,000 lupins, 400,000 humanoids in Southern Norwold. My estimation of the population of Heldannic lands is, as usual, higher than the one given in the Poor Wizard's Almanac of 320,000 human inhabitants, and higher than Simone Neri, who in his *Demografia Mystariana*¹ estimated about 616,000 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.

¹ [Demografia Mystariana](#) available in Italian only at The Vaults, but part of it was updated and translated in English in [Threshold Magazine issue #1](#) and [#3](#). About Norwold, see also the extensive work by Simone Neri and Giampaolo Agosta in [Threshold issue #6](#), [#7](#) and [#8](#).

The Wilderlands of the North

I - Brulefer's Domain

"The Western Menguls are dominated by Brulefer the Blue and his Cloud Giants allies. To pass with an army to bring aid to Geffronell has proven impossible. That is the plan of the Shadow Lord obviously. We should not let him win, we should force the pass, no matter the cost."

- *Avren, captain in Surewatch Keep*

Area: 100 x 50 miles, or 5,000 square miles.

Days to cross²: 4-7 days through the pass, normally it is possible to cover only 8-12 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 125,000 (cloud, mountain and hill giants, ogres and other humanoids, sasquatches, geonids, gremlins, harpies, faenare, troglodytes, brutemen, werereatures, and at least 80 dragons), with extensive underground areas.



Mengul mountains seen from Wendar

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, unless the PCs have a good map or a good guide, should be very high, so the actual travel time could easily double.



North Wilderlands Map

In Canon products:

- *The Poor Wizard's Almanac* lists humanoids of all sorts in Denagoth, and dragons, elks, deers, moose, wolves, bears, boars, mountain lions, wyverns and some isolated elven communities, cut from contact with the rest of the world.
- Brulefer appears in module *X11: "Saga of the Shadow Lord"* as the guardian of the pass paid by Teriak himself. The castle of the Cloud Giant is the next location. Azor the giant is not necessarily hostile to the party. Random encounters in the Mengul mountains include Brulefer himself polymorphed into an old hermit, human brigands, followers of Idris, ogres, orcs and undead.

In Fan productions:

- The [Denagoth section](#) in the Vaults of Pandius contains the [Denizens of Denagoth gazetteer](#) (Gaz F2) edited by JTR, the Map of Wendar and Denagoth, 1000 AC from X11 by Thorfinn Tait and other fan sources on the region.
- See also my article ["Who's Who in the Wyrksteeth part 2"](#) in *Threshold* issue #9 for more info about Brulefer and the dragons of Denagoth.
- In the [Fan Almanacs](#) from 1014 to 1019 AC a series of events take place in Denagoth, with the Alfheim refugees in Wendar trying to bring aid to the Geffronell elves, encountering many setbacks and difficulties.

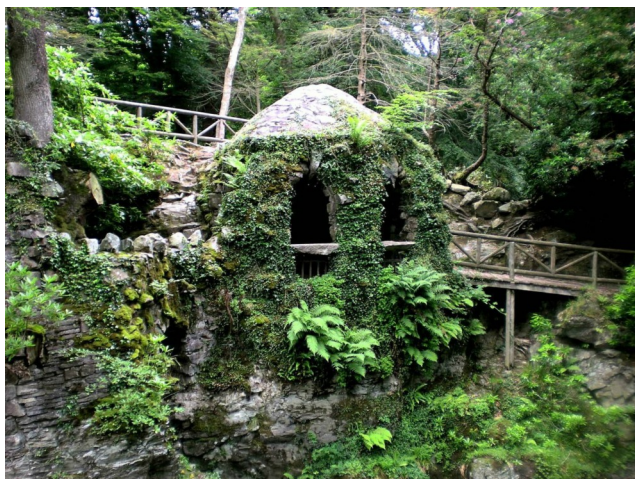
2 - The Great Forest OF GEFFRON

“The ancient realm of the elves is besieged by darkness from all side. The forest which has survived the Great Rain of Fire and stood in beauty and magnificence for ages unknown to men will not live another century, I fear. We need the Immortals to look upon us in favor again, or soon our end will come.”

- *Sabilial, Geffronell elf cleric*

Area: 200 x 200 miles, or 40,000 square miles.
Days to cross: 16-18 days, normally it is possible to cover only 12 miles per day due to the thick forest.

Intelligent inhabitants: probably up to 1,000,000 (elves, fairies, centaurs, gnolls, bugbears and other humanoids, gremlins, harpies, troglodytes, wercreatures, and at least 500 dragons), with possible underground areas.



Elven sentry post hidden in the forest

In Canon products:

- In module X11: “*Saga of the Shadow Lord*” the former forest of the Geffronell elves is infested by gnolls and bugbears and in Drax Tallen only the corpse of the gold dragon Auragentus remains, while the ruins are inhabited by goblins, hobgoblins and undead.

In Fan productions:

- In the Denizens of Denagoth gazetteer edited by JTR, Auragentus is alive until 1011 AC, but this could also happen later depending on the time in which the DM wish to play the events of X11. The ruins of Drax Tallen are still mostly occupied by goblins, hobgoblins and undead, while the Geffronell survive in the eastern part of the woods.

- About the History of the Geffronell see also [Threshold issue #10](#) and [#17](#) and the links indicated in area 1 above.

3 - The Southern Mengul Mountains

“These high and icy mountains are the barrier between Denagoth and the Known World, and have done much to determine its history. The mountains are an almost insurmountable wall, and not just for their height, but mostly for the creatures which live on them.”

- *Tabrim, Wendar ranger*

Area: 500 x 112 miles, or 56,000 square miles.
Days to cross: More than 60 days lengthways along the mountains or 14 days across them, normally it is possible to cover only 8 miles

per day due to the difficult terrain. Intelligent inhabitants: probably up to 1,400,000 (giants, ogres, thouls, hobgoblins, bugbears, gnolls, orcs and other humanoids, sasquatches, mountain rakasta, gremlins, harpies, faenare, brutemen, troglodytes, werereatures, and at least 800 dragons), with extensive underground areas.



Peaks of the Southern Mengul

In Canon products:

- In module X11 only the eastern part is described, see area 1.

In Fan productions:

- In the Denizens of Denagoth gazetteer edited by JTR, the mountains are indicated as 11,000 feet tall and bears, wolves, mountain lions, dragons, ogres, beholders, wyverns, giants, goblins, orcs, hobgoblins, thouls, undead and brigands listed as typical dwellers.

4 - The Eastern Heldann lands

“Eastern Heldann is a well guarded and civilized place, for the most part. The road to Wendar is always open and the one to Ethengar is too when we are not at war with them. But the hills could be dangerous. Brigands, trolls and worse.”

- Vindar, Knight in Eisenturm

Area: Three different regions of about 15, 25 and 32 x 80 miles, or about 6,000 square miles. Days to cross: From 2 to 7 days, normally it is possible to cover only 12 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 150,000 (humans, giants, trolls, ogres, thouls, hobgoblins, bugbears, gnolls, orcs and other humanoids, mountain rakasta, gremlins, harpies, faenare, brutemen, troglodytes, werereatures, and at least 90 dragons), with extensive underground areas.

Tower in Eisenturm



In Canon products:

- Heldannic lands are mostly described in the *“Wrath of the Immortals”* boxed set, where the Knights of Vanya rise to the centre of the Known World’ stage, and in the *Poor Wizard’s Almanacs*. In the Almanacs common fauna of the Heldannic Territories is elks, moose, bears, boars, wolves, snow apes, hill, stone, mountain and frost giants, dragons, gnolls, hags, wercreatures, frost salamanders, giant weasels and yetis.
- In the *Poor Wizard’s Almanacs* the Heldannic Order begins its conquest of southern Norwold in 1010 AC, taking Landfall, then going on to Oceansend too, but the knights encounter strong opposition from the Wyrksteeth dragons and Norwold and are divided by the spread of the Heldannic Inquisition.

In Fan productions:

- In the [Heldannic Order gazetteer](#) (Gaz F7) edited by JTR , the mountains are indicated as 11,000 feet tall and bears, wolves, mountain lions, dragons, ogres, beholders, wyverns, giants, goblins, orcs, hobgoblins, thouls, undead and brigands listed as typical dwellers.
- In the gazetteer, the Frug Hak trolls control the foothills north of Grauenberg and a tribe of hobgoblins live west of Eisenturm. Orcs and bugbears live near the Glantrian border. Sphinxes have been spotted in the Sudbergen region. Fauna is listed on page 18 of the Heldannic Order gazetteer.
- In the [Heldann section](#) of the Vault of Pandius more resources can be found, including many articles by Bruce Heard, who originally designed the Knights of Vanya.
- In the [Fan Almanacs](#) from 1014 to 1019 AC

more events involve the Heldannic lands, with Oceansend taken and lost and eventually a civil war among two factions of the knights.

5 - The Red Fangs

“The Red Fangs are inhabited by barbarian savages, human and otherwise. Hard to say which are the most brutish. Probably the humans.”

- Hans, Knight in Thurgau

Area: 120 x 80 miles, or about 10,000 square miles.

Days to cross: 12 days east - west and 8-10 days north - south, normally it is possible to cover only 10 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 240,000 (humans, giants, trolls, ogres, thouls, hobgoblins, bugbears, gnolls, orcs and other humanoids, minotaurs, mountain rakasta, gremlins, harpies, faenare, brutemen, troglodytes, wercreatures, and at least 150 dragons), with extensive underground areas.



Heldannic Order fortress in Grunturm

+In Canon products:

- See area 1 above.

In Fan productions:

- In the Heldannic Order gazetteer edited by JTR, the area is inhabited by a small barbarian nation, claiming to be troll-born. The region has also the Cult of Gylgarid, the minotaur immortal, hidden in Lake Erid, and is infested by trolls from Vestland's Trollheim Hills. The region is also inhabited by ogres, orcs, bugbears, thouls and hobgoblins. Sphinxes have been spotted in the region too.



Traditional old Heldann church

6 - The Ostbergen AND Northern Heldann

“They may have called the Hymirshelm Altar of Vanya, with their typical arrogance, but the mountains are still a bastion of the giants and the knights do not dare to disturb them. They claim all the Heldannic lands, but they do not control as much land as they would like the rest of the world to believe”

- Asrim, cleric of Thor

Area: Ostbergen and Upper Elben about 40 x 80 miles, or 3,200 square miles each.

Days to cross: From 5 to 10 days, normally it is possible to cover only 8 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 85,000 (giants, lupins, trolls, ogres, thouls, hobgoblins, thouls, bugbears, gnolls, orcs and other humanoids, mountain rakasta, gremlins, harpies, faenare, nixies and other fairy folk, brutemen, werecreatures, and at least 120 dragons), with extensive underground areas.

In Canon products:

- See area 1 above.

In Fan productions:

- In the Heldannic Order gazetteer edited by JTR, the Gagur Hak trolls dominate the hill country north of the Elber, while the Memphic Howlers gnolls live near the Altenwald. Along the coast there is also the faerie court of Queen Hildur, a nixie. Hill giants of the Thorn-Kogr Clan form a dangerous and aggressive enemy for those living in Heldland, and some stone giants also inhabit the foothills in the Heldland area.

7 - The Rhien Forest

“The Heldannic Order claims to have conquered all southern Norwold and that is simply ridiculous for everyone who knows the truth. The rakasta, the lupins, the elves, the gnolls and the other creatures of the great forest have hardly seen a knight in their life. Should they see one, the encounter will probably end badly for the knight”

- Gudrun, ranger in the Altenwald

Area: 160 x 80 miles, or 13,000 square miles each.

Days to cross: From 20 to 10 days, normally it is possible to cover only 8 miles per day due to the difficult terrain.

Intelligent inhabitants: probably up to 320,000 (lupins, elves, gnolls and other humanoids, rakasta, harpies, faenare, fairy folk, werereatures, and at least 200 dragons), with possible underground areas.



Bison in the forest

In Canon products:

- See area 1 above.

In Fan productions:

- In the *“Streets of Landfall”* gazetteer (Gaz F8) edited by JTR, the forest is inhabited mostly by gnolls, elves and foxfolk lupins.

- In The Skaufskogr and Beyond article by Giampaolo Agosta in Threshold issue #7 the region is described in detail and inhabited mostly by elves and foxfolk lupins, while rakasta live mostly in the mountains north of the forest.

WENDAR

Population and density

In Wendar only some hexes on the road to Heldann are depicted in **yellow** indicating a predominantly human population. There are only about 18 such hexes which should contain a population of 80,000 people, mostly humans with some elves, half elves³ and gnomes.

The borderlands in **orange** are only those inhabited mostly by humans, with some half elves, elves, gnomes and humanoids. There are 85 hexes with about 25 inhabitants per square miles, hence 135,000 people.

Wendar has true wilderlands, in **purple**, only around its borders, mountainous regions normally inhabited by humanoids, giants and yetis, with a density of 25 people per square miles. There are 192 such hexes with 300,000 inhabitants.

The areas indicated in **yellow-green**, only the main cities and major roads, are settled in equal parts by humans, half elves and elves, with an average population of 50 people per square mile and a total of about 485,000 people in 152 hexes.

³ Early Mystara canon had no half-elves, as GAZ5: *“The Elves of Alfheim”* stated that the two races could interbreed, but the offspring was either a full human or a full elf. However later half-elves were introduced in the Savage Coast, both in the *Voyages of the Princess Ark* and later also in the AD&D *Savage Coast* products, and also mentioned in other canon products such as *“Glantri: Kingdom of Magic”* boxed set. Here I will follow later canon and assume half-elves exist.



Wendar Population map

The areas indicated in **gold** are the Wendar borderlands, with an average population of 20 humans or elves per square mile. This is the most of central Wendar, for a total of 790 hexes and 1,000,000 inhabitants, of which 700,000 humans and 300,000 elves. These regions should also contain about 100,000 fairies, average less than 5 per square miles, and 100,000 humanoids.

The areas indicated in **green** are inhabited mostly by elves, with an average density of about 20 people per square mile. They may also contain small numbers of fairies, average 2.5 per square mile, so having a population of about 250,000 elves and 25,000 fairies in 190 hexes.

The areas indicated in **dark green** are elven borderlands, with average population of 10 elves and 10 fairies per square miles, so the

275 such hexes contain about 175,000 elves and 175,000 fairies.

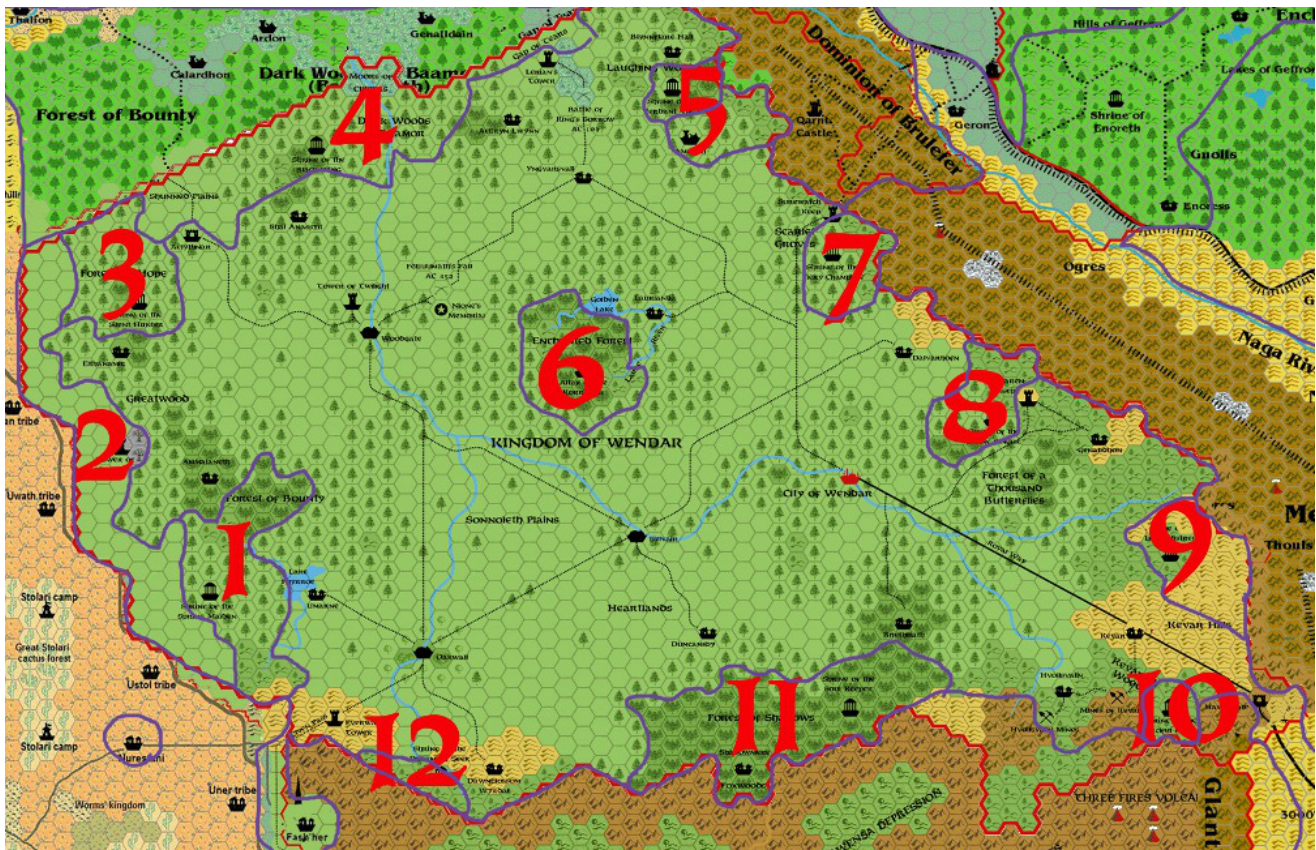
Finally the regions in **brown** are inhabited mostly by gnomes, with significant minorities of lupins, dwarves and humans, with an average population of 50 people per square miles. There are 60 such hexes for a total population of 120,000 gnomes, 30,000 dwarves, 30,000 lupins and 10,000 humans. Note that lupins are not indicated as living in Wendar in canon and most fan sources, but given their presence in Heldann and Glantri, it is fair to assume, as Simone Neri did in his *Demografia*, that the Heldann shepherds, Gnomish Snoutzers, Foxfolk and other breeds should be present in the nation.

The total population of Wendar should then amount to 1,145,000 humans, 970,000 elves, 130,000 gnomes, 35,000 dwarves, 35,000 lupins, 300,000 humanoids, 350,000 fairies

and other people. This number is much higher than the one given in the Poor Wizard's Almanac, 442,000 people including Alfheim refugees, and also higher than Simone Neri's estimation of almost 700,000 people. Still I think it makes sense given the extension of the nation and the fact it was inhabited by elves continuously for almost five thousand years. Even if for most of its history Wendar was not unified and slowly humans became the majority, it was still one of the more stable and peaceful nations of the Known World through history. For simplicity's sake half-elves are counted equally among elves and humans, but they

should number in about 300,000. These people may appear mostly as elves or humans, with various degrees of interbreeding depending on their parentage .

Note also that the 78,170 square miles indicated in the Poor Wizard's Almanac do not fit with the extension of the territory of Wendar as presented in the *Gazetteer of Wendar* by JTR. The extension of Wendar should be about 112,000 square miles, similar to the 107,000 square miles estimated by Simone Neri in his *Demografia*. Such a territory could easily support up to 1,500 dragons.



Wendar Wilderlands map

The Wilderlands of Wendar

I - Forest of Bounty

“The Forest is a sanctuary for many creatures, some of which value their privacy. The legend says that only maidens of pure heart can enter it without fear, maybe because the inhabitants can take care of those who enter with evil intentions.”

- *Adren, guide and adventurer in Oakwall*

Area: 100 x 40 miles, or 4,000 square miles.

Days to cross⁴: 10 days north - south or 4 days east - west, normally it is possible to cover only 10 miles per day due to the thick forest.

Intelligent inhabitants: probably up to 80,000 (fairy folk, elves, wercreatures, and at least 50 dragons), with possible underground areas.



Edge of the forest with farming field

⁴ 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, unless the PCs have a good map or a good guide, should be very high, so the actual travel time could easily double.

In Canon products:

- The *Poor Wizard's Almanac* lists as creatures living in Wendar bears, boars, giant centipedes, elks, horses, mountain lions, moose, giant slugs, snakes, stirges, giant weasels and wolves. As intelligent creatures, centaurs, bugbears, dragons, dryads, wercreatures, ogres, treants, trolls, unicorns, and yetis.

- *Joshuan's Almanac* contains a short description of Wendar by a priestess of Odin from the Northern Reaches, saying that Wendar was often attacked by orcs and monsters from the northern lands.

- In the Almanacs some events are described for the years 1010-1013 AC, in particular the recovering of the Elvenstar stolen by agents of the Shadow Lord, the discovery of magical fruits in the Wendarian forest, and a plague hitting the nation.

- The module *X11 "Saga of the Shadow Lord"* begin in Wendar city with an encounter with King Gylharen and soon proceed to Denagoth to retrieve the stolen Elvenstar.

In Fan production:

- The *Gazetteer of Wendar* (Gaz F1) edited by JTR creatures of the Forest are boars, deers, elks, dryads, elves, porcupines, giant snails, skunks, werfoxes and wolves.

- Many other resources about Wendar can be found in the [dedicated page](#) on the Vaults of Pandius.

- Note that the [Enhanced map of the Kingdom of Wendar](#) by Thorfinn Tait contains more locations developed by fan than those in the map of Gaz F1. The locations of the Korrigans' shrine also differ. I have used Thorfinn's location in my map and here in the descriptions.

- In [“Wendar: A Mini Gazetteer”](#) by several authors , the positions of the shrines also differ from the other fan sources.
- The shrine of the Spring Maiden, one of the nine Korrigans, is in the region and there maidens benefit of improved summoning of woodland protectors such as actaeons and unicorns and improved protection spells.
- In the [Fan Almanacs](#) events are described for the years 1014-1019 AC, in particular tension between Alfheim refugees and the native population, a crusade of elves in Denagoth to help the Geffronell, guided by the Alfheim refugees, the kidnapping of Bensarian and his replacement with an impostor, the murder of King Gylharen and the short rule of Wendar by the impersonator of Bensarian until the powerful wizard regains control.
- In Simone Neri’s Demografia Mystariana other intelligent races living in Wendar beyond human, elves and half elves are centaurs, lupins, gnomes, bugbears, fairy folk, faeries⁵, sasquatches, faenare, dwarves, ogres, trolls, wercreatures, halflings, gremlins, ents and chevalle.

2 - The Adri Varma Border

“Dangerous creatures occasionally come from the Plateau, and there is also something cursed in the region, as we had to fight powerful demons who somehow come from some ancient, lost ruin none has found yet.”

- *Shialea, priestess of Ilsundal*

⁵ Not one of the fairy folk races detailed in *PC1: “Tall Tales of the Wee Folk”* but demihumans living “in air and clouds” detailed in the *Master Set*, DM booklet on page 30 and *Rules Cyclopedia* on page 177. Probably could be considered fairy folks as well.

Area: 250 x 20 miles, or 5,000 square miles.
 Days to cross: 15-17 days north - south or 1-2 days east - west, normally it is possible to cover only 12-16 miles per day due to the irregular terrain.
 Intelligent inhabitants: probably up to 100,000 (death demons, troglodytes, humanoids, gremlins, wercreatures, and at least 60 dragons), with underground areas.

In Canon products:

- See area 1 above

In Fan production:

- In the *Gazetteer of Wendar* edited by JTR creatures of the Western Borderlands are brown dragons, elves, humans, spitting cobras, death demons, and troglodytes. The Tower of Anorion is described on page 20 and its history elsewhere.

3 - The Forest of Hope

“Very close to the Northern Wildlands which are now infested by bugbears and spiders, even if the elves have tried to reclaim them many times, failing.”

- *Tuon, guardian of the Shrine of the Silent Hunter*

Area: 40 x 48 miles, or 2,000 square miles.
 Days to cross: 5 days north - south or 6 days east - west, normally it is possible to cover only 8 miles per day due to the thick forest.
 Intelligent inhabitants: probably up to 40,000 (bugbears and humanoids, spiders, troglodytes, gremlins, fairy folk, elves, wercreatures and at least 30 dragons), with underground areas.

In Canon products:

- See area 1 above

In Fan production:

- The region has the Shrine of the Silent Hunter which increases magic missile damage, statue, contingency, and instant death spells, reduces all “flashy” or noisy spells (such as fireball or lightning bolt).

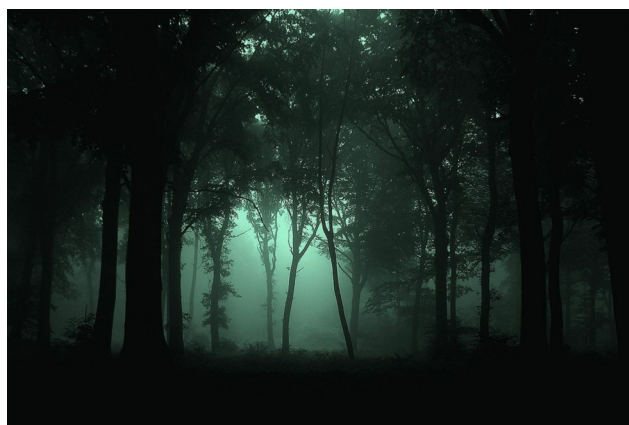
4 - Dark Woods of Baamor

“Dark woods, Shunned plains, Gap of Tears: the names of the places on our northern border should give you more than a hint about the dangers you can expect to find.”

- Astrin, city guard in Woodgate

Area: 200 x 20 miles, or 4,000 square miles.
Days to cross: 2 days north - south or 20 days east - west, normally it is possible to cover only 10 miles per day due to the irregular terrain and thick forest.

Intelligent inhabitants: probably up to 80,000 (nuckalavee, frogmen, centaurs, humanoids and at least 60 dragons), with underground areas.



The Dark Woods

In Canon products:

- See area 1 above

In Fan production:

- In the *Gazetteer of Wendar* edited by JTR, Baamor is an evil spirit supposedly imprisoned by the Korrigans in ancient times and the area is avoided. Centaurs however live in Aebhyrn Lwnn. A dangerous nuckalavee controls part of the region. Actaeons and frogmen are also listed as intelligent creatures which can be encountered, and owl bears, dire wolves, killer frogs and giant insects as monsters. More details about the region are also in *Gazetteer F3 The Northern Wildlands*, edited by JTR.

- In the [“Timeline for Wendar-Denagoth-Ghyr-Northern Wildlands”](#) by Marco Dalmonte the Tenth Shrine, dedicated to the Black Wing (Idris) is also here. Such a location is probably unknown to the Wendarian government and would be controlled by Denagothians agents, clerics of Idris and dragons of the Onyx Ring. See my article [“Who’s Who in the Wyrnsteeth part 2”](#), in *Threshold Magazine* issue #9 for description and references about the Onyx Ring. See also the description of the Korrigans and Idris in the [“Codex Immortalis”](#) by Marco Dalmonte.

5 - The Laughing Woods

“The woods are called so for the wind among the trees, but some the region near Amoleth is dangerous for the presence of undead. Be careful!”

- Murun, ranger in Yngvarsvall

Area: 40 x 40 miles, or 1,600 square miles.
Days to cross: 5 days north - south or east - west, normally it is possible to cover only 8 miles per day due to the thick forest.
Intelligent inhabitants: probably up to 30,000 (fairy folk, elves, gnomes, undead and at least 25 dragons), with underground areas.

In Canon products:

- See area 1 above

In Fan production:

- In the *Gazetteer of Wendar* edited by JTR the ruins of Amoleth, an elven city destroyed by giants, are infested with undead. The region is also inhabited by elves, humans, gnomes, cold drakes, and fairy folk. Bynflaare Hall is a haven for monasteries and abbeys.
- In the region there is the Shrine of the Verdant Virgin (Caretaker in JTR's *Gaz*), which increases plant affecting spells and decreases fire spells.

6 - The ENCHANTED Forest

"Humans and half elves are not really welcomed in the region. The fact that elves keep secrets do not help them much in the relationship with others, if you ask me."

- *Armann, human trader in Wendar*

Area: 48 x 48 miles, or 2,300 square miles.
Days to cross: 6 days north - south or east - west, normally it is possible to cover only 8 miles per day due to the thick forest.
Intelligent inhabitants: probably up to 45,000 (fairy folk, elves and at least 35 dragons), with underground areas.



Unicorn with maiden

In Canon products:

- See area 1 above

In Fan production:

- In the *Gazetteer of Wendar* edited by JTR the Korrigan is an actual magical creature which lives in the forest, protected by elves and fairies. In other fan sources the forest is just inhabited by fairy folk.

7 - The SCARLET GROVES

"Woods of red trees, red pines, red oaks, poinsettias, apple and cherry trees grow there, people say from the blood of the many who have fallen fighting Denagoth. Maybe just a story, but it is still impressive to see, and surely the Denagothians will come to redden the Groves again."

- *Ithil, sergeant in Surewatch Keep*

Area: 32 x 40 miles, or 1,300 square miles.
Days to cross: 2 days on the road or 4-5 outside it, normally it is possible to cover

only 8 miles per day outside the road due to the thick forest.

Intelligent inhabitants: probably up to 25,000 (fairy folk, elves, undead and at least 20 dragons), with possible underground areas.



Red Oak

In Canon products:

- See area 1 above

In Fan production:

- In the *Gazetteer of Wendar* edited by JTR undead can be encountered in the region, probably due to the many battles fought in the area.
- The Shrine of the Fiery Champion gives a 50% increase in fire magic, reduces air, water, earth and cold magic.

**s - Forest of a
Thousand Butterflies**

“A beautiful, enchanted place. Visitors who do not respect it however have mysteriously disappeared in the past, so mind your actions.”

- *Mimr, adventurer in Wendar city*

Area: 60 x 40 miles, or 2,300 square miles.

Days to cross: 7 days east - west or 5 days north - south, normally it is possible to cover only 8 miles per day outside the road due to the thick forest.

Intelligent inhabitants: probably up to 45,000 (fairy folk, elves, and at least 25 dragons), with possible underground areas.



Butterflies in the forest

In Canon products:

- See area 1 above

In Fan production:

- The region is named as such only in Thorfinn's map and I haven't found other references about the region. A forest with the same name however exists in the real world Mexico.
- The Shrine of the Divine Singer (Rainbow Singer in JTR's Gaz) increases charm and illusion spells, decreases weather, wind and lightning spells.

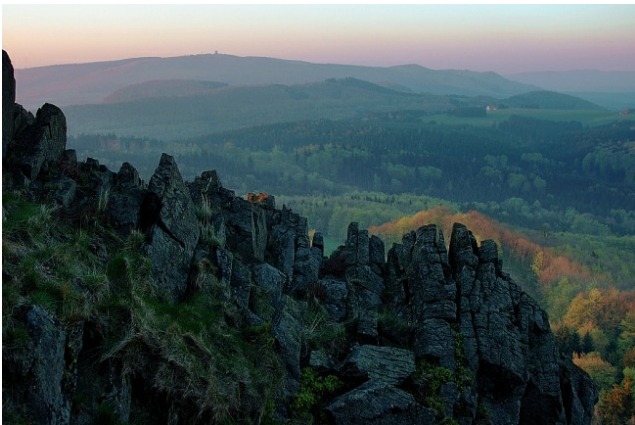
9-10 - Kevar hills and mountains

“This region can be dangerous due to the proximity of the Denagothian border, which is mostly inhabited by giants, humanoids and thouls, and the Glantrian border, which is thick with humanoids and dragons. Well, Bensarian and his wizards can keep most of them at bay, but not always all of them.”

- *Fjord, head miner in Kevar*

Areas: 64 x 32 miles, or 2,100 square miles north, 160 x 24 miles, or 3,800 square miles. Days to cross: 4-8 days through the northern region, 3-20 days through the southern region, normally it is possible to cover only 8 miles per day outside the road due to the irregular terrain.

Intelligent inhabitants: probably up to 40,000 in the northern region (humanoids, humans, elves, undead and at least 30 dragons), and 75,000 in the southern region (humanoids, giants and at least 60 dragons) with extensive underground areas.



Kevar hills from the mountains

In Canon products:

- See area 1 above.

In Fan production:

- In the *Gazetteer of Wendar* edited by JTR, Bensarian's Hermitage is located in the northern Kevar area and described on page 16. Creatures listed in the region are brigands, blue dragons, orcs, stirges, thouls, dire wolves, elves, humans, timber rattlers, trolls, vampires, nosferatu, wyverns, archer bushes and vampire roses. Hvollsvatn is inhabited mostly by Heldanners. The creatures of the Wendarian Range are snow and white apes, wolves, mountain lions, dragons (all colors), giant ferrets, gremlins, sasquatches, beholders (deep underground), wyverns, and frost giants.

- The Shrine of the Lore Mistress in in the northern Kevar, possibly the Silver Carver in JTR's Gaz which increases enchantment and shaping spells, and decreases movement spells.

- The Shrine of the Merciful Healer in the southern Kevar hills doubles healing spells, including remove disease and restore, and reduces all injurious magic.

11 - Forest of Shadows

“The eastern part of the forest is the domain of elves and fairies, but the west has other inhabitants, and many of them do not like visitors much. We may like them, if they are invited, or at least respectful.”

- *Asaleth, warrior in Brethiliath*

Area: 128 x 32 miles, or 4,100 square miles. Days to cross: 16 days east - west or 4 days north - south, normally it is possible to cover only 8 miles per day outside the road due to the thick forest.

Intelligent inhabitants: probably up to 80,000

(fairy folk, elves, werereatures, gremlins, humanoids, humans and at least 70 dragons), with possible underground areas.

In Canon products:

- See area 1 above.

In Fan production:

- In the *Gazetteer of Wendar* edited by JTR, creatures listed in the region are black bears, boars, giant centipedes, giant ferrets, werewolves, werebears, wereboars, timber rattlers, wyverns, archer bushes, vampire roses, gremlins, and dragons.

- The Shrine of the Soul Keeper is in the forest, possibly the Eternal Wanderer in JTR's Gaz which increases all travel spells and decreases healing magic.

- Shadowmere is a secret sanctuary of the Old One known only to dragons and their allies, created in the *Dragonlord* trilogy of books, see also my article ["Who's Who in the Wyrksteeth part 2"](#) in *Threshold* issue #9 for more references.

12 - WENDARIAN FOOTHILLS

"From the Glantrian border a lot of monsters and humanoids come, from time to time. Fortunately for us the dwarves and halflings who live in the are most times are able to stop them before we even have to intervene."

- *Kallesia, Captain in Oakwal*

Area: 56 x 10 miles, or 600 square miles.
 Days to cross: 6 days east - west or 1 day north - south, normally it is possible to cover only 10 miles per day outside the road due to the irregular terrain.

Intelligent inhabitants: probably up to 10,000 (halflings, dwarves, fairy folk, werereatures, gremlins, humanoids, humans and up to 10 dragons), with possible underground areas.



Everway tower

In Canon products:

- See area 1 above.

In Fan production:

- In the *Gazetteer of Wendar* edited by JTR, creatures listed in the region are boars, humans, dwarves, halflings, gremlins, timber rattlers. The town of Dawnblossom-Qvar was established by a group of halflings and dwarves who escaped the towers of Glantrian wizards during the Years of Infamy.

- The Shrine of the Dreaming Seer is here, which increases divinations and illusions and decreases all other spells.

SOME FINAL NOTES FROM THE AUTHOR

I have already explained the reasons why I decided to have higher population figures than those previously indicated in canon and fan works, what's more interesting to me after all this series of articles however are the high numbers of non humans in the Known World and their percentage in respect to the human population, as shown in the table above. Even if my calculations are based on personal preferences and many fan sources, some important points should be considered that, in my opinion, could help Dungeon Masters develop the less known regions of the Known World:

- Lupins were added in the Known World only after the Gazetteers, yet if we consider the territories inhabited by them as indicated in Bruce Heard's article and successive fan works, their total population, even if very different from nation to nation, could be higher than the KW populations of dwarves, gnomes and hin. Their absence in the Gazetteers could be explained by the fact that the KW populations are relatively reclusive.
- Even if gnomes were mostly nominated only in Gazetteer GAZ1 and GAZ7, later PC2: "Top Ballista" and other canon and fan sources indicate that their KW population should not be negligible.
- Humanoid tribes dominate extensive territories, so they should be quite numerous, and a real threat to human nations in many areas.

- From the "monsters" list in various canon sources and the extension of wilderlands regions in the KW, several ancient creatures, in particular giants, fairies, lizardmen and troglodytes, sasquatches, brutemen and others should be relatively numerous and even predominant in certain areas, as detailed in each wilderland.
- Even if the Known World appears to be dominated by human nations, their real control on their own territories is partial, thin and fragile.

Obviously each DM will have her/his own ideas about the "numbers", the important point of these articles was just to show how much of the Known World is still Unknown, and therefore a possible haven (or final rest) for many adventurers!

- *Francesco Defferrari (Sturm)*

APPENDIX: KNOWN WORLD POPULATION TABLES

Total Known World Populations		
Humans	18,279,500	38.22%
Elves	2,684,000	5.61%
Dwarves	1,502,500	3.14%
Gnomes	610,500	1.28%
Hin	700,000	1.46%
Lupins	1,728,000	3.61%
Rakasta	364,000	0.76%
Humanoids	11,635,000	24.33%
Giants	1,139,000	2.38%
Others	9,187,000	19.21%
Total	47,827,500	100.00%

**The Southeast
Regional
Populations
(Threshold
issue #13)**

	Karameikos	Five Shires	Minrothad	Ierendi	Thyatis
Humans	500,000	4,000	200,000	375,000	3,100,000
Elves	95,000	5,000	170,000	1,000	40,000
Dwarves	10,000	5,000	25,000	2,000	60,000
Gnomes	30,000	1,000	5,000	1,000	10,000
Hin	10,000	550,000	50,000	20,000	15,000
Lupins	5,000	10,000	5,000	2,000	220,000
Rakasta	0	0	0	500	1,000
Humanoids	350,000	60,000	5,000	20,000	500,000
Giants	50,000	5,000	5,000	20,000	250,000
Others	70,000	60,000	70,000	300,000	250,000
Total	1,120,000	736,000	535,000	741,500	4,446,000

**Broken Lands,
Shadowlands
and
Shadowdeep
Regional
Populations
(Threshold
issue #14)**

	Broken Lands	Shadowlands	Near Shadowdeep
Humans	9,000	500	5,000
Elves	500	550,000	50,000
Dwarves	500	500	150,000
Gnomes	500	500	200,000
Hin	500	0	5,000
Lupins	1,000	0	5,000
Rakasta	0	0	0
Humanoids	485,000	200,000	1,000,000
Giants	18,000	0	5,000
Others	117,000	300,000	1,000,000
Total	632,000	1,051,500	2,420,000

**The Central
Lands Regional
Populations
(Threshold
issue #15)**

	Darokin	Alfheim	Ethengar	Glantri
Humans	2,630,000	15,000	1,000,000	2,000,000
Elves	25,000	405,000	1,000	210,000
Dwarves	15,000	1,000	5,000	0
Gnomes	5,000	1,000	1,000	1,000
Hin	10,000	3,000	1,000	0
Lupins	15,000	2,000	5,000	130,000
Rakasta	500	0	0	10,000
Humanoids	550,000	5,000	300,000	500,000
Giants	50,000	0	0	100,000
Others	250,000	155,000	150,000	500,000
Total	3,550,500	587,000	1,463,000	3,451,000

**The East
Regional
Populations
(Threshold
issue #16)**

	Ylaruam	Rockhome	Ostland	Vestland	Soderfjord
Humans	700,000	10,000	270,000	400,000	420,000
Elves	500	500	0	500	500
Dwarves	25,000	990,000	20,000	70,000	55,000
Gnomes	5,000	200,000	1,000	5,000	5,000
Hin	5,000	1,000	0	1,000	1,000
Lupins	25,000	2,000	45,000	15,000	5,000
Rakasta	0	0	0	0	0
Humanoids	145,000	600,000	0	190,000	325,000
Giants	10,000	20,000	5,000	25,000	25,000
Others	45,000	100,000	10,000	10,000	100,000
Total	960,500	1,923,500	351,000	716,500	936,500

**The West
Regional
Populations
(Threshold
issue #18)**

	Atruaghin Sind - Jaibul	Adri Varma
Humans	730,000	1,150,000
Elves	500	5,000
Dwarves	500	20,000
Gnomes	500	5,000
Hin	500	10,000
Lupins	50,000	300,000
Rakasta	1,000	200,000
Humanoids	450,000	1,400,000
Giants	1,000	100,000
Others	600,000	2,400,000
Total	1,834,000	5,590,000

**The North
Regional
Populations
(Threshold
issue #19)**

	South Denagoth	Landfall region	Heldann	Wendar
Humans	100,000	350,000	1,000,000	1,140,000
Elves	100,000	50,000	1,000	970,000
Dwarves	1,000	5,000	2,000	35,000
Gnomes	1,000	500	500	130,000
Hin	1,000	5,000	2,000	6,000
Lupins	1,000	500,000	150,000	35,000
Rakasta	500	50,000	500	0
Humanoids	2,000,000	400,000	350,000	300,000
Giants	100,000	50,000	50,000	50,000
Others	200,000	100,000	50,000	350,000
Total	2,504,500	1,510,500	1,606,000	3,016,000



Dwarven Families

expanded

PART 2

by Hausman Santos & Leandro Abrahã

Editor's Note

This is a continuation of the article that began in [Threshold issue #18](#). We refer readers to that article for the authors' summary of the scope and background to this detailed description of the dwarven clans of Rockhome.

INTRODUCTION

Rockhome is the ancestral land of the Rockborn Dwarves, and it has a complex and ordered family and clan structure within (not to mention the distant colonies founded by dwarven explorers away from Rockhome).

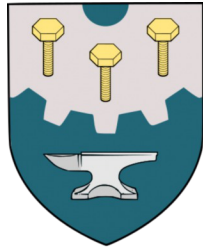
The main families make up the base structure of each clan; these families can count on more than 1000 members. These are extended families: usually several venerable dwarf family leaders, their senior children and those to whom they are married; their children; adopted children, fosterlings, apprentices from outside the family, etc.

Extended families are more politically active within the clan, with 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).

CLANS AND FAMILIES CONTINUED

SKARRAD

The invasion of Smaggeft in AC 1016 and the execution of Thrais and several other allies of the Nordenshield and Skarrad leaders, crushed the structure of the clan in the city (its power base and Stronghold). A few of the Nordenshield, and their allies, survived the massacre (*Bolto* and *Kori Fire-Eyes*) via escape routes through hidden or salvaged passages. It was the turn of some families to try to rise, but the successful families had an unexpected plan: multiple marriages combining several family lines. The Nordenshield today still lead the clan, but no longer alone: the remaining families (who supported the Nordenshield) came together and one of the strongest also joined with them forming a small council: the Hurblystyr and the Garrak with the Nordenshield.

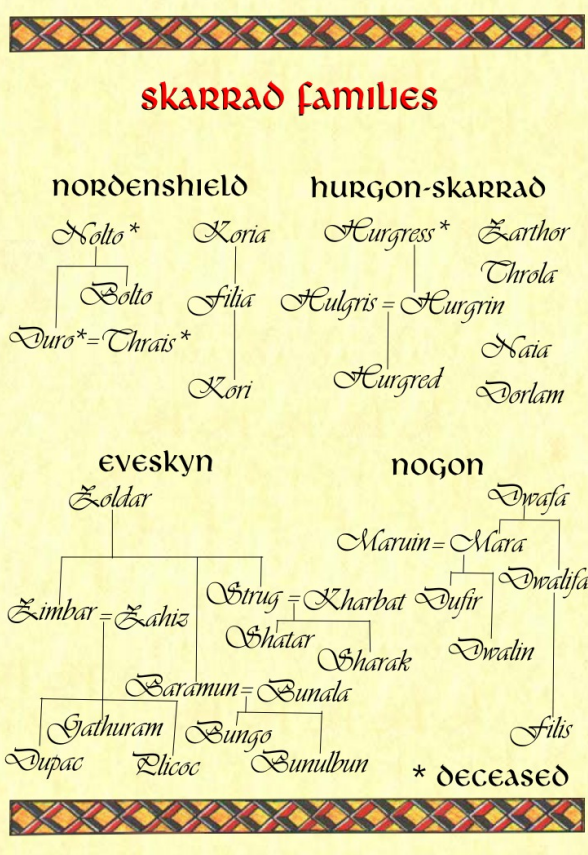


SKARRAD

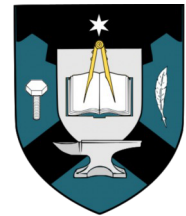
Personalities: *Thrais* daughter of Thori (died in the invasion of Smaggeft); *Bolto* and *Kori* Nordenshield.

Major Families: Nordenshield/Hurgon-Skarrad / Eveskyn /Nogon/ Hurstyr/ Garrak

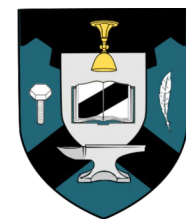
Minor Families: Radrast (Klintest Lowlands) / Klintgar / Torenmur



NORDENSHIELD - The ruling family of the clan has been leading the Skarrad for many years. With the unexpected invasion of AC 1016 and the execution of Thrais and several other loyal allies, those remaining in the clan can only continue to join forces in a council of fragmented smaller families (Hurgar/ Blysrad / Gorstyr) and through marriages into the rising family of the Garrak (supported by the Styrdal Everast liaisons). Dwalur and Dia (of the Syrklist) have been financially supporting the Nordenshield in order to strengthen their now-fallen allied family.



NORDENSHIELD



NORDENSHIELD

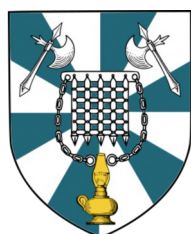
Observation: The two coats of arms shown here were used by the *Nordenshiold* family (before and after Thar's invasion of Smaggeft - when they adopted the inverted chalice and black line in the book - so that players and DM may use the version appropriate to their campaign timeframe).

Siege - Smaggeft.

Allies/Enemies - Allied by marriage to the *Garrak* (through the marriage between *Filia* and *Garor*) and between members of the new family *Hurstyr* (Skarrad) and the *Larodar* (Wyrwarf) from the days of the government of Thrais (that was originally a Wyrwarf); Occasionally political clashes with the *Nogon* (Skarrad) and *Klintgar* (Skarrad) for their emerging and progressive thinking when it exceeds views of how the Skarrad should be led (the Nordenshiold avoid overindulgence so as not to conflict directly with the thinking of the other clans in Rockhome); Good relations with the Everast (especially the *Styrdal*) and the *Shieldkroten* (Syrklist); friction of ideas with the *Bubraden* and the *Buhrodar* in General.

Personalities - *Nolto* (deceased); *Bolto* son of Nolto; *Duro* (deceased) son of Nolto; *Thrais* (deceased) daughter of Thori; *Filia* (Senator) daughter of Koria; *Kori* daughter of Filia; *Garor* (Garrak Family) mate of Filia.

HURGON-SKARRAD – The tradition of this family is the exploration and security of the underlevels of Smaggeft. The Hurgon-Skarrad (so called for distinction) are originally descended



HURGON-SKARRAD

from the Hurgon clan which departed from Alphatia (and were followed by several smaller families of other clans desirous of building a new future). Always regarded as bellicose explorers.

Siege - Smaggeft.

Allies/Enemies - Good relations with Skarrad in general; relations of close friendship with the *Syrklis-Hurgon* (Syrklist), and the *Hurdurgar* (Hurwarf) - given their similar interests in engineering and excavations, as well as the close kinship between the families - although they do not see the *Hurdurgar* much given their isolation in Dengar; indifferent to other clans.

Personalities - *Zarthor Lantorun* (from Alphatia -Airship Project); *Hurgrin* (Head son of Hurgress Hurgon; *Hurgress Hurgon* (deceased); *Hurgred* son of Hurgrin; *Hulgris* (Senator) wife of Hurgrin; *Naia* (from Alphatia); *Throla* (from Alphatia) distant relative to Hurgrin; *Dorlam* (from Alphatia).

EVESKYN – These gnomes are from a settler family from the distant Torkyn Clan (originally from the ruined old city of Torkyn Falls¹ in the Wendarian Ranges) and established themselves in Rockhome many years ago (at the same time gnomes returned to the ruins of Torkyn Falls²). They



EVESKYN

¹ The city of Torkyn Falls was generally considered the last of the great gnomish cities of the Wendarian Ranges. It was presumably destroyed by dragons in the times when the Flaemish ruled the region that is currently Glantri [See the novel "Dragonlord of Mystara". Ed].

are skillful smiths and workers of metal alloys and complex mechanical equipment. Recently they contacted the newly established Torkyn now in Falun Caverns in Soderfjord (established in AC 1018) and denounced the Modrigswerg to King Everast XVI for attacks on their gnomish relatives. A few hin also remain among them.

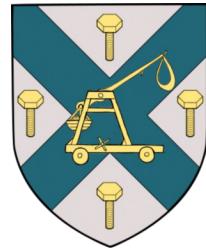
Siege - Smaggeft.

Allies/Enemies - Close relations of friendship with the *Nogon* (Skarrad) and the *Klintgar* (Skarrad) for their support to the Eveskyn's settlement among the Skarrad clans; respectful of others in the clan; indifferent to other clans.

Personalities - *Zoldar Torkyn* (the Old-Head/Senator); (Sons) *Zinbaram* brother of Strug and Baramun (son of Zoldar)/*Baramun* brother of Strug and Zimbaram; *Strug* brother of Baramun and Zimbaram; (Zimbarams) *Zabizdush* wife of Zimbaram; *Plicoc* (Airship Project) son of Zimbaram; *Dupac* (Sages College) son of Zimbaram; *Gathuram* son of Zimbaram; (Strugs) *Kharbhat* wife Strug; *Sbatbar* daughter of Kharbhat; *Ssharak* son of Strug; (Baramuns) *Bunala* (Hin) wife of Baramun; *Bungo* (Hin) son of Baramun; *Bunulbun* son of Baramun (Hin); *Filto* (Hin) mate of Wally; *Wally* (Hin) wife of Filto; *Gully* (Hin) son Filto.

² When gnomish scouts returned to the city after the assault of the dragons, they found that the damage was largely superficial, and that it could be rebuilt. Several members of the various gnomish clans that had lived in the Wendarian Ranges returned to the area of Torkyn Falls. They kept the rebuilt city a secret from their neighbours, more wary than ever after the trouble with the dragons. See [Mystaran Almanac AC1018](#) - Nuwmont 5, AC 1018: Gnomish Emigration.

NOGON – Mechanical scientists: They were the main supporters of the establishment of the Eveskyn in Smaggeft and the most technological innovators among the Skarrad. They apply gear and crank technologies to pulleys, steam furnaces and large mechanical devices³.



NOGON

Siege - Smaggeft.

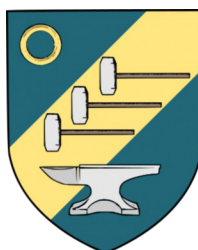
Allies/Enemies - They are part of the progressive wing of the dwarves (this puts them on the path of friction with clan mediators such as the *Nordenschild*, *Hurstyr*, and even the "treacherous" *Garrak*); supporters of clan Skarrad in general; in friction with the *Bubraden* and other Buhrodar; indifferent to the other clans.

Personalities - *Filis* (at Syrklis Conservatory - Evemur) daughter of Dwalifa; *Maruin* (3rd DEF) mate of Mara; *Dufir* (Airship Project) son of Maruin; *Dwalin* "the Creator" son of Maruin; *Mara* daughter of Dwafa; *Hagar* (Northern); *Dwalifa* (Priestess Kagyar in Smaggeft) daughter of Dwafa; *Dwafa* Nogon (the Old-Head/Senator).

³ You can apply here the interesting comedic suggestions of technologies described in the section Dwarven Science on page 36 of GAZ6: "The Dwarves of Rockhome".



HURSTYR or **HURBLYSTYR** (Hurgar/ Blysrad / Gorstyr) – Smashed families after the Smaggeft invasion in AC 1016 were left to gather their pieces and survivors and join forces in a coalition of families to have a chance to maintain and support what remained of the Nordenshields. The eventual alliances and marriages with the Garrak (with the support of the Everast) brought some control of the situation to the Skarrad (The Syrklis helping the Skarrad and the Everast with the support of a larger family Skarrad - the Garrak - joining the Nordenshield). The Hurgar/ Blysrad / Gorstyr gather the activities and functions of their former families



HURSTYR

(mining and ore metallurgy, and trade and transportation across Lake Klintest).

Siege - Smaggeft.

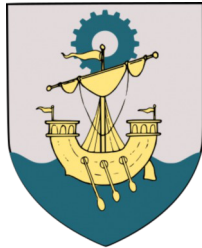
Allies/Enemies - These are part of the *pro-labore* bloc (commitment and mastery of the essential dwarven works around their areas of expertise: mining, forging and crafts) and traditionally support the moderate use of technology in the Skarrad clan - thus supporting the *Nordenshield* in mediations with other clans; Cautious in the frictions of the *progressive* bloc inside of the clan (like the *Nogon* and the *Klintgar*); until recently they also had friction with the *Garrak* (Skarrad) but changed their position when ascending in union with Nordenshield (which irritated the Nogon and other progressives); good relations with the Skarrad in general, as well as with the Syrklis and *Larodar* (Wyrwarf); indifferent to the *Bubraden* (Buhrodar) and the other clans. Observation: We present here below the previous models of coats of arms used by the each one of prominent families (before the union/fusion to Hurstyr's new family of Smaggeft - so that players and DM feel free to adjust to their setting or moment of the campaign they are using).

Personalities - (Blysrad – Mining): *Kona* (Airship Project) daughter of Konis; *Koned* (at Syrklis Conservatory -Evemur) son of Dored; *Konred* (Absent) son of Dored; *Dored* (Sick) mate of Konis; *Konis* daughter of Konan; *Konar* (Head); *Konan* (deceased).



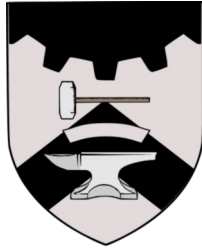
BLYSRAD

(Gorstyr – Sea Trade): *Donin* wife of *Doned* (deceased); *Donan* (deceased); *Donil* daughter of *Donin*; *Doned* (Head); *Dored* son of *Doned*; *Konis* wife of *Dored*; *Dandar* (Military).



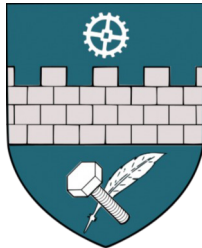
GORSTYR

(Hurgar- Metallurgy): *Hured* (Old); *Hurin* (Senator) son of *Hured*; *Huris* wife of *Hured* (deceased); *Huria* daughter of *Huris*; *Huran* (Blacksmith - Merchant).

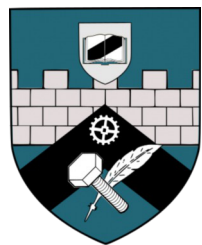


HURGAR

GARRAK – They are applied in the concepts and studies of dwarven construction and engineering. Most are builders of great guilds or known teachers at *Skarrad High Seminary* in *Dengar*. The Garrak are initiators of opinions and trends among new engineers in *Rockhome*, and are now in the ascendancy. They took part in the leadership of the *Skarrad* after the union with the *Nordenshield* and the great support received by their *Everast* allies.



GARRAK



GARRAK

Observation: Shown here are the two coats of arms used by the *Garrak* family (before and after *Thar's* invasion of *Smaggeft* - when they adopted as modifications in support of *Nordenshield* mourning; this change may be temporary, symbolic or permanent- so that players and DMs may use the version relevant to the timeframe of their campaign).

Siege - Smaggeft

Allies/Enemies - Allied by marriage to the *Nordenshield* (*Skarrad*) with the political support of the *Styrdal* (*Everast*) and the *Shieldkroten* (*Syrklist*); Relatively close to the *Nogon* (*Skarrad*) and the *Klintgar* (*Klintgar*) - in the past, they formed a forward-thinking progressive bloc in the clan (today they have changed their opinions somewhat); Precarious with the *Hurstyr* (*Skarrad*) because they were opposed in the past - the new functions in the clan compel them to political unification in the leadership of the *Skarrad*.

Personalities: *Gorin* *Garrak* (Head/Senator); *Gared* (deceased); *Garor* son of *Gorin*; *Filia* (*Nordenshield* Family) wife of *Garor*; *Garin* (Head) wife of *Gorin*; *Gurin* (*Skarrad* High Seminary) son of *Gorin*; *Gorar* (*Skarrad* High Seminary) daughter of *Garin*; *Gogun* (*Guild's* Leader) son of *Gared*.

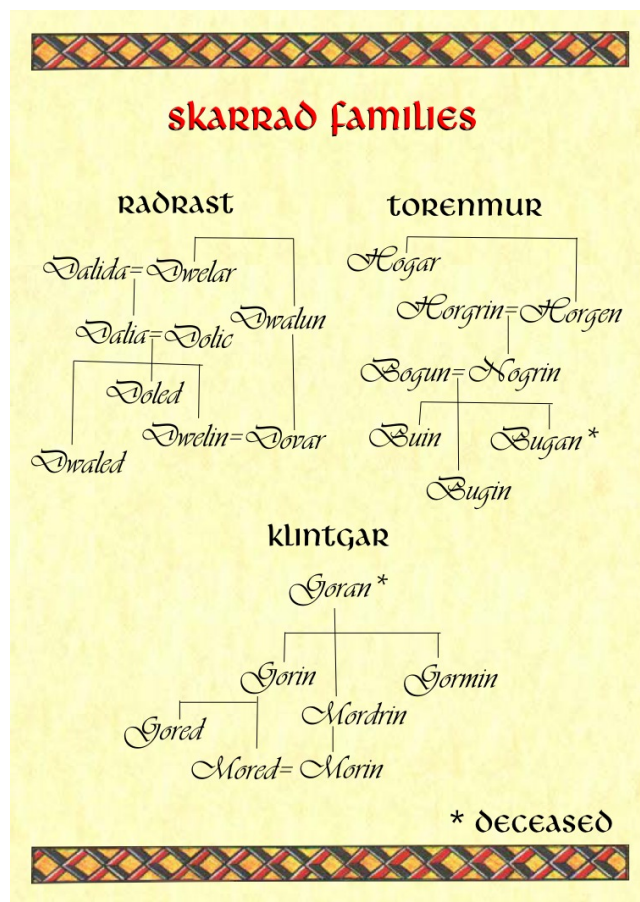
MINOR SKARRAD FAMILIES

RADRAST - To the north in the *Klintest Lowlands* (near the *Hrap River*) this family of miners extract metal ores and export to *Dengar* and *Smaggeft*. They are notorious for using technology in extraction techniques - but they try not to reveal all the secrets behind the methods of obtaining superior metal alloys.



RADRAST

Siege- North *Klintest Lowlands* (*Denwarf Spur*).



Dalia (merchant) daughter of Dalida; *Dalida* (Senator) wife of Dwelar.

TORENMUR - These are port and dock managers, boat and ship designers and builders in Lake Klintest (some have also sold boats to be used on Stahl Lake). Having a percentage of profit in the maritime trade, this family has relative economic power. During the invasion of Thar in AC 1016 they were of extreme importance in saving important dwarves of several families sailing by Lake Klintest (unfortunately their allies in Gorstyr had bigger casualties in the defense of the port during the invasion of Smaggeft and escaped by the sea). Returned Gorstyr (now unified as the Hurstyr) try to position themselves on the maritime market with the Torenmur, but these new unifications / alliances still make the process slow and delicate.



TORENMUR

Allies/Enemies Although absent from the main core of the clan in Smaggeft, they are on fairly good terms with all; Their work tries to efficiently gather *pro-labor* and *progressive* concepts (believing in coalition and possible harmony) in mining and extraction. However, they avoid unnecessary friction with the Skarrad by not exposing their techniques to others. They have good relations with the *Durolar* (Torkrest) and *Klyntar* (Syrklist) given their respective work activities (trade and caravans); Indifferent to others.

Personalities - *Doled* (miner) son of Dolic; *Dwaled* (mercenary) son of Dolic; *Dwelin* daughter of Dalia; *Dwelar* (Head); *Dwalun* (scientist); *Dolic* (blacksmith) mate of Dalia;

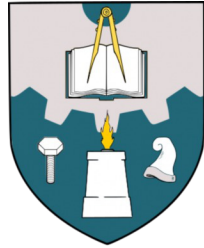
Siege: Smaggeft.

Allies/Enemies: Good relationship to *Hurstyr* (given his business ties to the *Gorstyrs*); Support to the *Nordenshiold* (they are more inclined to the pro-labore group); Cautious with the *progressive* blocs (like the *Nogon* and *Klintgar*); indifferent to *Buhrodar* in general; Good relations with the *Durolar* (Torkrest) and its wood market north of Lake Klintest as well as the *Klyntar* (Syrklist) on Smaggeft Road.

Personalities - *Hogar* (merchant/builder) brother of Horgen; *Horgen* (northern/Head) mate of Horgrin; *Horgrin* (Senator) wife of Horgen; *Nogrin* (ship designer) daughter of

Horgrin; *Bogun* (merchant) mate of Nogrin; *Bugin* son of Bogun; *Buin* (mercenary) son of Bogun; *Bugan* (deceased) son of Bogun.

KLINTGAR - A family of mechanical science scholars, they were at the forefront of several modern and mechanical science and engineering guilds. Their contact with the Nogon and the establishment of the Eveskyn in Smaggeft allowed them to create a school / academy for these studies (best defined after the problems in Smaggeft in AC 1016). They are activists in the *Science Academy* of Smaggeft besides being allies and defenders of the culture and science practiced by the gnomes. The Klintgar are hardworking, in-depth theoretical scientists / applied to the new ways of science (among these, some are priests of Garal Glitterlode).



KLINTGAR

Siege: Smaggeft.

Allies/Enemies: Allies cohesive with the *Nogon* (Skarrad) and *Eveskyn* (Skarrad) who make up the block of progressive science and technology within the clan; resentful of the *Garrak* (Skarrad) who were part of the allies in the bloc, but changed their posture after the rise to leadership in the clan through marriage with the *Nordenshield* (to compose support to the *pro-labore* block); cautious about the *Hurstyr* (for their differences of opinion); Hostile to Buhrodar (who conflict with their modern science overlapping the religiosity of Kagyar). Indifferent to other clans.

Personalities - *Mored* (Science Academy) son of Gorin; *Morin* (military) daughter of Mordrin; *Gored* (Priest of Garal) son of Gorin; *Gorin* (Head/Priest of Garal) brother of Gormin; *Gormin* (Science Academy) brother of Gorin; *Mordrin* (Senator) sister of Gorin; *Goran* (deceased).

SYRKLIST

The Syrklist had much economic loss with the isolation of the nation after the conflicts of Oenkmar in AC 1011-1012 (just when they hoped to resume the foreign trade after their long underground confinement of AC 1006). They were the crucial tool of understanding between the Torkest and the Everast in the cessation of hostilities in AC 1011 (given the family ties between Dia and Bali). The Syrklist wanted to pursue economic plans including the resumption of foreign trade, which was again interrupted with the isolation of Rockhome after the campaign against the Shadowelves. The Syrklist are in a new campaign to convince the Senate (through dialogue with the Everast and the Torkrest who have family ties in common) to re-open the borders with the outside world, despite putting themselves in the middle of the conflicts between the Hurwarf and Everast. They have seen an unusual support from the Wyrwarf. Some Syrklist have suggested, to Dia and Dwalur, giving political, financial and economic support to the Skarrad (under new structuring) so that once reorganized, they can support the Senate struggle to reopen the borders of Rockhome.



SYRKLIST

Personalities - *Dwalur* (Head) son of Belfur; *Belfur the Old*; *Belfed* (13th DEF) cousin of Dwalur; *Belfin* son of Belfed.

Major Families: Shieldkroten/Dulgar (on Evemur)/Daroban (on Stahl lowlands)/Styrkrint (on Stahl)/Syrklis- Hurgon.

Minor Families: Syrast (Denwarf Spur - Stahl Lowlands) / Klyntar (on Klyntmur) /Eftkroten.

SHIELDKROTEN – Since the death of Veneravel Fara and the leadership of the family falling into the hands of Dia (now married to Dwalur son of Belfur) the Shieldkroten have prospered in alliance with the leadership of the Syrklist main family. Being practically one united family and an ally of the main Syklist clan, these follow their lead in political matters.



SHIELDKROTEN

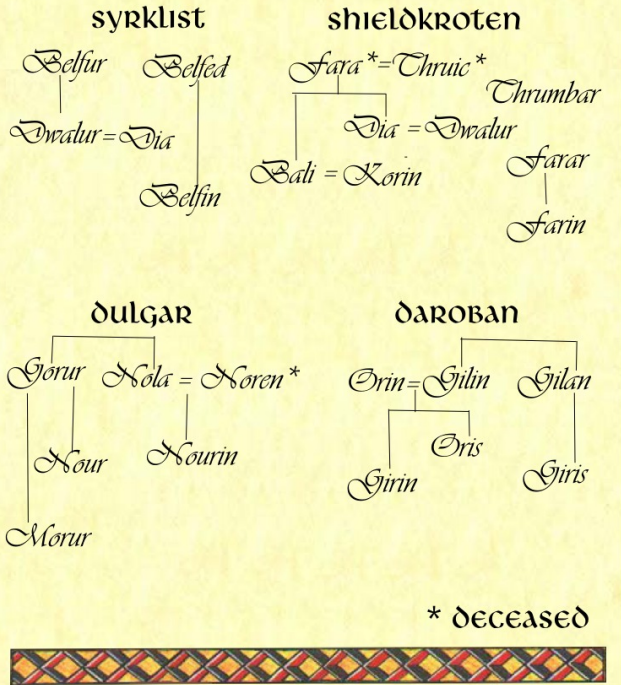
Siege - Dengar.

Allies/Enemies - Good relations through marriage alliances with the Torkrest clan (between *Bali* and *Korin*); patience and mediation in the commercial disputes involving the *Daroban* and *Dulgar* (Syrklist) to prevent harm to the Syrklist clan general economy and politics; Patronage in relation to the *Silver Company* (a guild of mercenary troops serving Syrklist interests in protecting caravans and dwarf trade routes); Cordial in relation to the other clans (with the exception of the Hurwarf and its policy of isolationism).

Personalities - *Fara* the Old (deceased); *Dia* (Senator) daughter of Fara; *Bali* daughter of



syrklist families



Fara; *Thruic* mate of Fara (deceased); *Thrumbar* (in Karamaikos) cousin of Dia and Bali; *Farar* (11th DEF) niece of Fara; *Farin* daughter of Farar.

DULGAR – Dedicated to engineering and construction and located in Evemur. They concentrate trade from the Stahl Lowlands towards Karrak Castle and then to foreign nations. A few years ago they rendered services to the Golden Khan of Ethegar, proposing to modernize trade and the supply of metals by export - an agreement now no longer in service given the death of Moglai Khan in AC 1015. The



DULGAR



Dulgar continue attempting to convince the Everast (especially the Styrdal) to reopen the Rockhome borders.

Siege - Evemur.

Allies/Enemies - Strong trade relations with the nations of Ylaruam and Ethengar (now weakened after the death of *Moglai Khan*); friction and trade disputes with the *Daroban* (Syrklist) over trade routes in the Stahl Lowlands; Amicable relations with the *Sardal* (Torkrest), the *Sarkrey* and *Styrdal* (Everast) in the attempt to reopen trade with foreign nations; Slight friction with the *Klyntar* (Syrklist) for their alliance with the Daroban; They support the *Eftkrotan* (Syrklist) for their commercial partnership with the *Torenwarf* (Wyrwarf), and are indifferent to the other clans.

Personalities - *Morur Blackheart* adopted son of Gorur; *Nour* (Syrklist Conservatory)

son of Gorur; *Gorur Dulgar* (Head/Senator); *Nourin* daughter of Nola; *Nola* sister of Gorur; *Noren* (deceased).

DAROBAN – Styrlint allies, they dominate the trade traffic in the Stahl lowlands with the borders to the north (Fort Denwarf and Styrdal Road). They had little friction with the Dulgar during their commercial expansion into Ethengar, which ended with the death of Moglai Khan during the Glantri invasion in AC 1015 - with the Dulgar once again restricted on Evemur, the Daroban remain the leaders of commerce in the region.

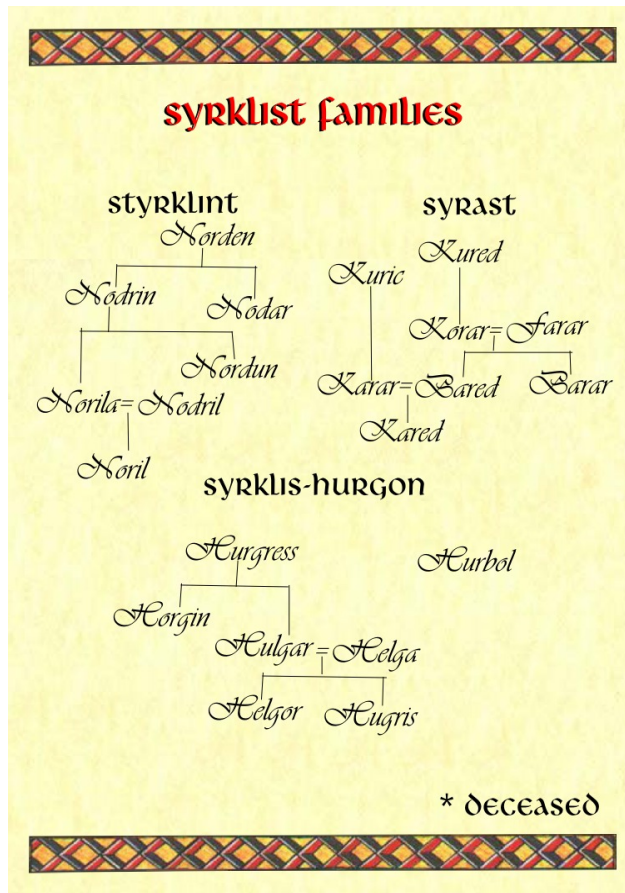


DAROBAN

Siege - Stahl.

Allies/Enemies - Good trade relations with the *Styrlint* (Syrklist) and *Syrast* (Syrklist) - who work for the Daroban mining in *Styrdal Valley* and *Denwarf Spur*; friendly to the *Evedain* (Torkrest) and *Dulrad* (Buhrodar) in Stahl; indifferent, but conduct trade with *Kurutar* (Wyrwarf); friction and trade disputes with the *Dulgar* (Syrklist) over trade routes in Stahl Lowlands; Commercial relations with the families in *Fort Denwarf* and *Karrak Castle* (through the region where their merchant caravans pass); indifferent to others.

Personalities - *Oris* (9th DEF) daughter of Orin; *Gilan* (in Greenston) brother of Gilin; *Giris* niece of Gilin; *Orin* (Minister) mate of Gilin; *Girin* (Merchant) son of Gilin; *Gilin Daroban* (Head/Senator).



STYRKLINT – Allies of the Daroban (to whom they supply ores for external trade) and located in the City of Stahl. Their main activity is mining in the Altan Tepes and Styrdal Valley. They are also responsible for the administration of the Ferryway barge (which was designed with the help of Skarrad Gorstyr).



STYRKLINT

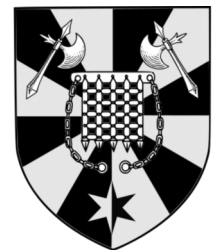
Siege - Stahl & Ferryway

Allies/Enemies - Commercial allies of the *Daroban* and *Syrast* (Syrklist) in Stahl; have the support of the *Silver Company* (sponsored by the Syrklist clan) and when

necessary they support troops against goblinoids or escort minerals on caravan routes; Good relations with the *Gorstyr* (Skarrad) the *Dulrad* (Buhrodar) and *Evedain* (Torkrest), indifferent in relation to the other clans and families.

Personalities - *Norden Styrklint* (the Old); *Nodar* (Senator) son of Norden; *Nodrin* (Head) son of Norden Styrklint; *Nordun* (Merchant) son of Nodrin; *Norila* daughter of Nodrin; *Noril* (14th DEF) son of Nodril; *Nodril* mate of Norila.

SYRKLIS-HURGON – Part of the Syrklist clan, from which they originally departed together along with the Hurgon and the Skarrad - now residing in Alphatia (Kingdom of SYRKLIS-HURGON Stoutfellow). They are from Dengar and still have good contacts with the Hurgon-Skarrad in Smaggett.

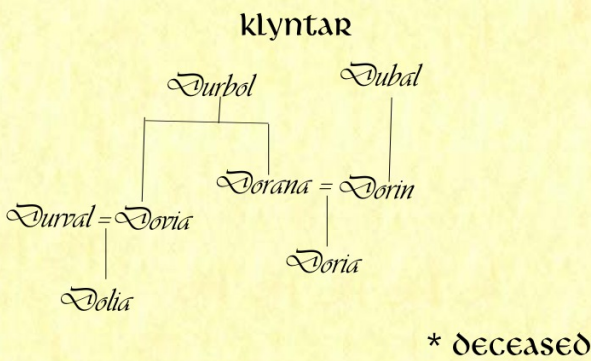
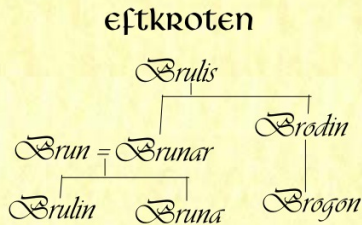


Siege - Dengar.

Allies/Enemies - Good relations with the Syrklist clan in general; well connected to the *Hurgon-Skarrad* (Skarrad) by distant family ties; friendship with *Dorto* of Buhrodar clan (knowledge of tunnels and rivers) and with *Hurdurgar* (Hurwarf) with whom they exchange experiences and techniques of excavation work.

Personalities - *Hurgress Hurgon* (deceased); *Hulgar* (Head) son of Hurgress Hurgon; *Hugris* daughter of Helga; *Helgor* son of Hulgar; *Helga-Syrklis* (Senator); *Horgin* (Merchant) brother of Hulgar; *Hurbol* (from Alphatia – Distant Relative).

syrklist families



MINOR SYRKLIST FAMILIES

SYRAST - They are miners in the Stahl Lowlands and coordinate other groups and smaller mining families in Denwarf Spur and Styrdal Valley. They are vassal allies of the Daroban in Stahl and this affords them a comfortable situation there.



SYRAST

Siege - Village Syrast (Denwarf Spur) and mines around.

Allies/Enemies - Allies of *Daroban* and *Styrklint* (Syrklist) and trading partners

providing smaller mining services; they participate in the *Silver Company* actively providing protection services and escorting the clan's trade caravans; respectful of the *Dulrad* (Buhrodar) and *Evedain* (Torkrest); they occasionally hire the *Thordrin* (Torkrest) when they need support from troops against goblinoids in the *Denwarf Spur* (and for protection in their mines); indifferent to other families and clans.

Personalities - *Karar* (merchant from Karodar family) wife of Bared; *Kared* (*Silver company*) son of Bared; *Kured* (venerable); *Korar* (Head/Senator) son of Kured; *Farar* (blacksmith) wife of Korar; *Barar* (blacksmith) daughter of Farar; *Bared* (miner) son of Korar; *Kuric* (Dealer/Karodar Family).

EFTKROTEN - They manage trade guilds for grain and food in Dengar. They are allies of the *Torenwarf* (Wyrwarf) trading directly the goods brought from the Stahl Lowlands to the capital. Due to past frictions in Rockhome history, there is some political hostility with some Everast, but especially with the Torkrest (ever since the Torkrest dynasty that started in 1161 BC with Thoric I (1161-1119 BC)⁴.



EFTKROTEN

Siege - Lower and High Dengar.

Allies/Enemies - Commercial allies of the *Torenwarf* (Wyrwarf) in the trade of grains and spices (like wood) in Dengar; Hostility

⁴ As already described in [“The \(Not so\) Young Races Part 2”](#) by Giulio Caroletti, from Threshold Magazine issue #16

towards *Klyntar* (Syrklist) and Torkrest clan in general; Good relations with the *Sbiieldkrotten* (Syrklist) and the *Dulgar* (Syrklist) where they receive political and economic support; indifferent to other families and clans.

Personalities - *Bruna* (Library auxiliary - deceased) daughter of Brunar; *Brogon* (mercenary - absent) son of Brodin; *Brun* (mercenary) mate of Brunar; *Brulin* son of Brun; *Brunar* (merchant) daughter of Brulis; *Brodin* (merchant) son of Brulis; *Brulis* (Head/Senator).

KLYNTAR - For centuries they have been Skarrad allies in the Klintest Lowlands. The Klyntar mediate trade and have good relations there (from Evekarr road to Everast Road) not only by establishing the best partnerships (such as Radrast in ores, Durolar in wood and mercenaries - but also in general with the Skarrad and its technology). At times they have disputes with Dengar's Eftkrotten (who see the Klyntar as a healthy and free "market initiative" only) but these tensions remain at acceptable levels. They live in a village on Smaggeft Road called Klyntmur.



KLYNTAR

Siege: South Klintest Lowlands (village of Klyntmur).

Allies/Enemies: Some trade frictions with the *Eftkrotten* (Syrklist) about the trade in Dengar; good allies of the Skarrad in Smaggeft and the *Radrast* (Skarrad) in the Klintest Lowlands; occasionally they make deals with the *Durolar* (Torkrest) in

exchange for protection and escort support in caravan transport (from *Evekarr Road* to *Everast Road*); friendly with the *Larodar* (Wyrwarf) and the *Hwyrdal* (Wyrwarf) in Kurdal - where they occasionally trade.

Personalities - *Durval* (military) mate of Dovia; *Dorana* (merchant); *Dovia* (merchant) sister of Dorana; *Dolia* daughter of Dovia; *Durbol* (Head); *Dubal* (Senator); *Dorin* (Silver Company) son of Dubal; *Doria* daughter of Dorana.

TORKREST

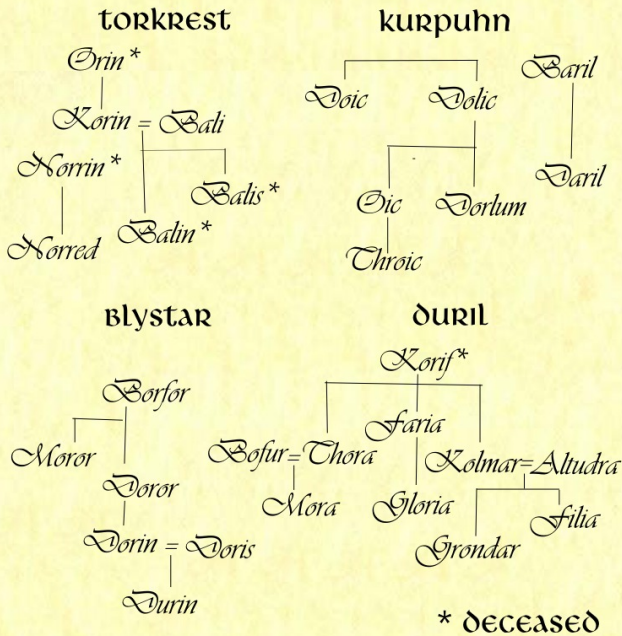
The succession struggles were harsh, extensive, and did cost many Torkrest lives: many members of their important families suffered; the clan leaders lost their heirs in defense battles across the nation.



TORKREST

After one campaign however, another follows; and Rockhome goes through external and political dangers that threaten the security and structure of the entire nation. There is little left for them to do beside continuing in their defense effort (even in the face of new threats in AC 1020). The senate and the clans are not very close; King Everast XVI did not have the response time envisioned by the Torkrest supporters (though not everyone is bad and he has had relative success, possibly better than Duric and Bifia); Modrigswerg and shadowelves knock on Rockhome's door, and the clans enter into friction through the foreign trade given the actions of Wyrwarf-Skarrad-Syrklist.

torkrest families



Lowlands) / Hurgon-Hrokar (Fort Denwarf)/ Thordrin (Fort Denwarf).

KURPUHN – They are given to political alliances with the Everast - especially the Sarkrey. Among its members, Throic (in a bonding marriage to the Sarkrey family) follows Duris' directions in gathering information outside of Rockhome. He is also part of an old tradition of Thorn Adventurers (as was his father *Oic*, *Bifed Lyrrast* of the Hurwarf and *Gram* of the Narunthar). Throic dialogues with *Daril Ironboots* about his expeditions - which eventually reaches Duris. He has recently been commissioned again to inspect the alleged alliance and return of the Alheim elves to the Canolbarth.



KURPUHN

Siege - Dengar.

Everyone is too busy to think about the dangers that threaten Rockhome - only the Torkrest remain in a constant vigilance.

Personalities: *Orin* son of Borin (deceased); *Korin* (Head/Senator) son of Orin; *Bali* (Head) daughter of Fara; *Balin* son of Korin (deceased in the Clan Wars); *Balis* daughter of Bali (deceased in the Clan Wars); *Norred* “Blackbeard” (8th DEF) son of Norrin; *Norrin* son of Borin (deceased).

Major Families: Torkrest/ Kurpuhn/ Blystar /Duril (on Greenston)/Sardal/ Narum/ Evedain (on Stahl and Ft. Denwarf).

Minor Families: Durolar (North Klintest Lowlands) / Ivrast / Norden (South Stahl

Allies/Enemies - Active contact with the Thorns (this left them with a few contacts between the *Lyrrast* and the *Narunthar*); alliances with the *Sarkrey* (Everast) and the Torkrest in general; They are indifferent (unlike most Torkrest) to the Wyrwarf.

Personalities - *Throic* (Thorn) son of Oic; *Oic* son of Dolic; *Dolic* (Senator) brother of Doic; *Daril* (5th DEF) son of Baril; *Doic* the Old (Head); *Dorlum* (20th DEF) son of Dolic; *Baril* (Military).

BLYSTAR – Aristocrats of noble descent, their ancestors were kings and rulers. Among its main achievements is the Blystar III campaign (1000 BC) against the goblinoid invasion in the north at Denwarf Spur - which still generates bad comments among other families about how the service has not yet been completed there. They are military strategists of note.



BLYSTAR

Siege - Dengar.

Allies/Enemies - Good relations with other families of noble lineage like the *Daroban* (Syrklist), *Sardal* (Torkrest), Everast, *Blystats* (Buhrodar) and the *Sarkrey* (Everast). Due to their history of working with Blystar III (1000 BC), they have contact with the families living around Fort Denwarf such as *Hurgon-Hrokar* (Torkrest), *Bubrod-Syrklis* (Buhrodar) and *Evedain* (Torkrest). Some of these families however resent the fact that the Blystar were stationed in distant Dengar - giving no political and economic support to those who remained there. Occasionally they make good use of the *Ivrast* (Torkrest) on their private or military expeditions or campaigns. The Blystar have a bad relationship with the Wyrwarf - especially the *Torenwarf*.

Personalities - *Borfor* (4th DEF) the Old; *Moror* (Senator) son of Borfor; *Doror* (Head) son of Borfor; *Dorin* son of Doror; *Durin* son of Dorin; *Doris* mate of Dorin.

DURIL – From mining and iron trading in Greenston they managed to extend their business relatively to Buhorur in Thyatis. The family line in the capital of Dengar is dedicated to study and research.



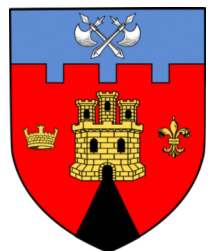
DURIL

Siege - Greenston (a few in Dengar).

Allies/Enemies - Commercial friendship with the *Makrest* in Buhrohur (Thyatis) and provide some service in metals and minerals for the *Narum/Narunthar* (Torkrest) in Dengar. They live relatively well with the *Norden* (Torkrest) and the Wyrwarf families around Greenston; contacts with the *Royal College of the Sages* in Dengar.

Personalities - *Thora* sister of Kolmar; *Bofur* mate of Thora (in Thyatis); *Kolmar* son of Korif; *Altudra* (Northern) wife of Kolmar; *Filia* (Library Auxiliary) daughter of Altudra; *Grondar* (Military) son of Kolmar; *Brida* (from North) sister of Altudra; *Gloria* (in Greenston) daughter of Faria; *Korif Duril* (Venerable -Head/Senator); *Mora* daughter of Thora; *Faria* sister of Thora (deceased).

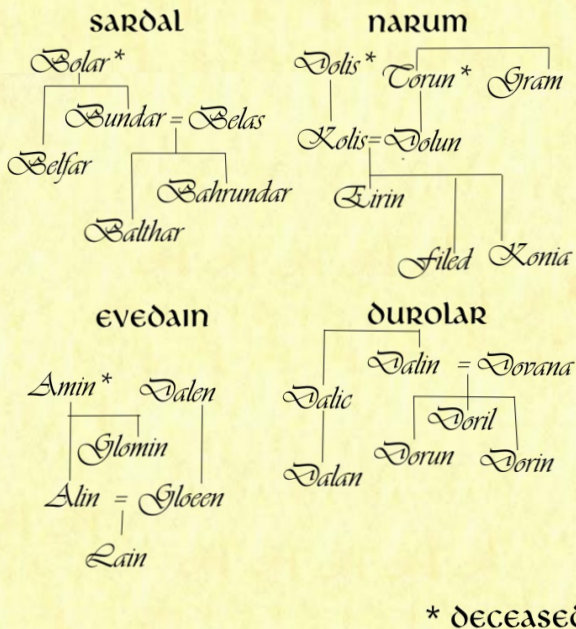
SARDAL – These are veterans in the defense of the nation and descendants of the heroes in the traditional Battle at Sardal Pass against the goblinoid hordes of Queen Udbala (492 BC). They have relative contact with the *Sarkrey* (Everast) in friendly military exercises.



SARDAL

Siege - Karrak Castle.

torkrest families



articulators. Its ancient and older members had old ties to the Hurwarf and the Black Mantle faction (Hurwarf zealots and nationalists).

Siege - Dengar.

Allies/Enemies - The political side of the family has good relations with the Tordar (Everast) in addition to occasional alliances with the *Kurpubn* (Torkrest) and the *Kudwarf* (Hurwarf); they receive some service in metals and minerals from the *Duril* (Torkrest) in Greenston; The Narum also provide loyal and continuous support to the Torkrest main family and the *Blystar* (Torkrest).

Personalities - *Gram* (the Old) brother of Torun; *Dolun* (Head/Senator) son of Torun; *Torun* (deceased); *Eirin* (Military/Airship Project) son of Dolun; *Filed* son of Dolun; *Konia* daughter of Kolis; *Kolis* daughter of Dolis; *Dolis* (deceased).

Allies/Enemies - Good relations with the *Blystar* (Torkrest), the *Sarkrey* (Torkrest) and the *Dulgar* (Syrklist) as well as King Everast himself (since his time as General at Karrak Castle years ago). Indifferent to others.

Personalities - *Bundar* (16th DEF) son of Bolar; *Babrundar* son of Bundar; *Balthar* son of Bundar; *Belfar* son of Bolar; *Belas* (Head) wife of Bundar; *Bolar the Old* (deceased).

NARUM/NARUNTHAR - The Narum bring together and make up a family of aristocrats and politicians in the Senate - they are in essence political



NARUM

EVEDAIN - They aid the defense between Stahl and Fort Denwarf (members of this family can be found in both places). Those in Stahl are more given to the diverse services of a large city, while their relatives in Fort Denwarf are given to trade and defense of borders.



EVEDAIN

Siege - Stahl & Fort Denwarf.

Allies/Enemies - Cautious with the *Kurutar* (Wyrwarf) who have great influence in Stahl; allies of the *Bubrod-Syrklist* (Buhrodar), the *Hurgon-Hrokar* (Torkrest) of Fort Denwarf;

good relations with the *Daroban* (Syrklist), *Dulrad* (Buhrodar) and *Syrast* (Syrklist) of Stahl; contract with the *Thordrin* (Torkrest) for military services of expeditions and defense of dwarven territory. Disappointment with the *Blystar* (Torkrest) who became more absent after years of problems in the Styrdal Road and Valley.

Personalities - *Lain* (Military) daughter of Alin; *Alin* daughter of Amin; *Gloeen* (Medic) son of Dalen; *Amin* (deceased); *Glomin* daughter of Amin (Woodman); *Dalen Evedain the Old* (Head).

MINOR TORKREST FAMILIES

DUOLAR - These have long been held by military and northern defenders in the Klintest Lowlands (some family members own a modest timber trade on the Evekarr Road and Lake Klintest). Most traditionally they are in the army (on patrols of the Evekarr Road or by Fort Evekarr or even in Smaggeft).



DUOLAR

Siege - North Evekarr Road (Makress Mountain).

Allies/Enemies: Friendly relationship with the *Radrast* (Skarrad) and the *Bubraden* (Buhrodar); good business and working relations with the *Klyntar* (Syrklist), with the Skarrad clan at Smaggeft and with the *Bubrbrokar* (Buhrodar) for expeditions or services at Makkres Mountain; indifferent and distant from the *Hwyrdal* (Wyrwarf) in Kurdal.



Personalities - *Dalan* (mercenary/Hammer) son of Dalic; *Dalic* (Sage College-Seniority) brother of Dalin; *Dorun* (military) son of Dalin; *Dovana* (Senator) wife of Dalin; *Dalin* (Head/Merchant); *Doril* (merchant) son of Dalin; *Dorin* (woodman) son of Dalin.

NORDEN - This family lives near the Norden River (South Greenston) and are by tradition woodcutters and hunters, living relatively well with the Wyrwarf nearby. Already faced many invasions of goblinoids coming through the Darokin Tunnel and around the Altan Teppes Mountains. More rustic and isolated from the other Torkrest in



NORDEN

Dengar (who see them as ignorant countrymen and lumberjacks), they are generally ignored by the rest of the clan - except when problems arise in the Norden region.

Siege - South Greenston (around Norden River).

Allies/Enemies - Distant and ignorant of most other clans, relative contact with the *Duril* (Torkrest) in Greenston and the *Herkur* (Wyrwarf); indifferent to *Hurgwerf* (now managing Fort Hurgwerf in Darokin Tunnel). Sincere allies of the main Torkrest family - though absent (when reminded and summoned, they attend).

Personalities - Norur (woodman) son of Norer; Nalar (Hammer) wife of Norer; Norer (Thorn) son of Noralin; Noren (hunter) son of Norur; Noralin (Head/Senator); Norin (merchant) son of Noralin.

IVRAST - This family came from a lineage of the Blystats⁵ and are equivalent to knights; elite warriors who are engaged in the defense of clan sites and Torkrest families. They now take care of the safety and protection of Lord Korin's family at Stronghold Torkrest in High Dengar. They have vassalage to the Torkrest family and thus achieve important social standing among the smaller families in the clan.



IVRAST

⁵ The Blystats are a Buhrodar family, but of Torkrest origin; It is remotely linked to the Blystar dynasty. The Ivrast are the part of the Blystats that remained among the Torkrest.

Siege: High Dengar.

Allies/Enemies - Primary loyalty to the Torkrest clan and the main clan family; great and deep respect for the *Blystar* (Torkrest); sympathy for the *Blystats* (Buhrodar) and the *Blystat-Hrodar* (Buhrodar); indifferent to the other clans and suspicious of the Wyrwarf.

Personalities - Konto (Senator/Military Advisor) son of Boltor ; Torto (Templar) son of Konto; Boltos (Clansmen Guard) son of Konto; Boltor Ivrast (the Old/Head); Boltar (Knight/ Paladin) son of Konto ; Bronar (Red Hammer Mercenary/Clan Wyrkrest) from Wyrksteeth ; Boria (priestess of Vulcanos) wife of Konto - daughter of Bronar.

HURGON-HROKAR - They are guardians of the passage at Fort Denwarf. They settled permanently in the region during the campaigns of king Blystar III and they gained titles and lands in that place. They still had many campaigns against the goblinoids in the foothills and also in the undercaves in the Denwarf Spur (from what they inherited in part the family's name). They were on the first punitive expedition to the goblinoids at Jhyrrad (600 BC) alongside the Buhrod-Syrklis (Buhrodar) but the high influx of goblinoids in the region made them cease their campaigns there for many years.



HURGON-HROKAR

Siege - Fort Denwarf.

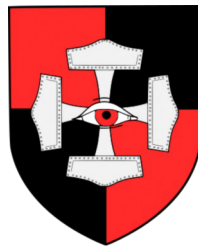
Allies/Enemies: They are allies of the *Evedain* (Torkrest) and the *Bubrod-Syrklis* (Buhrodar); good relations with the *Blystar*

(Torkrest) - albeit distant due to their detachment in Dengar. Occasionally they fight alongside the *Thordrin* (Torkrest) in campaigns against the goblinoids in the Denwarf Spur.

Personalities - Gorur(Advisor to senator)son of Girur; Goror (Mercenary) son of Girur; Goronfar (military)son of Gorur; Goron (Explorer)son of Gorur; Gilic (Hammer) wife of Gorur , daughter of Gila (Hammer-deceased); Jorur (military) son of Goror; Girur (venerable/ Head/ Senator).

THORDRIN/THOR-DOR -

Their name is a corruption of Thor-Dor ("Notables of Thor") they are a smaller family that survives from the sale of mercenary services and organized militia. They are one of the most recognized and reliable mercenary company in the Stahl region, but they also provides men to other regions of Rockhome. Despite having blacksmiths and tradesmen, military skills are the most common among adults and young dwarves. Therefore, it is customary for young people to join the army or join the expeditionary forces at an early age to learn new talents. One of the differentiating traits of the family warriors is that they descended from the old *Konin*, a priest of Thor, and tend to be berserkers. They form an elite militia troop.



THORDRIN

Siege - None. living on North Stahl Lowlands and Fort Denwarf.

Allies/Enemies: Their relations with the other families is that they generally serve as auxiliary troops for military services on

expeditions defending dwarven territory. The most frequent contractors are the *Evedain* (Torkrest), the *Daroban* (Syrklist) and the *Syrast* (Syrklist); the *Hurgon-Hrokar* (Torkrest) are their closest allies.

Personalities - *Finan* son of Fillum; *Fillum* son of Thored; *Belfia* Daughter of Kuria; *Kuria* wife of Fillum; *Giled* son of Wharic; *Gilia* sister of Giled & Kuria; *Koric* (merchant) son of Balin; *Balin* (miner) mate of Gilia; *Torif* son of Balin; *Tbralum* son of Thored; *Wharic* son of Konin; *Thored* son of Kured; *Konin* (venerable) brother of Kured; *Kured* (venerable) brother of Konin.

WYRWARF

The Wyrwarf's struggle for support, respect, and security in the lowlands is not recent. Their leaders have tried to show the Senate that the defense of the lowlands is flawed, that abuses by the military are constant, and that none of this will change unless the Rockhome economy targets improvements in agriculture and the import of spices and export of produce. The Wyrwarf can cross their arms - and Rockhome could starve. The Kurutar have recovered from the Stahl attack of AC 1011 and the Stahl lowlands on AC 1015-AC 1016. The moment calls for improvements, and the Wyrwarf have pressed the Senate to implement these.

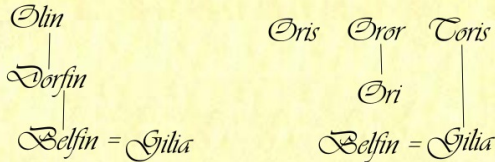


WYRWARF

Personalities - *Belfin* (Head/Senator) son of Dorfin, *Gilia* Songsmith (Head) daughter of Toris.

wyrwarf families

KURUTAR **stronghollow**



LARODAR **TORDAL**



* DECEASED

threatens them or when monsters come up from the mountains to attack their lands and farms.

Siege - Stahl.

Allies/Enemies - They live relatively well with the *Syrast* (Syrklist) and the *Dulrad* (Buhrodar) respectfully; allies of all Wyrwarf families in general; good terms with the Skarrad of Smaggeft in general - through alliances between the *Larodar* (Wyrwarf) and the *Nordenshield* (Skarrad); indifferent, but commercial with Stahl's *Daroban* (Syrklist) - which puts them in estrangement with Evemur's *Dulgar* (Syrklist); suspicious and distrustful of Torkrest in general.

Personalities - *Belfin* (Head/Senator) son of Dorfin; *Dorfin* son of Olin; *Olin the Old* (deceased); *Gilia* (Head) daughter of Toris (from Stronghollow); *Ori* (on Greenston) niece of Toris; *Oror* cousin of Oris.

Major Families - Kurutar (on Stahl) / Larodar (on Klintest lowlands and Smaggeft) / Tordal (from Karameikos) / Kerdol.

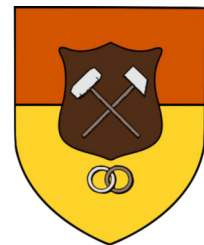
Minor Families: Stahlin (Stahl River) / Hwyrdal (Near Kurdal) / Torenwarf (Dengar & South Greenston) / Herkur (Stahl River).

KURUTAR - The current governing family of the Wyrwarf had their power base strengthened after the return of Belfin with his wife Gilia Songsmith. They often bring together the other Wyrwarf family leaders in meetings in Stahl, discuss directions to be taken in accordance with harvests and seasons, and join forces when the military



KURUTAR

STRONGHOLLOW (in Karameikos) - Originally a family formed in Highforge in Karameikos. The rise of Gilia among the Wyrwarf and the need for support made it possible for a few of the companions to accompany Gilia to join the Kurutar (they are more a joining and union to Kurutar than a family for themselves).



STRONGHOLLOW

Siege - Highforge (Karameikos), Stahl and Greenston.

Allies/Enemies - Allied by marriage to the *Kurutar* (Wyrwarf) through weddings between Gilia and Belfin; strong ties to the

court of *Dorfus Hilltoper* (in Karameikos); good relations with the Wyrwarf in general and respectful of the Syrklis; suspicious of the Torkrest.

Personalities - *Gilia* (Head) daughter of Toris; *Toris* niece of Dorfus; *Ori* (in Greenston) niece of Toris; *Oror* cousin of Oris.

LARODAR – Part of the established and dominant clan in the Klintest lowlands and Smaggeft. They have had good ties with the Nordenshiel since the times of Thrais and Duro. They are restructured after the conflicts of AC 1015-AC 1016 and believe that Evekarr Pass is important for grain and food economy.



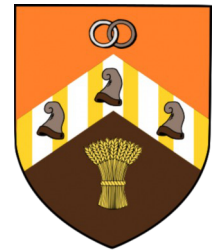
LARODAR

Siege - Smaggeft and Klintest Lowlands.

Allies/Enemies - Until recently, allied by marriage to the *Nordenshiel* (Skarrad) through weddings between the deceased *Thrais* and *Duro*. With the rise to power of the *Garrak* to the Skarrad clan, the old ties are weakening (few were the Nordenshiels that survived); estrangement from Torkrest in general - with a slight exception regarding the *Norden* (Torkrest); good relations and alliances with the *Syrast* (Syrklis) and *Torenwarf* (Wyrwarf).

Personalities - *Thori Larodar* (the Old); *Thrais* daughter of Thori (deceased); *Thraia* (18th DEF, Head) niece of Thori; *Throrin* (Senator) daughter of Thraia; *Throden* cousin of Thraia (Merchant).

TORDAL – With little time in Rockhome, those that come from Highforge are a mixture of dwarves, gnomes and some hin from Karameikos. Because they are composed of a union of races, they are seen with much disdain by the traditional families of Rockhome (as if it were not bad enough to be Wyrwarf ...).



TORDAL

Siege - Stahl Lowlands

Allies/Enemies - Can be accepted and relied on only by the Wyrwarf (this mixed nature is not part of the tradition in the dwarven family); have heard of the *Eveskyn* (Skarrad)



as a family of gnomes in Smaggeft and have since tried to establish contact and proximity. Precarious about the Torkrest; good relations with *Highforge* (in Karameikos).

Personalities - *Gilic* (19th DEF) cousin of *Gilian*; *Gilian* (Head) son of *Gigum*; *Gigum* the Old (deceased); *Giloen* son of *Gilic*; *Gillum* (Senator) son *Gilian*; *Giloar* (murdered by Hammer) son of *Gilian*; *Gilbin* (Gnome) wife of *Gilian*.

KERDOL - The times, difficulties and conflicts make them stronger; when things get really tough, the Kerdol gather their trained weapons and mercenaries and go on to defend the clan and their lands. They are dedicated to organization and defense.



KERDOL

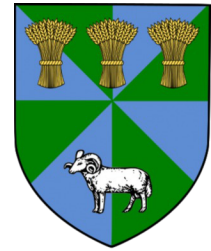
Siege - Stahl Lowlands.

Allies/Enemies - Declared enemies of the "Hammer" (among several conflicts, have already lost several members of the family). Hostile to the Torkrest in general, indifferent to the *Norden* (Torkrest). Neutral to *Syrklist* and *Buhrodar*. They sympathized with the losses suffered by the *Tordal* (they were also very attacked by "Hammer").

Personalities - *Whara* (10th DEF) daughter of *Dwas*; *Dwas* (deceased); *Dwara* (Military) daughter of *Whara*; *Das* (Head/Senator) mate of *Dwas*; *Dwaria* daughter of *Whara*; *Dwator* (murdered by Hammer); *Dalban* son of *Das*.

MINOR WYRWARF FAMILIES

STAHLIN - A prominent family among farmers by the Stahl River (Stahl Lowlands, between plains and beginning of the hilly country with forests). The strength of the Stahlin consists of the union of Wyrwarf clusters and neighboring allies who usually trade with Greenston, Stahl and also the surrounding communities of loggers and miners.



STAHLIN

Siege - Village of Stahlin (North Stahl River).

Allies/Enemies- Good relations with the Wyrwarf in general; strong alliances with the *Herkur* (Wyrwarf); they have a business partnership with the *Torenwarf* (Wyrwarf) who trade their products in the capital; cautious about Torkrest; warlike in relation to the "Hammer" - where they always count on the help of the *Kerdol* (Wyrwarf) to defend themselves.

Personalities - *Konar*(Senator) mate of *Konis*; *Konis* (murdered by Hammer) wife of *Konar*; *Konid*(merchant) daughter of *Konis*; *Konen* (Head); *Konin* (animal trainer) daughter of *Komia*; *Kolor*(farmer) son of *Konar*; *Komia*(farmer)wife of *Kolor*-daughter of *Kolis*; *Koran* (woodman)son of *Konen*.

HWYRDAL - Recently relocated in *Kurdal* after the recovery of the penal colony and the destruction of the *Sarrast family* (Wyrwarf) during the invasion of *Thar*



HWYRDAL

there in AC 1016. They manage agricultural production and local commerce with the help of the Skarrad in Smaggeft and the Larodar (Wyrwarf).

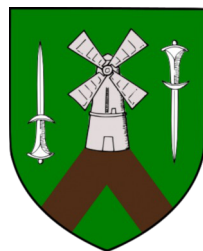
Siege - Kurdal and Village of Hwyrdal (Klintest Lowlands).

Allies/Enemies - After the destruction of the *Sarrast* (Wyrwarf), it's only Wyrwarf allies that remained in the Klintest Lowlands are the *Larodar*; indifferent to *Durolar* (Torkrest) and Syrklist in general; good relations with the Skarrad in general and with the *Bubraden* (Buhrodar).

Personalities - Bombic(Head); Moric brother of Bombic; Bolic son of Moric; Bolia wife of Bombic; Balia daughter of Bolia; Morin son of Bombic.

Observation: (for DM use) - We present here the model of coat of arms used by the *Sarrast* family (before and after Thar's invasion of Kurdal and consequently the complete destruction of this family - and allies - so that players and DM feel free to adjust to their setting or moment of the campaign they are using).

SARRAST - Field production inspectors; overseers of the works in the Kurdal penal colony; this family had a well-defined structure of alliances in the Klintest Lowlands - *Larodar* (Wyrwarf), *Hwyrdal* (Wyrwarf), *Bubraden* (Buhrodar) and occasionally when necessary, the *Durolar* (Torkrest) - in Kurdal works and

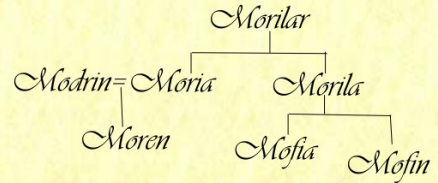


SARRAST

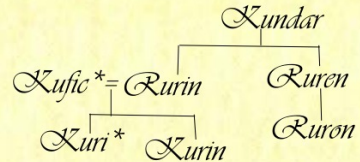


wyrwarf families

TORENWARF



HERKUR



* DECEASED



administration. However, the attack of Thar was brutal: no life was spared and no Sarrast survived; the Hwyrdal begin to assume the responsibilities in Kurdal after the resumption by the dwarves in AC 1016.

Personalities - Dardan Sarrast(Head-deceased) ; Darfan (deceased) brother of Dardan ; Difur (deceased) son of Darfan; Dorad (deceased) son of Dardan; Dorfor (deceased) son of Darfan; Daren (deceased) daughter of Durfa; Durfa (deceased)wife of Dardan; Difor (deceased) son of Dardan.

TORENEWARF - The economic and political power of the Wyrwarf in Dengar who negotiate the goods produced by the clan. Allies of the Eftkroten (Syrklist) in High Dengar. When outside the business circles, they are taken with a certain contempt and disdain by the more traditional families (Everast, Torkrest) as opportunistic fools devoid of nobility (but their economic influence allows them to position themselves politically). The Torenwarf sell and transport what they can from the Wyrwarf and negotiate directly in the capital; they have also become one of the most active Wyrwarf families in the Senate.



TORENEWARF

Siege - High Dengar and South Greenston (Stahl Lowlands).

Allies/Enemies - *Stablin* and *Herkur* trade allies (Wyrwarf) - they have a business partnership to trade their products in the capital; allies of the *Eftkroten* (Syrklist) in Dengar; hostilities with the noble families in Dengar who treat them like foolish insurgents.

Personalities - Moria daughter of Morilar; Morila (priest of Asterius) daughter of Morilar; Morilar (Head) the Old; Moren son of Modrin; Modrin mate of Moria; Mofia daughter of Morila; Mofin son of Moria.

HERKUR - This family of loggers and miners bring together the other groups of families in the hills and forests south of the Stahl River (as well as miners in the Altan Tepes in this region). They have a very



HERKUR

close contact with the Stablin (doing trade of frequently produced goods). By living originally in this region, they are well accustomed to the environment of forests and mountains - knowing how to use the advantages of terrain when goblinoids attack from the mountains.

Siege - Herkur Village.

Allies/Enemies- Good relations with the *Norden* (Torkrest) for the proximity of territory and similarity in their professions; allies of the *Stablin* (Wyrwarf) commercially (exchange products and services between them); indifferent to the *Hurgwerf* (Hurwarf) to the south and the *Duril* (Torkrest) in Greenston; cautious against the Torkrest in general and mainly against the "*Hammer*" group.

Personalities - Rurin son of Kunder; Kurin son of Rurin; Kuri (mercenary-deceased) son of Rurin; Kufic (deceased) wife of Rurin; Ruren son of Kunder; Ruron son of Ruren; Kunder (Head).

DWARVEN SENATORS (updated)⁶

Here is a short list of Senators representing the prominent families in Rockhome (within each clan). It is important to realize that each clan has dozens of other Senators (usually one for each midsize family) and this small sample is an aid to help DMs expand their games involving family policies in clans and political agreements.

Buhrodar: *Koris* daughter of Goris (Buhrodar); *Blirun* brother of Blindis (Blystats); *Golum* son of Gorfin (Denwarfin); *Bolis* wife of Olic (Blystat-Hrodar); *Donan* Buhrast (Buhrast); *Dorflun* mate of Korlin (Buhraden); *Glarin* wife of Gloren (Buhrohokar); *Torban* (Buhrod-Syrklis

Everast: *Noris* daughter of Nais (Everast); *Gilin* daughter of Gilis (Tordar); *Noria* wife of Nored (Styrdal); *Thraor Sarkrey* (Sarkrey); *Throril* (Hrumdal); *Faron* (Evehrodar).

Hurwarf: *Dobrun* brother of Dohr (Kudwarf); *Giltor the Old* (Throrur); *Gored* nephew of Oar (Hrokar); *Bolana* wife of Bofar (Hurdurgar); *Boras* wife of Oren (Hurkrey); *Farin* (Hurgwerf); *Bofan* (Thoric-Hrodar).

Skarrad: *Filia* daughter of Koris (Nordenshield); *Gorin Garrak* (Garrak); *Hulgris* wife of Hurgrin (Hurgon-Skarrad); *Zoldar the Old Torbyn* (Eveskyn); *Dwafa Nogon the Old* (Nogon); *Hurin* son of Hured (Hurstyr); *Dalida* wife of Dwelar

⁶ Even though they were presented in [Threshold issue #16](#), the minor families updated in this new article were also included there.

(Radrast); *Horgrin* wife of Horgen (Torenmur); *Mordrin* sister of Gorin (Klintgar).

Syrklist: *Dia* daughter of Fara (Syrklist); *Gorur Dulgar* (Dulgar); *Gilin Daroban* (Daroban); *Nodar* son of Norden (Styrklint); *Helga-Syrklis* (Syrklis- Hurgon); *Korar* son of Kured (Syrast); *Brulis* (Eftkroten); *Dubal* (Klyntar).

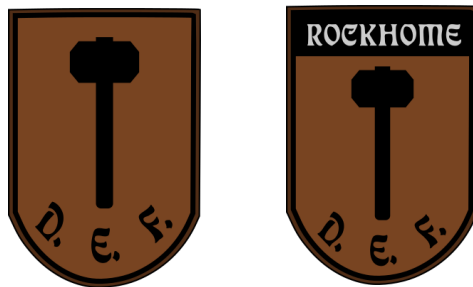
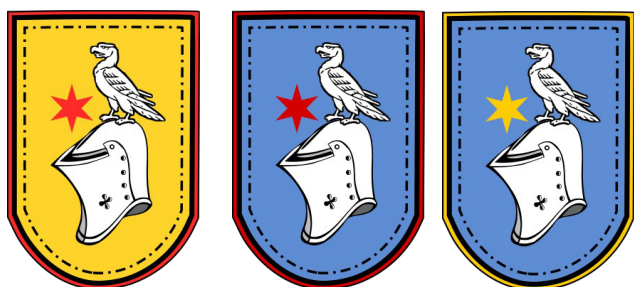
Torkrest: *Korin* son of Orin (Torkrest); *Dolic* brother of Doic (Kurpuhn); *Moror* son of Borfor (Blystar); *Korif Duril* (Duril); *Belas* wife of Bundar (Sardal); *Dolun* son of Torun (Narum); *Dalen Evedain the Old* (Evedain); *Dovana* wife of Dalin (Durolar); *Noralin* (Norden); *Konto* son of Boltor (Ivrast); *Girur* (Hurgon-Hrokar).

Wyrwarf: *Belfin* son of Dorfin (Kurutar); *Throrin* daughter of Thraia (Larodar); *Gillum* son Gilian (Tordal); *Das* mate of Dwas (Kerdol); *Konar* mate of Konis (Stahlin); *Other* minor wyrwarf families - no senator.

GUILDS, GROUPS AND ORGANIZATIONS

Below are the main and best-known organizations, guilds and institutions that are part of the day-to-day activities of several dwarf families in Rockhome:

KINGS' GUARD - More than a garrison, these make up the guard and personal escort of King Everast XVI. Its military compound (next to the palace) serves as headquarters of this detachment composed exclusively of



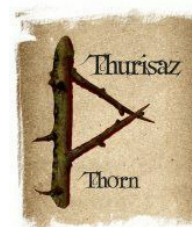
young dwarves from clan Everast. Some marks are used for internal distinction of its members; the yellow crest means honor and notoriously decorated (Gold member) and composes those who lead the units of troops; The Red Star crest (Red Star member) make up the value-in-battle prizes; the remaining members are Yellow Star (traditionally blue crest).

unit of light infantry - the "Hammers", but other special divisions complement the units of the expeditionary army (the symbol may be accompanied by unit of division or company, special unit troops ... etc).

ROYAL SEAL - For the representation of emissaries of the king in distant audiences (as diplomatic missions) or royal decrees and symbols linked to actual royal descent, the seal used by King Everast XVI follows; It presents the authority and sovereignty of the Rockhome crown.



THE THORNS - "The Thorns In the Sides of Those Blasted Elves" composed a small expedition and espionage group against the elves in Canolbarth (this group takes on another major importance when the alliance between



Alfheimers and Shadowelves comes about in AC1015) they have sponsorship of some Everast, Torkrest and Hurwarf; their symbol is not widely publicized outside the group ("TH" or *Thurisaz* rune), but it serves to remind the main ideals and goals of its members - spying and performing mischief among the elves.

GREAT COUNCIL (Senate) - In regular and solemn sessions of the Senate, in committees or delegations that contain their representatives or in authorized decrees, it follows the seal of the Great Council of the Senate.



UNDERSIDE - Having as its main objective operations of vandalism, the dwarves (and some humans!) attached to underside are as close as Rockhome may have to a Thieves' Guild (though not exactly). For identification among their members or contact with criminal guilds outside of Rockhome, they



often use an identification symbol other than a heraldic shield - which may change from time to time.

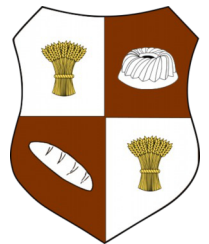
SILVER COMPANY - Sponsored by the Syrklis clan, this troop of young dwarves (and some veterans in the lead) has as its primary function to protect and escort clan caravans and defend Syrklis commercial interests where necessary (roads and routes, caravans that travel far from Rockhome, etc). Occasionally the interests of the Silver Company intersect with those of the *Union of Trade Guilds* (especially when the Syrklis clan is involved in the process). In situations of great need, the Silver Company may hire small groups of mercenaries to supplement its contingent of soldiers (such as auxiliary troops).



BLACK MANTLES - Just as the Hurwarf are regarded as nationalist zealots, Black Mantles make up their political arm of action; difficult to define this faction only as a military group: political activists, guild of nationalist ideology (for the sake of the dwarven race), its influential reach is extensive. The Black Mantles find many supporters in other clans (like some Torkrest), but they still remain very connected to the Hurwarf.



UNION OF TRADE GUILDS - This large corporation gathers and strengthens the power of the smaller retail guilds in Rockhome (bakers, blacksmiths, stonecutters, miners, woodcutters, crafters and merchants in general). The council that leads this organization is made up of the richest merchants among the dwarven families in Rockhome (like the *Daroban*, *Dulgar*, *Eftkrotan* and others). They have a working relationship with the *Banking Guild*, the *Silver Company* and the *Company of Lakes* (among others). Its main goal is to unify and strengthen the trade of the great guilds in Rockhome.



Observation: Bakers and Confectioners Guild is just one example of smaller guilds that make up the Union of Trade Guilds among others.

BANKING GUILD - For better security of merchant guilds, the Banking Guild administers transportation and payment through the system of transactions involving large amounts of money (larger than 500 gp), the CLOC - *Certified Letter of Credit*⁷ - is used (thus discouraging thugs and looters to act). Until recently, the guild was working together with the *Bank of Darokin*, but the events of AC 1012 have since moved them away.



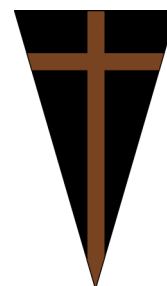
ROYAL COLLEGE OF SAGES⁸ - The Royal College of Sages is based in Lower Dengar in Rockhome at the very heart of power in the kingdom. Its headquarters is a magnificent domed structure next to the Senate in the *Dwarfheart Cavern*. It was founded in 737 AC with both a public and a secret agenda.



Publicly, it is a scholarly organisation devoted to archaeology and recording historical events both in relation to the kingdom of Rockhome and the world outside. The college of sages maintain a very large non-human library and are the custodians of massive amounts of knowledge – from the trivial to the most important scientific and religious discoveries of the ages.

BLACK BANNER - After being exiled these few Hurwarf (the most loyal and close to *Duric* and *Bifia*) of Rockhome, have joined Duric's

troops as voluntary allies and are currently training (with armaments and equipment provided by the Modrigswerg allies) - hoping for the fall of Everast XVI and reconquest of Rockhome. This small army unit is still quiet, awaiting instructions before acting again.

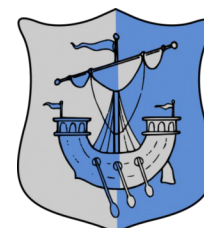


THE CLERGY - The Clergy form a kind of society; they meet in an annual forum on a regular basis (their principal



meeting - *The Cleric's Forum* on Dengar - is on 21 *Styrlin/Yarthmont*), but the 21st each month is the date for lesser meetings in all Rockhome. They discuss their philosophies, the current spiritual state of the nation and how they can better guide the dwarves in communion with Kagyar.

COMPANY OF LAKES - Composed of a union of smaller guilds and families working with the maritime trade of goods between the Stahl and Klintest lakes. They are good allies of the *Banking Guild* and the *Union of Trade Guilds*. The Company of Lakes inspects travel regulations and regulates ship-to-ship traffic within Rockhome. Usually each major port city has some chapter of this guild.



SHARP BLADES - Sharp Blades is a mercenary guild in Dengar. They gather a good amount of mercenary troops as well as other smaller guilds of *Ax-for-bire* and *Men-at-Arms*; the

⁷ A Bank of Darokin Letter of Credit can be seen in the *Mystara Accessory TSR 2510: "Player's Survival Kit"*, handout 9.

⁸ See *"The Royal College of Sages"* by Jesper Andersen, in the *Vaults of Pandius*.

leadership of this mercenary guild is commanded by a cohesion of veteran dwarves (mostly Torkrest) or retired military personnel. They sell their services for various tasks and do not distinguish those who wish to join their ranks (in a format similar to the *French Foreign Legion* in RW).



THE HAMMER - A secret society of dwarves (made up mostly of military Torkrest) determined to contain the Wyrwarf turmoil and to keep the farmers in their respective places; every few weeks they meet in secret places featured in black clothes and masks to plan and wreak some havoc on farmers when necessary.



CLIFF HANGERS - The Cliff Hangers (or Clangers, as they usually abbreviate) are an informal explorers' guild; a group of adventurers aiming to explore the mountains, caves, valleys and Rockhome wilds (and beyond borders!). Among this group can be found warriors, cartographers, geologists and scouts⁹. Among its members is Kori Fire-Eye (Nordenshield) - its motto includes: "Be Prepared"!



TEMPLE GUARDS - They form a kind sub society inside of The Clergy; their main goal is the zeal and protection of the temples of Kagyar and sites sacred to the dwarves or of great historical value (such as ancient ruins and sanctuaries) as well as relics linked to the history of the dwarves. In the temples of the big cities (*Dengar, Smaggeft, Evemur*) there is usually a small circle (3-6 members) while for the other towns and cities of the kingdom there are some itinerant Templars or some others responsible for a region of small villages (the central guild is in Dengar).



DISTANT RELATED CLANS AND FAMILIES ¹⁰

Below is a brief list of clans and families that are outside of Rockhome in colonies established for some time; part of them still maintains active diplomatic contact with Dengar. Others are either without news or have been destroyed for some time.

TORDAL - ("*strong hollow*") These are formed in Highforge, Karameikos, around 450 BC. They have relative contact with the Rockhome families, for example, with the *Stronghollow* of the Wyrwarf and with the court of the king of King Everast XVI through his ambassador in Mirros - *Bolto Nordenshield*.

MAKREST - ("*broken teeth*") Formed in Buhrohur, Thyatis, 1st century AC. These are led by *Gilla* of the family of the *Blyskarats*.

⁹ [Real World scouting organisations](#) have provided the inspiration for this.

¹⁰ See more detail on "[Annals of the Denwarf Dwarves](#)" by Giulio Caroletti

These still maintain (although little) relative commercial contact with Rockhome.

DENKRESS- ("*longtooth*") These are formally established in AC 400, in Kildorkak. The city is named "Stormhaven"; translated to dwarven "Kildorkak", in Norwold, the colony of Kildorkak was founded in AC 386). His contact with Rockhome is infrequent. Its leader is the Evedotar *Gard Rocktooth*.

BARRAD - ("*blonde iron*") They were formally established around AC 400-425; twin Clan of Denkres; founded Borneth'k'rak, twin colony of Kildorkak, AC 391.

WURKREST - ("*wyrmsteeth*") They were established in Wyrksteeth, Norwold, around AC 800. Despite their isolationism, these dwarves have strong ties with their cousins of Stormhaven, and holds some contact (with clan Ambassadors) with Rockhome. These are Lead by Wurunkrest Clanmaster *Baldur Borneth* (also leader of the *Red Hammer* an elite dwarven organisation, with a few human members, mostly clerics).

TAKKRAS - Corrupted from "Tar-Kres" ("*Beard fangs*"); they were formed near Arcadia, Norwold, AC 828. Ruler:*Tark Takkras* (Clanlord).

DUGER (possible from *Dulgar*, "*house in the deep*") These Minrothad dwarves no longer use their names from Rockhome, but have taken craft-related names like other guildsmen. Leading clans are *Clan Strongbold*, *Clan Duger*, and *Clan Hewer*.

HEWER/HAMMAR ("*bammer*") Most dwarves are members of Guild Hammer, named for the Hammer clan which led the exodus to

Minrothad (all descendants of the original immigrants led by *Darkbrow Hammer* or of dwarves who followed shortly thereafter). The guild does crafts which deal with metal and stone.

RAK ("*stronghold*") In 828 AC they migrated from Rockhome to Glantri in search of gold; being very unwelcome there (being hunted, tortured, examined and blamed for the Plague by the mages even up to today), they departed on Guild ships to join the craftsmen of the Minrothad Isles. They settled on Fortress Island around 841 AC when the dwarven port of Stronghold was established. Important ruling member: Guild Master Thor Stronghold.

HURGON ("*cave/cavern*") They were formed in Alphatia, around AC 950; These were led by the *Queen Buthra* of the family of the *Bofadar*. They maintained relative commercial contact with Rockhome until they were destroyed when the Alphatian continent sank in 1009 AC.¹¹⁾

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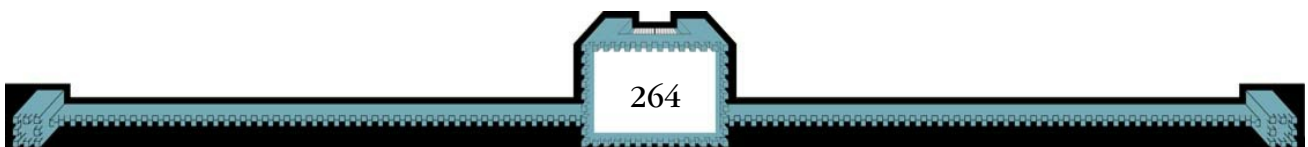


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