



THRESHOLD

Issue #24

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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

ONWARD TO ADVENTURE, FOR A THIRD TIME!!!

And this is the third issue dedicated to 'Adventures & Campaigns', a central theme in D&D which has obviously inspired several authors. And some of the articles are not even finished yet, and will have concluding parts in issue #25 - the next issue of *Threshold*, to be published by end March or early April 2020, which will focus on another fundamental theme of fantasy role-playing, 'Strongholds'!. As with other themes for the magazine, this one was also chosen by readers on *The Piazza* forum, so we hope we will receive many articles to fill the issue. Send your proposal to the *Threshold* mail (check Submission guidelines and mail on the last page of this issue) or write in the proposals thread of The Piazza forum: <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=22287>.

Even if we usually have no shortage of articles, as proven by the fact we had enough material for 'Adventures & Campaigns' to fill three whole issues, we always need help for proofreading and editing the submissions. So anyone willing to help the *Threshold* Editorial Team please come forward and let us know through the mail or in the above thread at *The Piazza*.

And now to the content of this issue: we continue with the second part of the big tabletop conversion of the classic 1991 Mystara videogame, "Warriors of the Eternal Sun", by Kyle Knight (Gravesguardian). A monumental work which we had to split into

a third part for completion in the next issue of *Threshold*. Then we will continue exploring the many sub-settings of Mystara with the second part of an article by me, Sturm, which will conclude in the next issue.

Hausman will then bring us back to the Lands of Erewan in Glantri and Robin goes beyond The Barrel inn on the Eastron Road in Karameikos to explore that nation's south-eastern region with a detailed Gazetteer treatment. The amount of material by Robin is indeed so extensive that it will continue in our next issue with more information on creatures and monsters, Dymrak goblins, Dymrak dragons, adventures, structures and NPCs of the region.

Last but not least we have two adventures: "Fade to Red part 2" by Argentmantle, a long adventure in the city of Slagovich to pitch the PCs against a Hulean plot with far reaching consequences for them, and "Infinite Regress", a short adventure by new contributor John Atom about the particular room and particular spell of an Alphatian wizard!

The *Threshold* Editorial Team and the authors hope you will enjoy this new issue as much as we enjoyed putting it together, and stay tuned for the next issue, dedicated to Strongholds!

Francesco Defferrari (Sturm)
Editor-in-Chief, Threshold Issue #24

This Issue's Contributors

Argentmantle - commonly referred to as Leland, this author is a graphic and web designer by day and an avid gamer by night. Besides lounging on the sunny beaches of the Savage Coast, he explores the world of Mystara. He has written for Louis Porter Jr. Designs in the past on supplements like *Magic of Neo-Exodus*, written for the *Silven Trumpeter* magazine, and cleaned up after a slew of greyhounds.

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.

Kyle Knight (aka Gravesguardian) on The Piazza forum) is wandering Thunder Rift dealing with the threats that spring up.

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.

John Atom was introduced to gaming via 5th edition D&D and GURPS, so he's relatively new to the Mystara setting. He is, nevertheless, meticulously reading through the Gazetteers, eager to find out whether or not immortals still have to use the bathroom.

Robin (at The Piazza, Robin D elsewhere) Female from 1962, she began playing D&D since its earliest days as far back as 1978, soon after becoming "addicted". Ultimately, she was intimately bound to the world of Mystara, because of its complex diversity. A current compiler of massive materials available on Vaults of Pandius & her "Breath of Mystara" blog; and former Teacher of Biology, Ecology, Chemistry, Physics, once travelling all over Europe as a stage dancer including house parties. Once called "The Fletcher" at UK GenCon by Bruce Heard for her extensive compilation in "Revenge of the Little Ones".

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.

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.org.uk/bb/index.php).



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.vaultsofpandius.com).



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 25 - Strongholds

This issue will delve into the myriad of strongholds that dot the Mystaran landscape. Cities, castles, towers, and secret lairs. These strongholds may serve as anything from bastions of refuge, to adventure obstacles waiting to be overcome by Mystaran PCs.

Proposal Deadline: December 15th, 2019

Manuscript Deadline: February 15th, 2020

Issue Published: by March, 2020

Call for proposals for main themes of forthcoming issues:

Issue 26 - Heroes, Villains and Organizations

This issue will focus on NPCs and the Organizations PCs can meet as enemies or allies in Mystara.

Proposal Deadline: April 15th, 2020

Manuscript Deadline: June 15th, 2020

Issue Published: by July, 2020

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.

Please refer to our [Submission Guidelines](#) on the inside back cover of this issue.

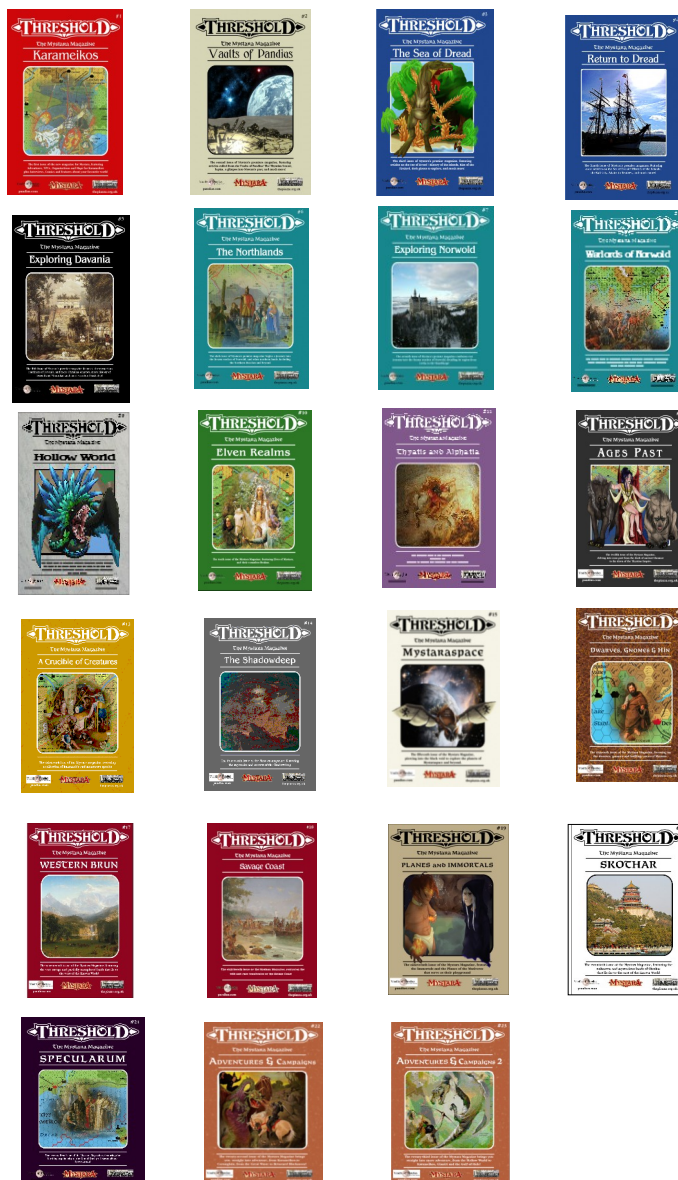
The *Threshold* editorial team strives for edition neutrality, but edition specific articles (e.g., conversions) are also accepted. statistics for new monsters and NPCs may be included in articles (e.g., adventure modules, new monsters or NPCs) in any version of Dungeons & Dragons. The editorial team 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.

FREE Downloads of Previous Issues

Previous issues of **THRESHOLD** - the Mystara Magazine, are available for download from the Vaults of Pandius website.

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

- [# 1 - "Karamaikos"](#)
- [# 2 - "Vaults of Pandius"](#)
- [# 3 - "The Sea of Dread"](#)
- [# 4 - "Return to Dread"](#)
- [# 5 - "Exploring Davania"](#)
- [# 6 - "The Northlands"](#)
- [# 7 - "Exploring Norwold"](#)
- [# 8 - "Warlords of Norwold"](#)
- [# 9 - "Hollow World"](#)
- [# 10 - "Elven Realms"](#)
- [# 11 - "Thyatis & Alphatia"](#)
- [# 12 - "Ages Past"](#)
- [# 13 - "A Crucible of Creatures"](#)
- [# 14 - "the Shadowdeep"](#)
- [# 15 - "Mystaraspaces"](#)
- [# 16 - "Dwarves, Gnomes & HIN"](#)
- [# 17 - "Western Brun"](#)
- [# 18 - "Savage Coast"](#)
- [# 19 - "Planes and Immortals"](#)
- [# 20 - "Skothar"](#)
- [# 21 - "Specularum"](#)
- [# 22 - "Adventures & Campaigns"](#)
- [# 23 - "Adventures & Campaigns 2"](#)




A Mystara Glossary

The Editors present a list of common abbreviations that authors may use to refer to various Mystara-related game products and events:

- AC#** - Accessory series product (rules supplements, campaign sources, etc)
- BECMI** - Basic, Expert, Companion, Master, Immortals rules (by FrankMezter, 1983-6)
- BX** - Basic/Expert rules (by Tom Moldvay/David Cook, 1981)
- B#, X#, CM#, M#, IM#** - Basic, Expert, Companion, Immortal level adventure modules
- CoM** - [“Champions of Mystara” boxed set](#)
- DA#** - Blackmoor setting adventure modules
- DDA#** - Challenger series adventure modules
- DMR#** - Challenger series rules supplements
- DMSK** - “Dungeon Madter's Survival Kit”
- DotE** - [“Dawn of the Emperors” campaign boxed set](#)
- GAZ#** - Gazetteer series campaign sources
- GAZF#** - [Fan-produced campaign sources](#)
- GRoF** - the Great Rain of Fire, a cataclysmic event in Mysata's past that destroyed the ancient Blackmoor civilization
- G:KoM** - “Glantri: Kingdom of Magic” campaign boxed set
- HW** - [the Hollow World campaign setting](#)
- HWA#, HWO#** - Hollow World adventure modules
- HWR#** - Hollow World rules supplements
- JA** - [“Joshuan’s Almanac & Book of Facts” campaign source](#)
- KW** - the Known World campaign setting
- K:KoA** - [“Karamaikos: Kingdom of Adventure” campaign boxed set](#)
- MA** - [Mystara Almanac](#) (fan-produced)
- MCMA** - “Monstrous Compendium, Mystara Appendix” rules supplement
- PC#** - Creature Catalog campaign sources
- PWA** - “Poor Wizard's Almanac & Book of Facts” I, II & III(AC1010, AC101 & ,AC1012)
- PSK** - “Player's Survival Kit” campaign siource
- RC** - [“Rules Cyclopedia”](#)
- RS** - Red Steel campaign setting
- SC** - Savage Coast campaign setting
- TM#** - Trail Maps
- VotPA** - [“Voyage of the Princess Ark”](#)
- VoP or Vaults** - [The Vaults of Pandius](#) website
- WoI** - [“Wrath of the Immortals” campaign boxed set](#)

Readers may also find Dave Keyser’s [“An Index to Mystara Products”](#) and Andrew Theisens’s [“Mystara acronyms”](#) (both available at the Vaults of Pandius website) of assistance



WARRIORS of the ETERNAL SUN part 2

A Tabletop Conversion of the Dungeons & Dragons game for the Sega Genesis

by Kyle Knight
(Gravesguardian),
with contributions
and expansions
by Chris Seabrook
and Giampaolo Agosta

From our previous issue's introduction to Part 1:

I've always hoped someone would make this game into a table-top module; but, it never happened. For me, it all started when I got my hands on the Big Black boxset and Frank Mentzer's Red box. Shortly thereafter, I found this game, *Mystara and Thunder Rift*. Hopefully this conversion will do the original game the justice it deserves.

This article is based largely on the game content itself, and employs material collected by Chris Seabrook in his *Warriors of the Eternal Sun Walkthrough*. The author thanks Chris for his permission to reuse that material.

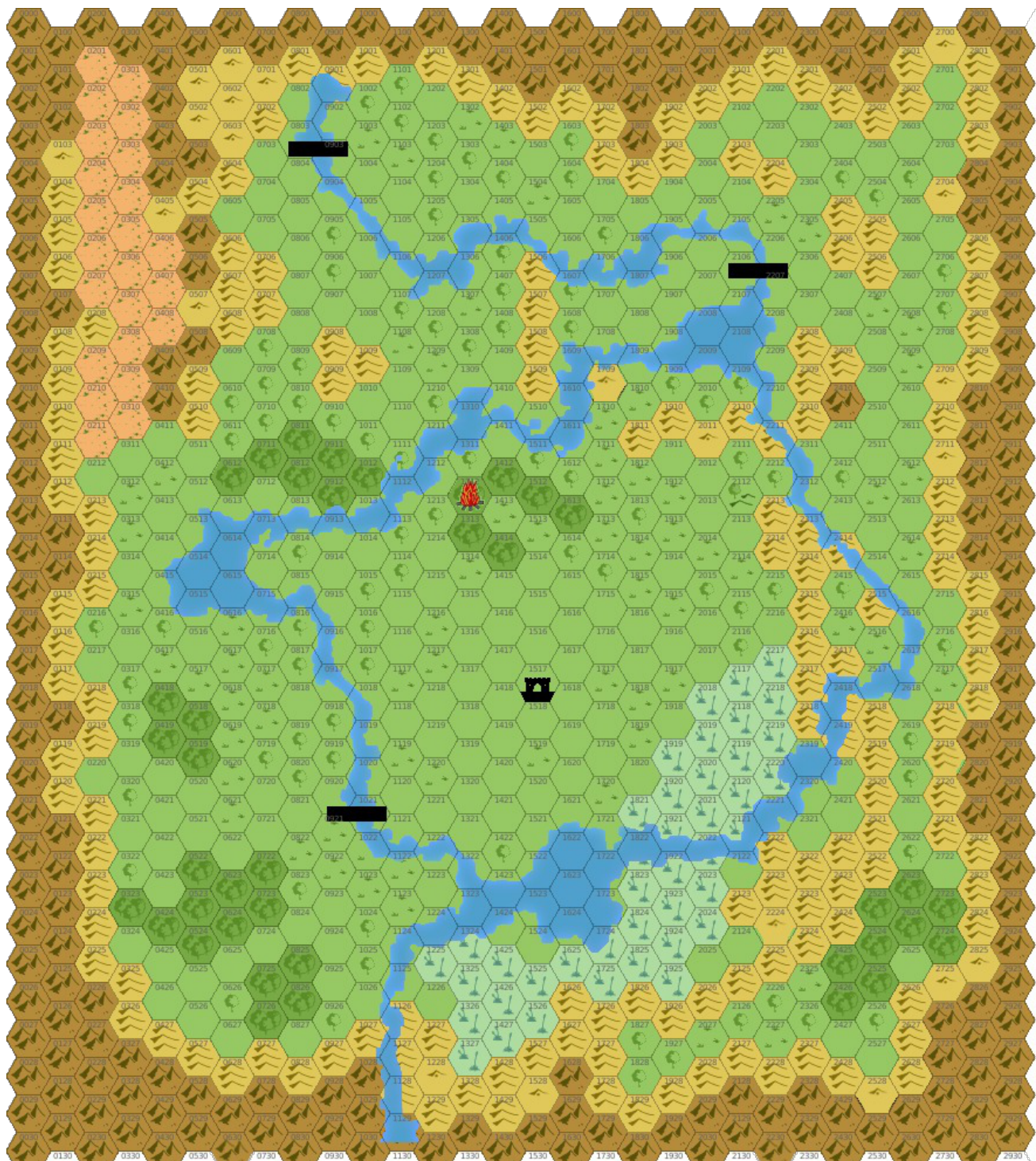
Now continue with Part 2...

Credits

- Special thanks to Sega, TSR & Westwood Studios for making such a great game.
- Special thanks to Mr. Douglas Lanford for his permission to use that vast majority of the maps & for all his hard work as part of the team that made & tested this wonderful game.
- Special thanks to Chris Seabrook for his permission to use his castle map & opening Prologue from his walkthrough.



Map of the Hidden Valley



Exploring the Hidden Valley, Part 2:

THE VALLEY BEYOND THE ISLAND

Main Valley Swamps wandering monster list

Roll d12	Monster	# Appearing
1	Beastman, Various	1d8
2-3	Crab, Giant	1d4
4-5	Crocodile	1d4
6	Crocodile, Giant	1d3
7	Dragon, Black	1
8	Dragon, Green	1
9	Hydra, 5-Headed	1d2
10	Hydra, 9-Headed	1
11-12	Leech, Giant	1d4

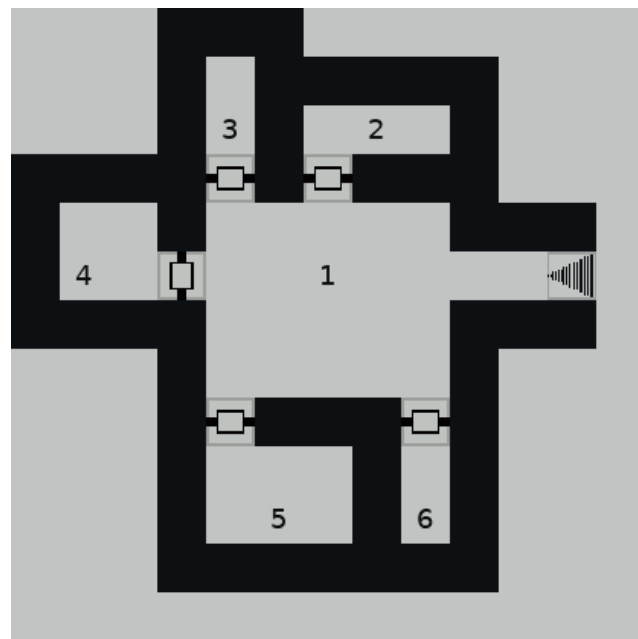
The Hidden Forest Halls

Hidden in a thicket at hex 0523 is an artificial granite structure, built as a raiding outpost by a group of Minotaurs. It has only recently been finished and the minotaurs w/in are awaiting reinforcements before starting to raid the countryside.



These specific minotaurs come from a breed, the *Sarangay*, that is extinct in the Outer World, but survives in the outskirts of the Malphaggi Swamps, not far from the Hidden Valley's Gateway Passage. They

have larger horns than the Minotaurs commonly found in the Outer World, and wear their dark hair short on the side of their heads, with a longer tuft on the center of the scalp. They also wear earrings with semiprecious stones, each pair worth about 10 GP.



Map of the Hidden Forest Halls

Room 1: Common Room. A large hall giving access to all the chambers of the complex, it is guarded by 1 Minotaur at all times.

Room 2. Two Minotaurs live in this room. They are playing a game of knucklebones, and will be easily surprised, so much they are engrossed in the game. Still, any disturbance in room 1 will bring them out of their concentration in 2 rounds. Besides their knucklebones set, they have 15 GP in semiprecious stones they are wagering against each other.



Room 3. Two Minotaur are setting up their camp in this room. They will drop their packs and join any fight that starts in adjacent room in 1 round. They have a bundle of pelts, wooden branches, and crude equipment with them.

Room 4: Lieutenant's Chamber. The Minotaur Chief's Lieutenant lives here. He is armed with a normal sword, and has a halfling-sized suit of +1 Chain Mail stored in a chest besides his cot. The lieutenant will check on any fight 2 rounds after it starts.

Room 5: Chief's Chamber. The Minotaur Chief lives in this room. He fights with a Sword +1 and has a suit of Elven Chain Mail +2 hanging from two nails in the southern wall. The chief will not join a fight in another room unless it goes on for more than 4 rounds. Otherwise he will assume his followers have dealt with the matter.

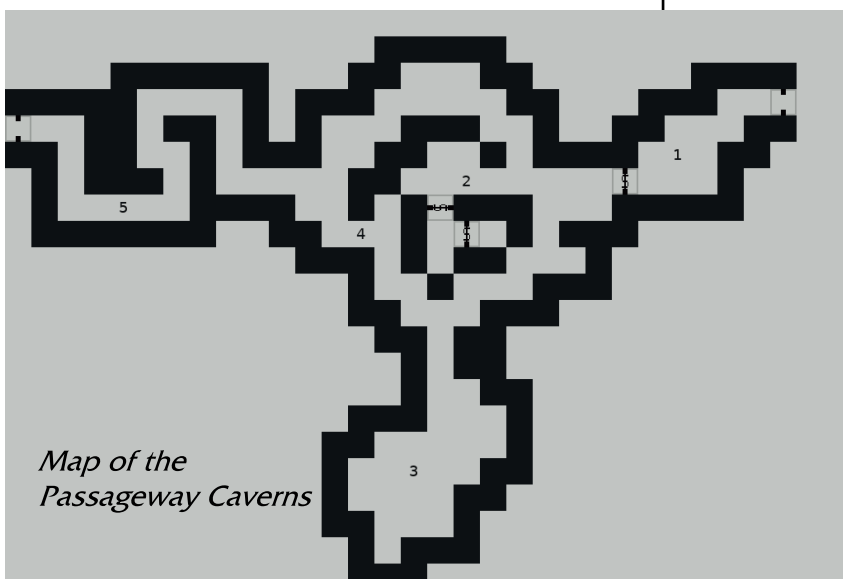
Room 6. Two Minotaurs are lodged in this room. They are sleeping, but will awaken if combat starts in another room and will join the fray in 3 rounds.

The Passageway Caverns

This dungeon was clearly an old working mine at some point in the not too distant past, clear seams of mithril can be seen throughout with the chamber housing the Red Dragon being the deepest point of active mining. Anyone with the Mining skill will be a loss to estimate how much mithril can still be gathered from this mine. If a Dwarven crew of miners examine this chamber, they'll be able to determine that it is in fact only the tip of the mithril source. All secret doors are of Dwarven make and thus gives Dwarves a +2 bonus to Detect them. Bringing this information to Gristling before the Burrower's malady is removed and while the red dragon is still alive will cause him to lead his dwarves to chase the dragon. All the dwarves will perish in the attempt. Informing them after the madness has been lifted or the dragon has been killed will allow them to establish a base in the mines.

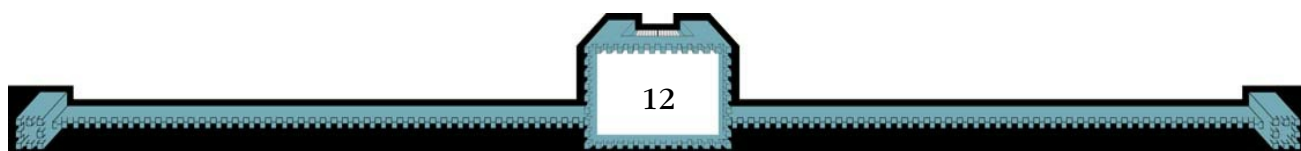
The dungeon can be entered from the Hidden Valley, south of the Beastman caves (hex 0606) as well as from the Fire Lands (hex 0507). The

Fire Lands are besieged by lava, which gives off such heat that surviving without Rings of Fire Resistance is all but impossible.

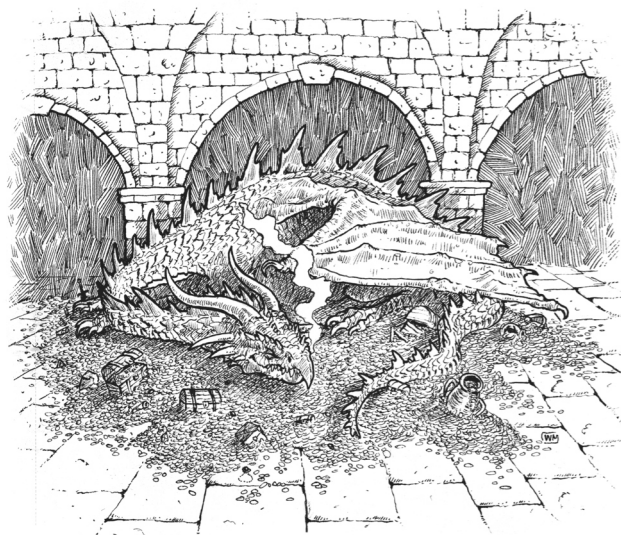


Map of the Passageway Caverns

Room 1: Fire Giant's Cave. *Wor Saray*, a Fire Giant, lives in this cave. He knows of the secret door and actually guards it on behalf of K'atikumatz the Red, a dragon who has taken residence in the caves. *Wor* can be reasoned with, but the dragon pays well, and is dangerous to cross, so he will not betray him lightly.



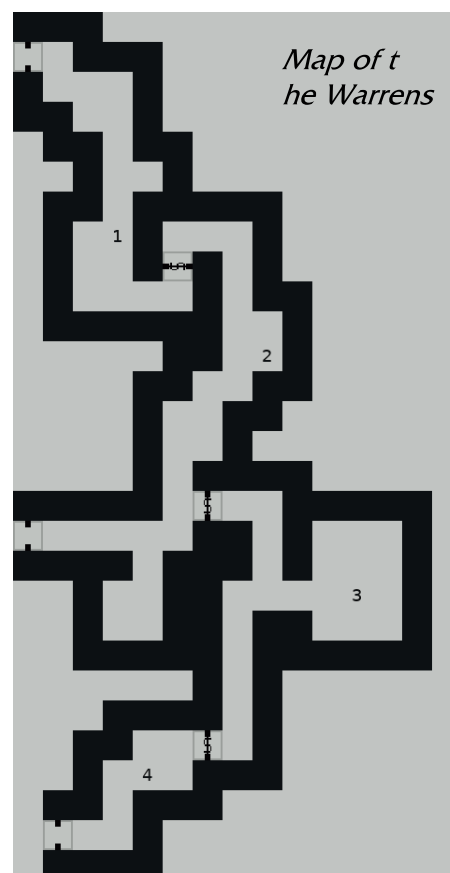
Room 2: Secret Treasure Hall. A group of 4 HellHounds, pets of Wor Saray loiter here, baying loudly at any intruder, then charging to attack. Two secret doors protect Wor Saray's treasure, worth a total of 1,504 GP.



Room 3: Dragon Lair. *K'atikumatz*, a Red Dragon, sits in this large cave. The dragon's treasure contains a sword +2, a shield +1, a suit of plate mail +1, a short bow +1, and 10,096 GP in gems and jewelry.

Room 4. A Sabertooth Tiger -- *Q'eq*, another of Wor Saray's pets -- plays with a worn teddy bear in this room. It will attack the PCs, but will flee to the dragon's cave if it fails a morale check.

Room 5: To the Fire Lands. The heat of the Fire Lands reaches well into this cave. PCs will start feeling the heat become excessively hard to bear at this point, losing 1 HP per round, unless suitably protected.



The Warrens

This series of natural caves is home to dangerous predators. There are three entrances to this series of caves: the northernmost entrance (from hex 2704) leads to area 1; the central entrance (from hex 2709) leads to area 2; and finally the southernmost entrance (from hex 2711) leads to area 4.

All the secret openings are merely hidden behind extremely large and thick clusters of moss (detect as concealed door). Any demi-human, or anyone with the Nature Lore or Survival: Underground general skills), will be able to identify the moss as edible on a successful check.

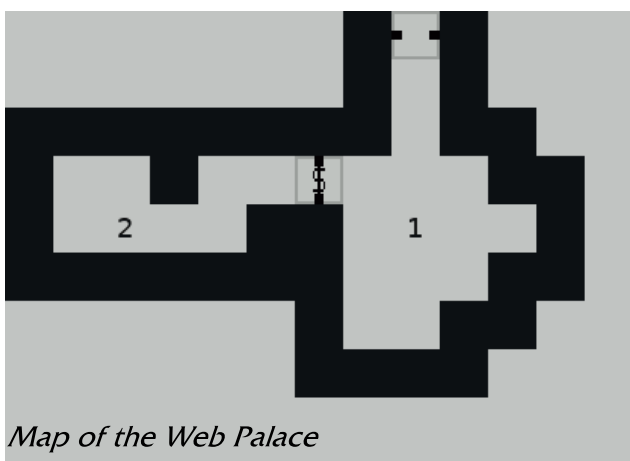
Room 1. Six cave bears lair in the northernmost cavern.

Room 2. Eight sabretooth tigers lair in the middle cavern.

Room 3. Three cave bears, companions of the one in area 4, have followed some prey -- now a mangled corpse - beyond the thick layer of moss that separates this cave from area 4.

Room 4. A cave bear is loitering in the southernmost cavern.

The Web Palace



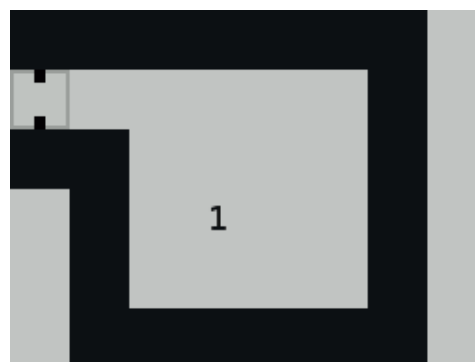
Map of the Web Palace

Room 1. This natural cave is home to four Giant Black Widow Spiders. The opening to the second area is half filled from a recent cave-in with just enough room for the spiders to climb over.

Room 2. Three more Black Widow spiders hide in this tunnel.



Lair of the Cave Bears



Map of the Lair of the Cave Bears

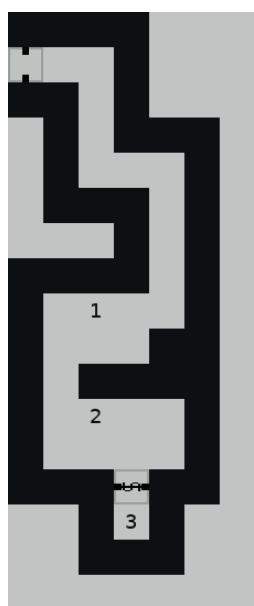
Room 1. This large natural cave is home to two adult Cave Bears and two young Cave Bears.

The Winding Cavern

This natural cave is home to 4 adult Owlbears.

Room 1. Two owlbears are mating in this room. They will be quite outraged at the interruption.

Room 2. Two owlbears are resting in this room. There is not enough space for more



Map of the Winding Cavern

than one owlbear to move to area 1 at a given time, and they will take two rounds to be roused from their sleep by the noise of battle.

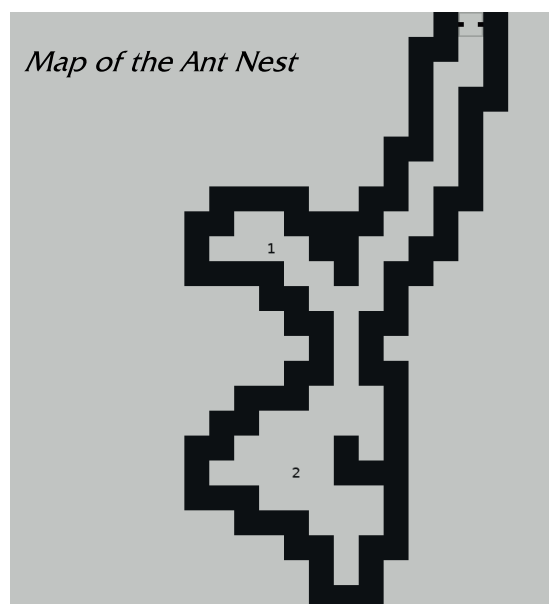
A hidden passage behind a pile of debris, quite easy to find (1-3 on 1d6, 1-4 for elves and dwarves) leads to area 3.

Room 3. A small room where a skeleton lies on the ground. A small treasure in gems (752 GP) lies near to the skeleton.

Ant Nest

This dungeon is an old gold mine that has been taken over by a small colony of Giant Ants. Small seams of gold can be seen throughout the dungeon. Anyone with the Mining skill can estimate the various seams as holding roughly 3,500-5,000 gp worth of unprocessed gold. The exact amount of gold available in the mine is left up to the DM.

Room 1. This cavern is empty.



Map of the Ant Nest

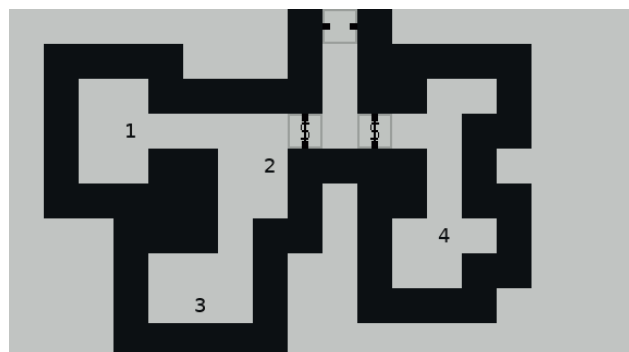
Room 2. Giant Ants (13) crawl all over this cavern. Numerous gold nuggets (total value 2,512 GP) are found on the ground, mostly near the western bend of the cave.

The Pits

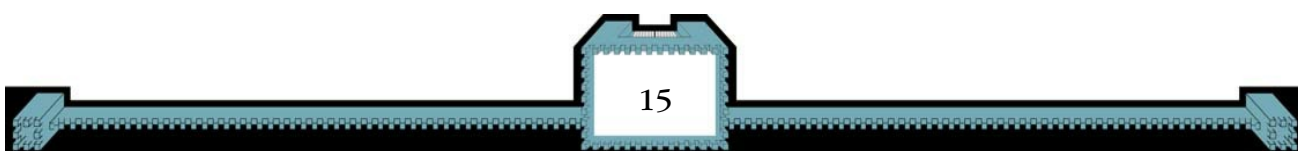
This natural series of caves is home to a large Giant Rat colony. The two “secret doors” are actually merely obstructed by large vines.

Room 1, 2, 3. Each of these areas is home to 10 Giant rats.

Room 4. This area is home to 13 Giant rats.



Map of the Pits



THE BEASTMAN CAVES

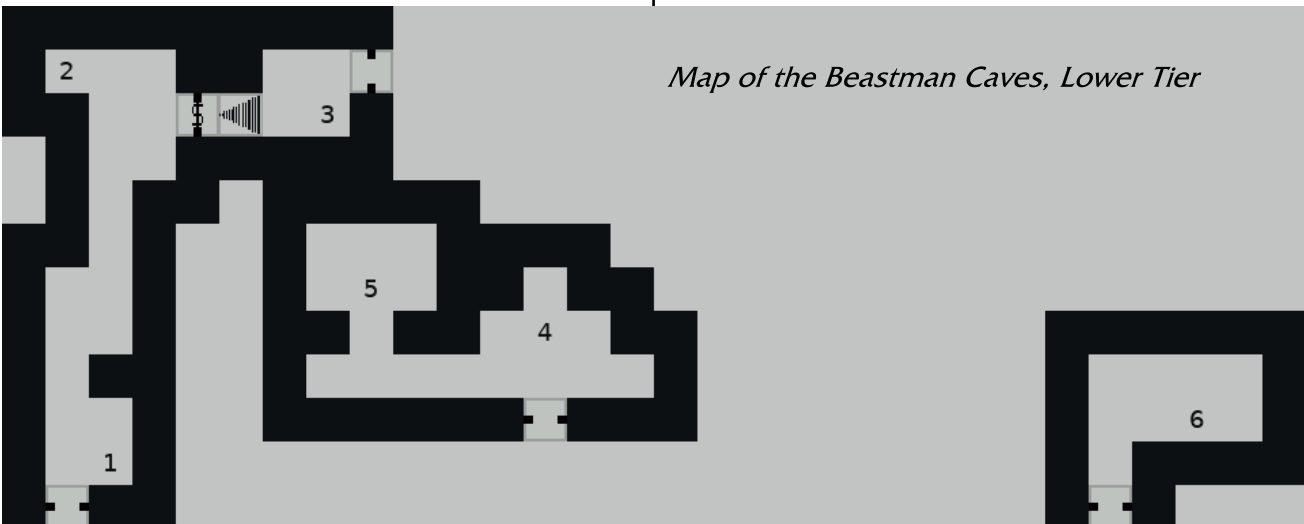
The Beastman Caves are the first major dungeon related to the main quest. This complex is composed of multiple, independent caves disposed in three tiers across a mountain slope. The upper tier is not accessible in the game without passing through the lower tier, although the Beastmen have ladders they can lower to help their people in and out. In the tabletop version, a Thief might easily be able to climb the wall. However, the DM should assume that lookouts guarding Kacantizu's abode and the Gateway Passage would easily spot the climbers, and request also a concurrent (and much more difficult) Hide in Shadows roll. Any Thief worth his salt should be aware of this (maybe with a simple Wisdom check in case the player does not think to ask, otherwise, it should be automatically known).



LOWER TIER

Room 6: Treasure Room A natural cave, 7'-8' high, hold a single Beastman Warrior. After his defeat, the party can find a Shield Scroll and some leather charts that Marmillian will want to study (each PC will receive 20 XP for bringing this item back). This cave is on ground level to the right of the Hidden Passages ground level entrance.

Room 1: The Hidden Passage. A natural passage that varies between 5'-10' in width and 7'-9' in height. Near the entrance on



Map of the Beastman Caves, Lower Tier

ground level two Beastman Warriors are standing guard. This passage starts on the ground and exits onto the middle tier to the left of the Warrior Cavern.

Room 2. A small bone pipe is found here lying on the ground. The sage, Marmillian, will want to study this object (each PC will receive 20 XP for bringing this item back).

Room 3. A thick cluster of vines conceals a slight passage that leads upwards to the second tier. Two Beastman Warriors stand guard at the exit.

Middle Tier

Room 4: The Warrior Cavern. This large natural cave is between 9' and 11' in height. Four Beastman Warriors led by a single Beastman Lieutenant are quartered here.

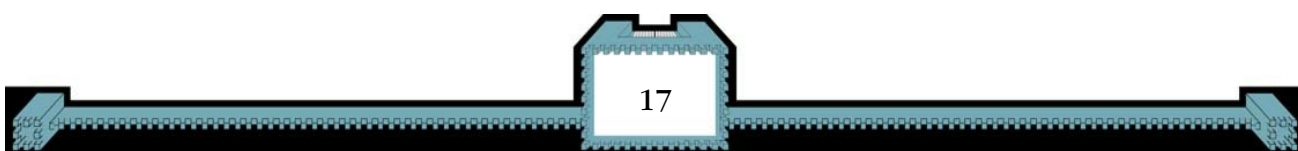
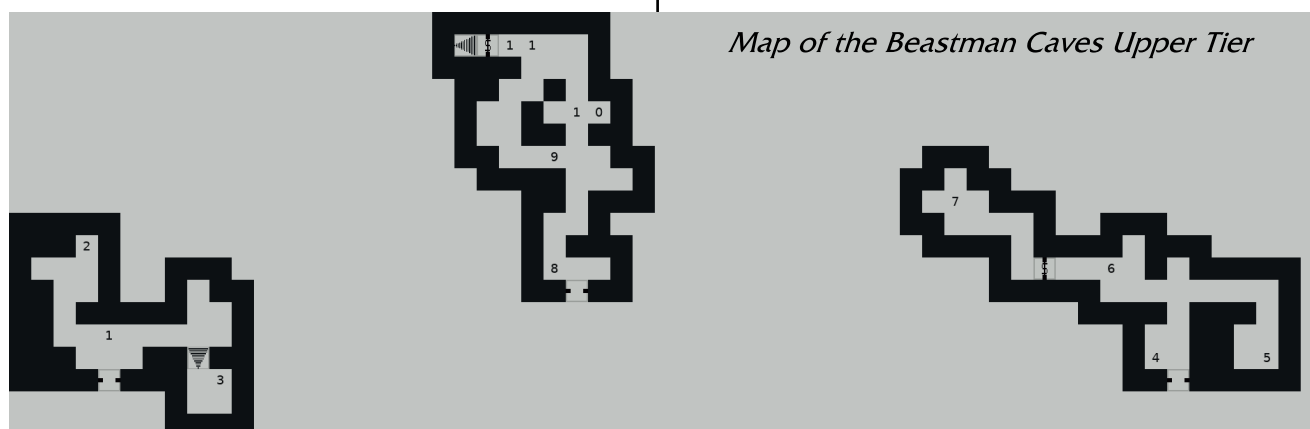
Room 5. This chamber is 9' high. A Beastman Lieutenant and four Beastman Warriors are found here. A pile of loot, including a Scroll of Darkness, 96 gp worth of gems and some culturally relevant objects (pottery fragments and carved bones) can be found in a corner (each PC will receive 20 XP for bringing these items back).

Upper Tier

Room 1. This natural cavern varies between 5'-10' wide and 5'-7' high. Kacanitzu has set a trap built with wooden spikes in the corridor leading to her chamber (area 3). The trap deals 1d4 damage to the first character attempting to pass through the corridor, unless he or she makes a successful Alertness or Danger Sense check (or the trap is found by a Thief).

Room 2. A discarded stone dagger lies in one corner of this cave.

Room 3 Kacanitzu's Abode. The Azcan Warriress, *Kacanitzu*, resides in the farthest chamber to the left of the entrance and hoards 300 gp worth of gems and jewels. Rumored among the beastmen to be Uklangor's mate, she is in fact the sole survivor of an Azcan war party ambushed by the beastmen when they tried to explore these caves. As her war party was slaughtered, Kacanitzu took refuge in here and has been surviving on food thrown in by Uklangor. His one, and only, attempt to mate with her resulted in Uklangor almost losing his manhood. He hasn't dared try stepping foot within since.



Room 4 Shaman's Lair This natural cavern is home to the beastman tribe's only Shaman, Grulapp and to two Giant Rats. Upon entering the caves, the party must make a Save from Breath Weapon or take 1d4 dmg from the heavy amount of smoke. These caves and passageways vary between 4'-7' high.

Room 5. Two Giant Rats in this small chamber to the right of the entrance guard their nest which is made up of pottery shards. Marmillian would want to examine the pottery shards for any traces of the culture that created them (award 20 XP to each PC for recovering these objects).

Room 6. *Grulapp* can be found in this room, inhaling the toxic fumes coming from a fireplace in the center of the room.

Room 7. Grulapp hides his treasures behind a poorly arranged set of boulders. His treasure consists of a Scroll of Protection from Evil and a Sword +1. The PCs need an appropriate skill check (e.g., Escape, Engineering) to bypass the boulders without causing them to fall upon them (1d6 damage per PC involved) or the use of great strength (18, such as that conferred by Gauntlets of Ogre Power) to move them. A very small character, such as a Halfling, has a +2 bonus to any skill check to pass through the opening and reach the treasure without moving the boulders. Award 20 XP to each PC for bypassing or removing the boulders.

Room 8. Four Beastman Lieutenants and two Beastman Captains guard the entrance to this complex. Furthermore, Uklangor in area 10 might come to help them if he hears the battle.

Room 9. This winding natural passage forms Uklangor's lair.

Room 10. The Beastman chieftain, *Uklangor* (6 HD, 30 HP, AC 3, Att 1 spear +1, Dmg 1d6 +3), dwells in this chamber. Upon spotting the PCs, he'll shout: "Uklangor kill!", and will then rush at the adventurers.

A stone tipped Spear +1 leans against the wall of the alcove to the right, and a scroll with Detect Magic, Light, and Entangle is discarded on the ground, amid a



set of gems worth a total of 400 GP. Uklangor wields another spear +1 and a wooden shield, and wears heavy bone plates sewn into thick leather (equivalent to AC 5). Marmillian will offer two 1st-3rd level Magic-User scrolls (of the groups choice) for this armor.

Room 11. A tangled mass of vines blocks the northern passage. These vines are obviously magical to anyone able to pass an Alternate Magics or Nature Lore skill check. A Pass Plant spell would bypass them, or the PCs may decide to seek the help of the sage Marmillian -- any of the above mentioned skill checks will also let the PC know that Marmillian, as a sage, may know more about such vines and magics to counter them.

Beyond the mass of vines lies the Gateway Passage to the Malpheggi Swamp.

Returning to the Castle

When the PCs return to the castle with news of the Beastman caves and the mysterious blocked passage beyond the vines, Duke Barrik will congratulate them. However, he will be unusually suspicious and will put great pressure on the adventures:

“It is good that you have found a passage to another realm. Perhaps there you will find the aid I sent you for. Tarry no longer; you must make haste if you are to carry out your charter. I expect you to return with an army to aid me. I’m afraid the people plan to revolt. Beware of that scheming Marmillian. I do not trust anyone anymore.”

Speaking with Marmillian will be more fruitful. The sage will compensate the PCs for bringing back any further artifact of cultural and historical relevance, and will further provide the following information:

“I am so glad to see you all again. People here are becoming edgy. It seems that all they do is bicker and snap. Even our well mannered



Duke seems a bit paranoid. Perhaps it is this infernal sun or the feeling of imprisonment in this strange valley. I do hope you will find some allies soon. It may be just what the people need to lift their spirits. The artifacts from the beastman are patterned from items made by an ancient race known as the Azcans. It’s amazing that art lost for centuries has remained

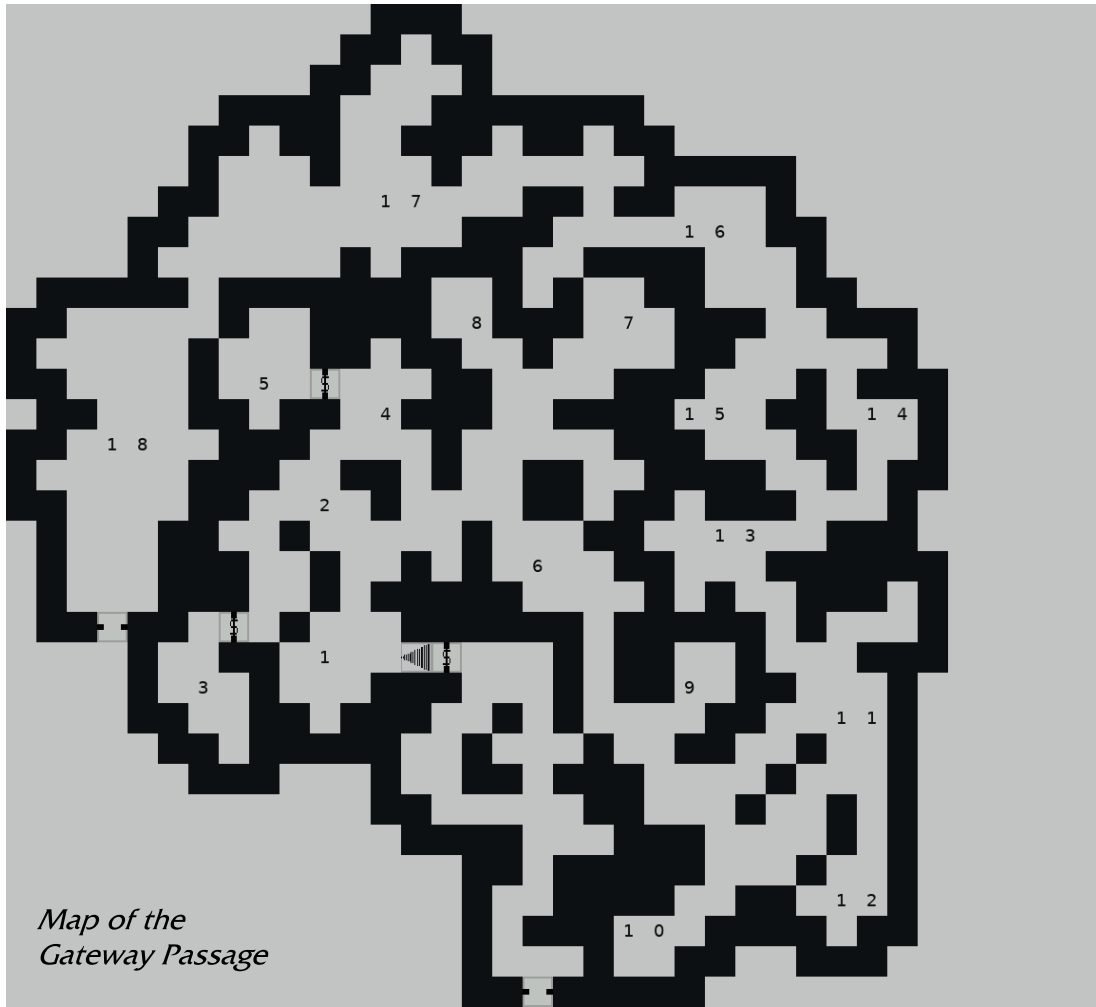
unchanged in the beastman culture. The creatures you describe are long extinct outside this valley. I feel like we’re in a giant museum. I have an item that may help you pass the tangled vines you found in the beastman caves. It is a withered vine that repels normal vines. I only have one, so guard it well. Please hurry. I fear we haven’t much time.”

At this time, Marmillian is forming a tentative hypothesis that the castle has been shifted to some kind of “lost world” area - maybe he has heard of the Isle of Dread. Anyway, he wants to know more, and has started detecting the maddening effect of the Burrower, although he is not yet able to identify it correctly.

The Gateway Passage

When the PCs are able to bypass the vines, they can explore the remaining part of the Gateway Passage.

This entire complex is carved from the earth and bedrock. Walls, floor and ceiling have a moss-green tint; anyone with Alchemy or Nature Lore will be able to identify the moss-green tint as a sign of a rare salt-like substance that is highly prized in the creation of healing potions. There are wooden support beams, as this complex was altered from a natural cave system to a mine by the Lizardmen of the Malpheggi Swamp to help them raid into the valley. Since the Troglodytes and Beastmen have taken them over, Lizardman raids are few and far between. All three groups spend considerable time attacking and raiding one another.



Map of the Gateway Passage

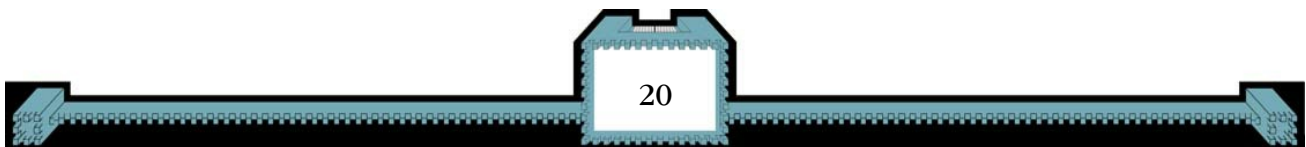
Room 1: A *Carrion Crawler* prowls this area and room 2. There is a 50% chance to meet it here. If this is the case, the monster is hanging from the ceiling, and has a 1-2 on 1d10 chance of surprising the PCs.

Room 2: A *Carrion Crawler* prowls this area and room 1. If it is not met in room 1, then it will be here. It is eating a paralyzed troglodyte, and may be surprised if the PCs are stealthy.

Room 3: A *Black Widow spider* nestles here. Some unlucky lizardman was captured and eaten by the spider, so the PCs can find its

belongings among the webs: two potions of Cure Poison, as well as 48 GP.

Room 4: Owlbear Nest Entrance. An *owlbear* is guarding the “secret” entrance to where its young are hidden (actually, this is a tunnel blocked with large rocks that the owlbear moves in and out of the passage whenever it needs to enter the nest). Once the passage is detected, to move the boulder requires either someone wearing Gauntlets of Ogre Power (or having naturally 18 Strength) or 2 successful Engineering checks (1 if a Dwarf.) There is only room enough for one person to tackle the boulder at a time.



Room 5: Owlbear Nest. The two *owlbear younglings* will fight for their lives. Among the remains of some unfortunate adventurer who ended up as owlbear food, the PCs can find a Scroll Dispel Magic, two Potions of Healing and 80 GP.

Room 6. Troglodyte stink can be felt in this cave, as well as in area 9 and in all areas 11-18. 8 Giant Rats nest in the tunnel branching out from this cave to area 7.

Room 7. 3 Giant Toads are found in this damp cave.

Room 8: Racer nest. Two Giant Racers and their 6 offspring lair in this area.

Room 9: Eight Troglodytes and three Tuatara are off hunting in this area. They are trying to ambush the Giant Rats from area 6.

Room 10 Spider Nest. Six Crab Spider nest in this deep, dark cave. The area is completely silent, and devoid of the Troglodyte stink that pervades areas 11-18.

Room 11: Troglodyte warrens. The Troglodyte stink is strong here, but none of the humanoids is in sight.

Room 12: Tuatara pens. The Troglodyte herd their tuatara in this area. Adult Tuatara are currently out hunting or guarding the warrens, but six younglings are found here. They are harmless, but can be harvested for food.

Room 13: Troglodyte warrens. Signs of habitation are found in this cave - crude cots and small, primitive artifacts. The latter can

be collected for Marmillian (20 XP per each PC to bring back Troglodyte artifacts).

Room 14: Troglodyte warrens. This cave is currently empty. Stealthy PCs may bypass the Troglodytes in room 15 by passing through here.

Room 15: Troglodyte warrens. This cave houses eight Troglodytes. They are busy preparing food for the tribe.

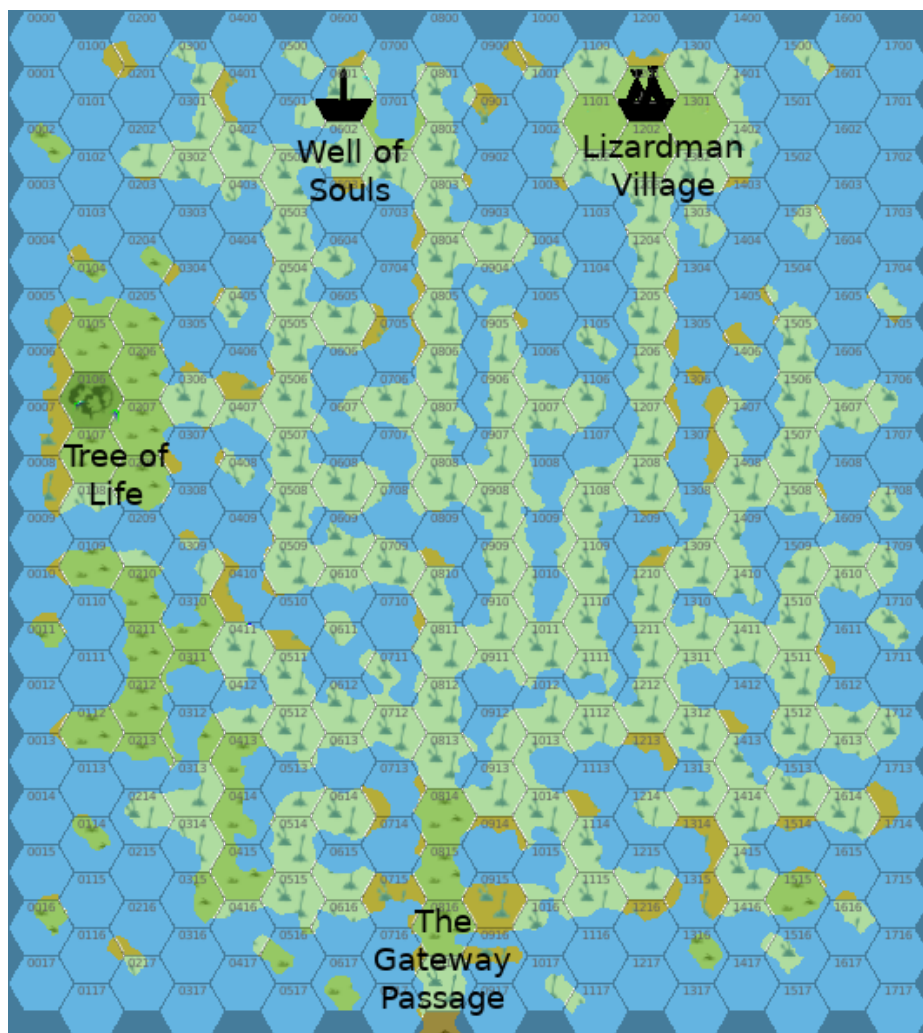
Room 16: Troglodyte warrens. The passage to Room 17 is guarded by four Troglodyte Sub-Chiefs.

Room 17: Troglodyte Chief's Hall. This large cavern houses the Troglodyte Chief, his four wives, four warriors, and eight younglings. Two trained Tuatara lizards patrol the passage towards area 18. A scroll with the Haste spell is abandoned among the Troglodyte wastes there.

Room 18: A Phobosuchus stalks the area. The Troglodytes use their hideous scent to keep the gigantic crocodile from entering area 18 and eating their pet Tuatara, but the Phobosuchus will not have the same concerns for the PCs.

At the exit to the swamp, the west wall has a strange pattern of holes in it. This pattern can be noticed by the party with a successful Intelligence or Search check. This pattern is the combination needed to open the secret door leading to the main Azcan passage later.

THE MALPHEGGI SWAMP



*Malpheggi Swamp
wandering monster list*

Roll d10	Monster	# Appearing
1	Allosaurus	1
2	Ankylosaurus	1d2
3-4	Aurochs	1d3
5	Hydra, 5-Headed	1d2
6	Hydra, 9-Headed	1
7-8	Lizardman	2d10
9-10	Robber Fly	1d6

The party can reach the Malpheggi Swamp, home of the Lizardmen, through the Gateway Passage beyond the Beastman caves. The swamp is a labyrinth where unsafe grounds often give way to spans of almost impassable waters. Random encounters here can be deadly, since escape is difficult in this terrain. Three main locations are found in the swamps: the Tree of Life, the Well of Souls, and the village of the Lizardmen.

The Lizardman Village

Lizardmen, at least in this area of the Hollow World, are typically hostile to humans. This hostility is the result of bad relations with the Azcans, not by the effects of the Burrower's malady, which only affects the Hidden Valley. When the PCs reach the village, the Lizardmen have already evacuated it, leaving only a chieftain and 12 warriors to ambush the party.



Indeed, when the party finally finds the main lizardman camp, the Lizardman leader hisses:

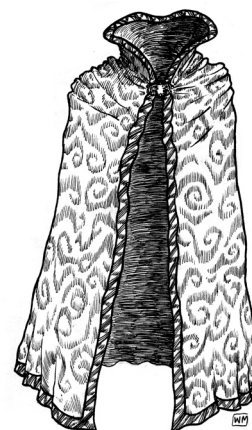
“Deathbb to the humansss!”

His warriors quickly move to attack. After the ambushers are defeated, the Lizardman leader hisses:

“Curssse you... and your... gold skinned brethbbbern to the northbb... bissssss...”

He then disappears in the waters. The PCs can scavenge from the bodies of the fallen a map of the swamps, several minor artifacts (mostly pottery of Azcan making) that Marmillian can use to study the Lizardman culture and those of lands they trade with or raid, as well as 600 GP. If the party searches behind the largest lizardman hut, they'll find a magical Azcan Cloak haphazardly hidden beneath some rocks. If a Detect Evil is cast on the cloak, it will radiate strong evil; but, Amelya can cast either a Remove Curse or Dispel Evil on the cloak to rid it of the evil taint. Doing so will cost the party 5,000 gp.

Azcan magical cloak: base AC of -2, +2 to all saves, grants a basic saving throw of 16 against any spells which normally don't allow saving throws (e.g. maze, power words) and allows the wearer to cast each of the following spells once per day: Protection from Normal Missiles, Wizard Eye, Cloudkill, Death Spell and Dance. The cloak is made of colorful feathers such as those of the quetzal bird.



DM note: The PC wearing this magical cloak in Azcan lands will be the primary target of all Azcan attacks, as they try to kill the PC in order to reclaim the cloak. While the attackers won't be suicidal, they will refuse to retreat. Consider them as having a +2 bonus to Morale.

The Well of Souls

This pool of deep, murky water gives off powerful magical vibes. A Detect Magic spells shows it shining, and even characters with suitable but less effective abilities, such as Second Sight or the Alternate Magics skill can detect it (for skills, a successful skill check is needed). The pool, known to the Lizardmen as the Well of Souls, has the unique property of causing the effects of a Raise Dead spell (cast by an 8th level cleric) on a body that is fully immersed in the waters. The body cannot have been dead for more than 4 days when it is immersed in the waters, and the Well cannot raise more than one person per month.

There is a 4 in 6 (1-4 on 1d6) chance that a group of 1d4+4 Lizardmen are found here, including 1-2 Shamans of Ka, performing a lengthy ritual that is supposed to revive the body of one of their companions. The ritual per se is not effective, it merely forces the Lizardmen to remain here for a time long enough that the Well will recover its powers. As such, the dead Lizardman is likely an important figure who suffered an untimely death.

The Tree of Life

A large oak incongruously grows in this larger area of solid ground. An elf or anyone succeeding at a skill check in Nature Lore or Alternate Magics will recognize it as an elven Tree of Life. The Tree will use its healing powers to help the PCs, as it would other non-evil creatures. It has the capacity to cast up to 72 Cure Serious Wounds (or Neutralise Poison, Cure Disease, or Cure Blindness)



spells, but once this capacity is spent it will take two days to recover one spell use¹.

Due to the properties of this massive tree, there is a 5 in 6 (1-5 on d6) chance of there being wounded creatures here healing.

The Tree of Life would be especially important for Palens and the other elves. Unfortunately, by the time the PCs discover the Tree and get back to the Castle, the elves are succumbing under the effects of the Burrowers, and will not be able to take any action. On the other hand, after they recover their sanity, they will tend to the Tree. Informing Palens of this discovery earns the PCs 200 XP each plus a 1st-3rd level Magic-User scroll for each Elf in the party, of the players choice (within the limits of the spells available to Palens).

¹ See GAZ5: "The Elves of Alfheim", page 69 for more details.

Back to Barrik's Castle

When the party returns to the Duke with the bad news -- the inhabitants of the swamps are hostile to humans, they find him in a haggard state and a bad mood. The Duke is not anymore the stalwart commander they remember from the Goblin Wars, and reacts badly, showing a stronger streak of paranoia:

"I am losing my patience with you bumbling fools! I send you for help and again you tell me of more enemies! In case you haven't noticed, we have plenty of foes. What we lack are friends! Spies are everywhere! I have not slept for days! My guards are with me wherever I go. You must bring help soon. I need help."

As usual, Marmillian is definitely in a better state of mind. He quickly scans through the artifacts, which confirm his latest idea:

"The artifacts were created recently! I can't explain this, and I may be going crazy, but, I would swear that we have been sent back in time. I know you think me mad, but, it

is the Duke who is mad. He threw me in irons, then released me. Both actions were without warning or explanation. I have been burning incense to keep my senses. I am certain the sun or the earth is distorting our minds. You must bring me more clues. They are the key to our survival."

Marmillian asks the party to search for even more information. He is now clearly aware of the Burrower's maddening presence, although he can't place it and does not recognise it for what it is, attributing it instead to some effect of the weird, eternal sun or the earth itself. Luckily, his incense is at least partially effective, and his mental health is not declining as quickly as that of the Duke and other inhabitants of the castle, all of whom now have progressed to a state where their conversation is downright bizarre.

*2nd run at the Beastman Camp.

To be continued in *Threshold Magazine* issue #25, with "Passage to Azcan Lands"!



Sub-settings of MYSTARA

Part 2

It's not just one RPG setting, but many, many more!

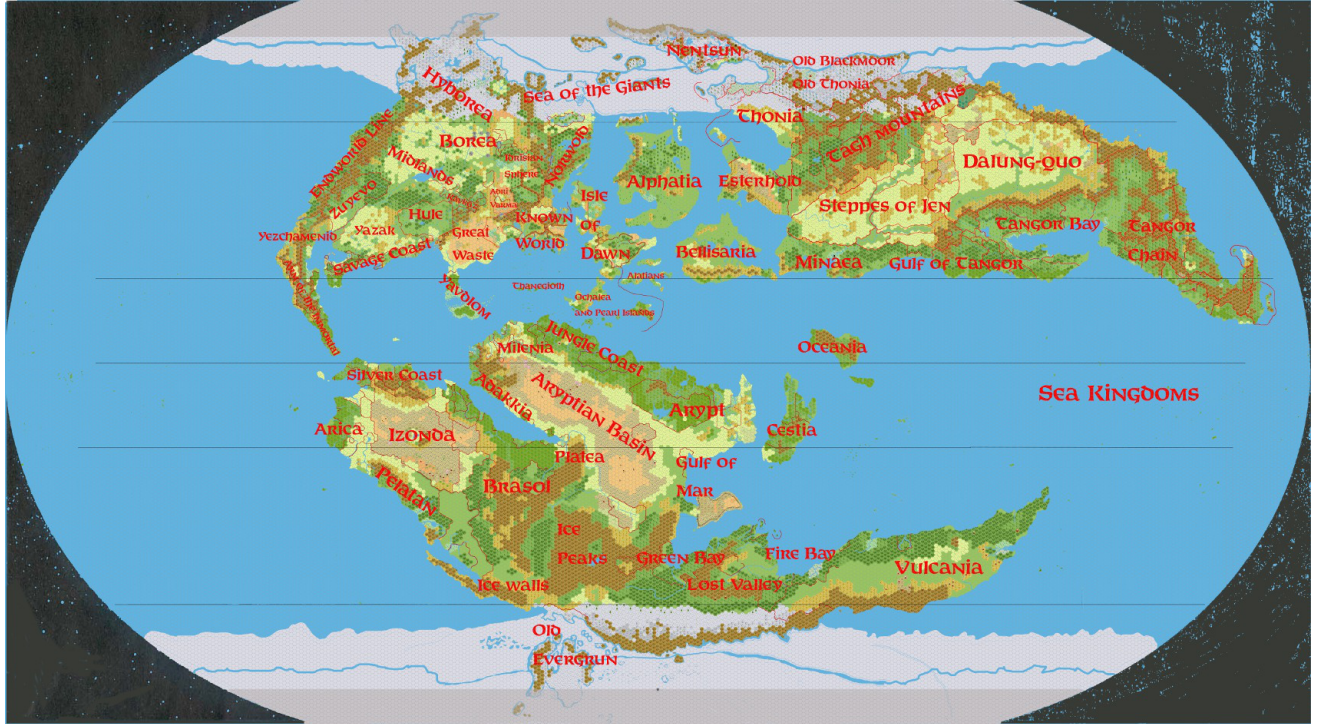
by Francesco Defferrari (Sturm)

This article continues on from the first part that appeared in [issue #23](#) of *Threshold* Magazine, which described the Geographical sub-settings in Brun and the Alphatian sea.

This issue continues the theme with the sub-settings of Davania and Skothar. The next issue of *Threshold* Magazine will look at the sub-settings of the Hollow World, Mystarospace, Historical and Racial sub-settings. See previous issue for more details.



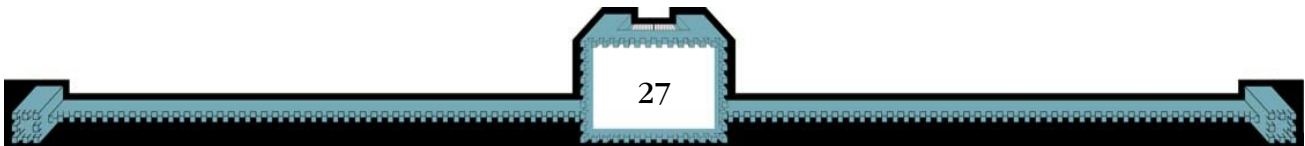
The Geographical sub-settings of Mystara



GEOGRAPHICAL SUB-SETTINGS

Geographical sub-settings are macro-regions with some distinctive theme or characteristic, or simply political ties or geographical vicinity. Obviously any such classification is completely arbitrary, but still useful for a DM. Any given geographical sub-setting obviously borders another one, usually more than one, and PCs could easily move from

one to another. Under each section I have added basic campaign suggestions for Basic, Expert, Companion, Master and Immortal adventures under BECFMI D&D categories. The ideas assume a good aligned party. Otherwise, they could be easily reversed.



IN DAVANIA

The southern continent of Mystara received some spotlight in some canon products, mostly the Hollow World boxed set, the Voyages of the Princess Ark and the Poor Wizard's Almanac, but it is still mostly an unknown, fascinating land.

The Silver Coast (Izondian Deep)

This sub-setting was created by me, first in the Vaults of Pandius and later in [Tbresbold issue #5](#), based on some previous work by Geoff Gander, mostly his map of Davania and the invention of the Heldannic colony of Schweidnitz, and the Kwythellar elves of Jeff Daly. Canon had originally nothing on this region except for some geographical labels, Izonda and Strait of Izonda. Geoff Gander also placed in this region, before 7000 BC, the inhuman and evil carnifex empire of Y'hog. The region therefore has plenty of opportunities for adventure, as it is menaced by two powerful militaristic nations and by a

forgotten past and has been recently reached by an expedition from the Known World. The main inhabitants of the Silver Coast would be humans, elves, dwarves, half ogres, humanoids, crabmen, minotaurs, centaurs, fairies and lizardmen.

Basic Campaign:

Exploring the jungles or deserts, finding old Oltec ruins or dangerous secrets of the past.

Expert Campaign:

Getting involved in local politics by helping the leaders of the community against external and internal threats.

Companion Campaign:

Setting up a Dominion or a full new nation, defending it from rivals and enemies.

Master Campaign:

Become the rulers of a nation, or helping it against Kwythellar or Izonda, or other terrible, more ancient enemies.



Immortal Campaign:

Create a new religion, spreading the faith in the coast.

Main sources

The *Hollow World* boxed set;
The *Poor Wizards Almanac I, II and III*;

The Atlas sections in the Vaults of Pandius: [Davania](#) and [Izondian region](#), [Kwythellar elves](#), [Mis](#) and [Y'hog](#)

[Lhomarr](#) is also very relevant for its confrontation with Y'hog.

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*

Arica

This region is basically the creation of Steven B. Wilson, but has a basis in canon as the place where one of the Tanagoro migration from Skothar arrived, according to the map

in the *Hollow World* boxed set. Wilson drew on Southern African culture as inspiration. The expected population would be a mix of descendants of the Tanagoro (humans) and some half-ogres similar to those from nearby Gombar and Suma'a in the Arm of the Immortals. Also present are minotaurs, zebrataurs and others.

Basic Campaign:

Exploring the vast wilderlands and old ruins.

Expert Campaign:

Helping the leaders of the community against external and internal threats and rise to the status of local leaders.

Companion Campaign:

Setting up new nation, conquering other populations or defend Arica from external enemies

Master Campaign:

Unify the many people of Arica in one empire or federation.

Immortal Campaign:

Create a new religion, spreading the faith in Arica and beyond.

Main sources

The *Hollow World* boxed set
The Poor Wizards Almanac I, II and III

The Atlas sections in the Vaults of Pandius [Davania](#) and [Arica](#)

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*



Izonda

This place was just a name on the Master set map and the Hollow World boxed set maps. I imagined it as a militaristic state created by descendants of Tanagoro humans and humanoids, as according to Steven B. Wilson's work on Arica, they were driven to the eastern desert by a civil war. Izonda has since become a powerful militaristic nation bent on conquering its neighbours and in direct confrontation with the powerful Matriarchy of Pelatan to the west. The Izondian desert would be mostly inhabited by Tanagogres, but with populations of humans, humanoids, thri-kreen and other creatures.

Basic Campaign:

Exploring the vast territory of Izonda, or scouting the lands of the enemy.

Expert Campaign:

Helping the local leader against threats or rising to fame in the Izondian army.

Companion Campaign:

Leading a successful military campaign and becoming heroes of the nation.



Master Campaign:

Secure new conquests for Izonda, reaching the northern seas, or defeating a major opponent like Kwythellar or Pelatan.

Immortal Campaign:

Create a new religion, and secure a lasting Izondian empire.

Main sources

The *Hollow World* boxed set
The Poor Wizards Almanac I, II and III

The Atlas sections in the Vaults of Pandius
[Davania](#) and [Izonda](#) with slightly alternate versions previously proposed by [Bruce Heard](#) and by [Marco Dalmonte](#)

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*



Izonda desert

Pelatan

Another place which was just a geographical name for which I imagined a powerful Matriarchal nation, inhabited mostly by humans descended from Oltecs, Tanagoro and Neathar but with a relevant presence of other races, as dragons, elves, centaurs, pegataurs, fairies and others. Partially inspired also by James Mishler, which imagined in the region an empire ruled by gold dragons at the times of Blackmoor, and by Geoff Gander, who imagined in the region a migration of Neathar men from Varelyya, as shown in the Hollow World boxed set migration map.

Basic Campaign:

Exploring the old ruins of the vast Pelatan provinces.

Expert Campaign:

Helping the local leader against threats or rising to fame in the province.

Companion Campaign:

Defending Pelatan from external threat and/or entering into direct service to the Matriarchy.

Master Campaign:

Defeating a major opponent like Kwythellar or Izonda, or creating new lasting relations with far away lands.

Immortal Campaign:

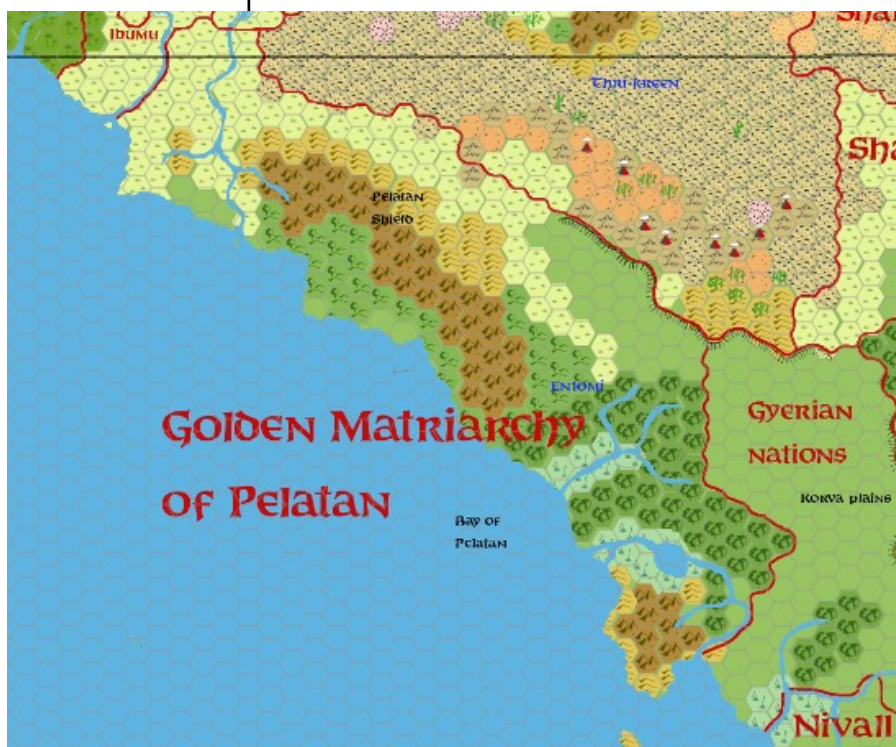
Create a new religion, and secure Pelatan's future existence.

Main sources

The *Hollow World* boxed set
The Poor Wizards Almanac I, II and III

The Atlas sections in the Vaults of Pandius [Davania](#) and [Pelatan](#) with a [slightly alternate version](#) previously proposed by Marco Dalmonte.

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*



Brasol

Clearly inspired by the real-world nation of Brazil, Brasol is only a name on a map of Davania at present, as there has been little development of this area. It would be inhabited by troglodytes, halfling, fairies, rakasta, humans of Oltec and Neathar descent, humanoids and possibly some giants, dwarves and gnomes too. Marco Dalmonte created a nation of “Brasolia” inhabited mainly by humans, halfling and rakasta.

Basic Campaign:

Exploring the great jungles and high mountains of Brasol.

Expert Campaign:

Helping the local community against threats and rising to fame.



Brasol Jungle

Companion Campaign:

Expand the borders of Brasol or creating a new nation.

Master Campaign:

Defeating a major invasion, gaining access to the sea and/or creating new lasting relations with far away lands.

Immortal Campaign:

Create a new religion, and secure Brasol’s future existence.

Main sources

The *Hollow World* boxed set
The Poor Wizards Almanac I, II and III

The Atlas sections in the Vaults of Pandius [Davania](#) and [Brasolia](#) with the [most developed description](#) by Marco Dalmonte.

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*



Ice Wall, Ice Peaks and Old Evergrun

This region at the extreme southern end of Davania would be populated by humans, elves, humanoids, rakasta, giants, gnomes, fairies, halfling and maybe others too. The ancient homeland of the elves, the island of Evergrun, would also be in this region.

Basic Campaign: Exploring the cold lands of Davania.

Expert Campaign: Helping the local community against threats and rising to fame.

Companion Campaign: Creating a new nation in the south or lead an elven conquest.

Master Campaign: Creating new lasting relations with far away lands or forging an Empire.

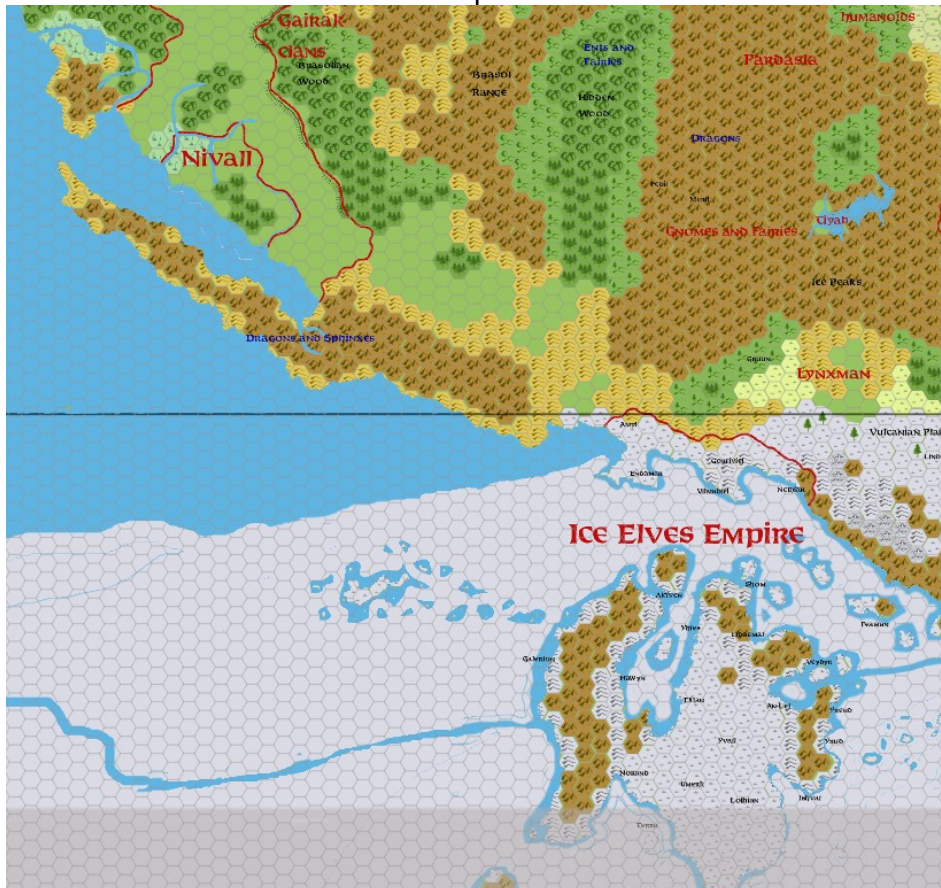
Immortal Campaign: Create a new religion, and secure the future existence of your new Empire.

Main sources

The *Hollow World* boxed set
The Poor Wizards Almanac I, II and III

The Atlas sections in the Vaults of Pandius
[Davania](#) and the [Italian Gazetteer](#) by Omnibus.

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*



The South Pole

The South Pole deserves a paragraph of its own as an unforgiving region first described in *Voyages of the Princess Ark*, inhabited by giants animals and undead. Ethan Deneault imagined here that the rise of the elven lich Ektarmorag prompted the creation of the first Earthshakers. I also imagined an Air Empire dominated by cloud giants, air elementals and other air creature near the south pole. The region would also be inhabited by ice gnomes and rakasta, and maybe some penguin folk.

Basic Campaign:

Exploring the unforgiving and frozen lands of the south.

Expert Campaign:

Helping the local community or tribe rise in power.

Companion Campaign:

Creating a new nation in the frozen wastes.

Master Campaign:

Forging an Empire from the icy regions.

Immortal Campaign:

Create a new religion, and secure the future existence of your new Empire.

Main sources

The Hollow World boxed set
The Poor Wizards Almanac I, II and III
“The Voyages of the Princess Ark” series in *Dragon Magazine* and *the “Champions of Mystara”* boxed set

The Atlas sections in the *Vaults of Pandius Davania* and *Vulcania*.

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*



Green Bay and Fire Bay

First described in the Voyages of Princess Ark, this is a vast land. The N'djatwa are a nation of cannibalistic half ogres/half elves. The region is also inhabited by the humans of Niscosenia, descendants of Lhomarr, gnomes and their Earthshakers, the seafaring lupins of Arnath, Alphantian dominions and the lost elven city of Thimhallan, last remnant of elven technology from before the Great Rain of Fire. Rakasta, giants and dinosaurs also inhabit this dangerous corner of Davania.

Basic Campaign:

Exploring the savage bays, fighting dinosaurs and finding lost ruins

Expert Campaign:

Helping a local community or tribe resist its enemies.

Companion Campaign:

Creating a new powerful nation.

Master Campaign:

Creating new lasting relations with far away lands or forging an Empire.

Immortal Campaign:

Create a new religion, and secure the future existence of your nation.

Main sources

The *Hollow World* boxed set
The Poor Wizards Almanac I, II and III
 The "Voyages of the Princess Ark" series in *Dragon Magazine* and the "Champions of Mystara" boxed set

The Atlas sections in the Vaults of Pandius [Davania](#), [Lost Valley region](#), [Vulcania](#) and the [version of this region](#) by Marco Dalmonte

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*



Vulcania

A land threatened by the powerful gnomish Snartan empire but also inhabited by more gnomes, fire giants, human savages, civilized orcs and humanoids with steam power, and kingdoms founded by Skothar colonists. Rakasta, fairies and other races would be here too.

Basic Campaign:

Exploring the vast lands of Vulcania.

Expert Campaign:

Helping the local community against the Snartan Empire or other threats.

Companion Campaign:

Creating a new nation or unifying an existing people.

Master Campaign:

Forging an Empire and unifying the many people of Vulcania.



Eruption in Vulcania

Immortal Campaign:

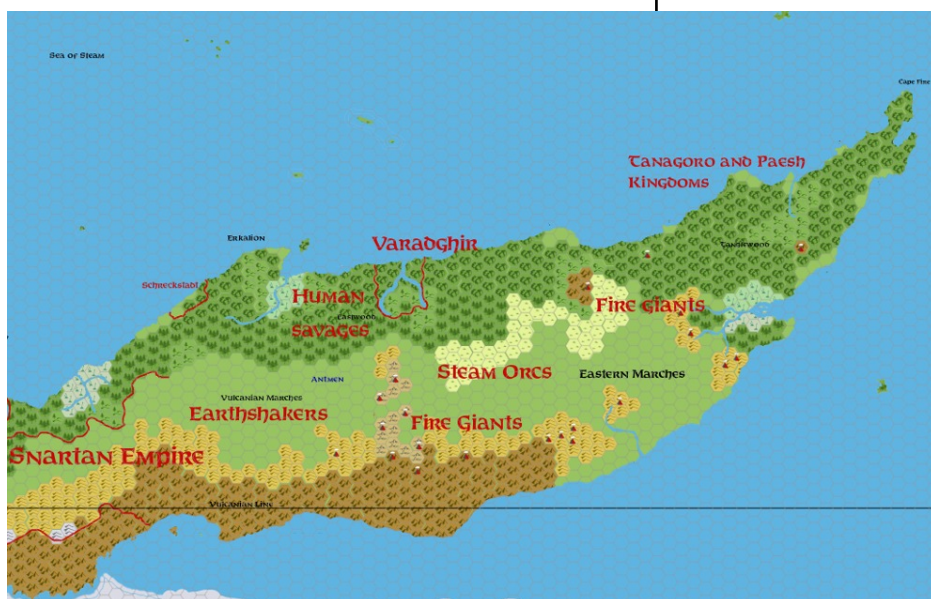
Create a new religion, and secure the future existence of Vulcania.

Main sources

The *Hollow World* boxed set

The Poor Wizards Almanac I, II and III

The “*Voyages of the Princess Ark*” series in *Dragon Magazine* and the “*Champions of Mystara*” boxed set



The Atlas sections in the *Vaults of Pandius* [Davania](#), [Vulcania](#) and the [version of this region](#) by Marco Dalmonte

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*

Cestia Oceania and Everfeed

Another region which was firstly described in Voyages of the Princess Ark, Oceania is an island inhabited by powerful and mysterious night dragons, while Cestia is the home of several human people, including descendants of ancient civilizations of Varellya and Oceania. Everfeed and the Sea of Steam could also be inhabited by many other people, including elves. Geoff Gander also placed in this sea the ancient nation of Lhomarr, eight millenia before the current era.

Basic Campaign:

Explore the jungles of Cestia, or resist the tyranny of night dragons in Oceania, or sail to the islands of the Sea of Steam.

Expert Campaign:

Organize your community against enemies.

Companion Campaign:

Create a new nation or free Oceania from night dragons.

Master Campaign:

Unify the islands in one lasting Empire, discover the ruins of Lhomarr.

Immortal Campaign:

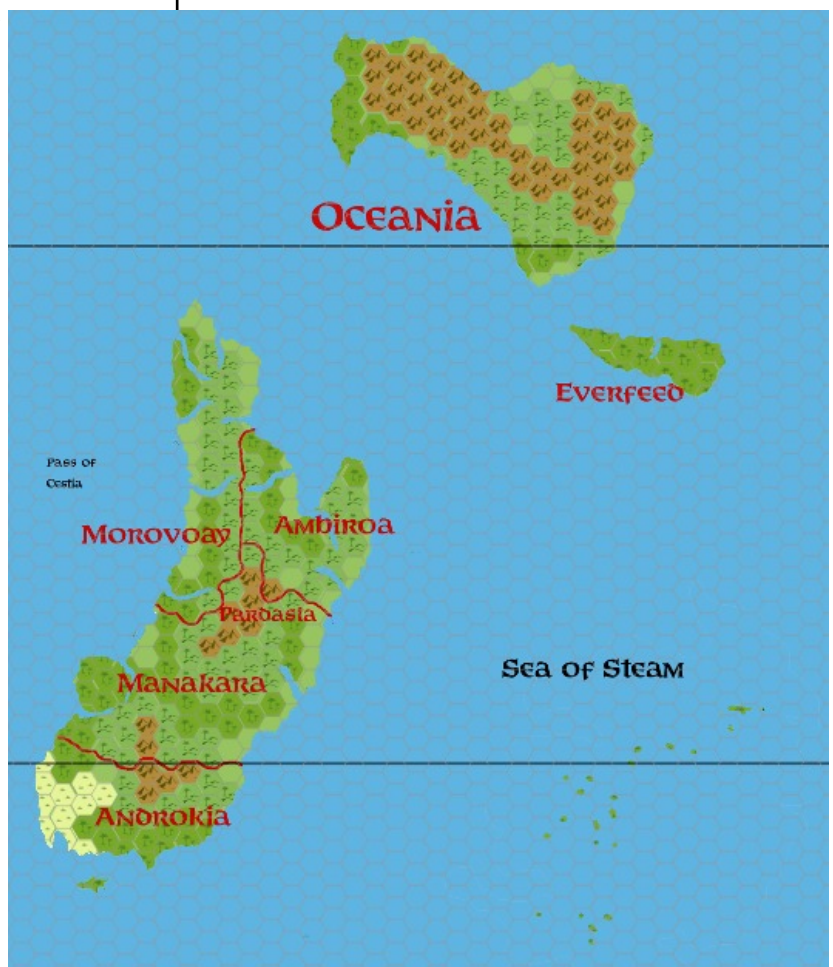
Create a new religion, and secure the future prosperity of the region.

Main sources

The *Hollow World* boxed set
The Poor Wizards Almanac I, II and III
 The “*Voyages of the Princess Ark*” series in *Dragon Magazine* and the “*Champions of Mystara*” boxed set

The Atlas sections in the Vaults of Pandius [Davania](#), [Lhomarr](#), [Cestia and Oceania](#) and these versions of this region by Marco Dalmonte: [Cestia](#) and [Oceania](#)

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*



Gulf of Mar and Varellyya

This region is important as it had a central role in the Voyages of the Princess Ark, as the seat of a secret base of the Heldannic Knights, near the former fallen Empire of Varellyya, now inhabited by nagpas¹. The region was later further developed by the original author, Bruce Heard, and by fans, with a struggle between the knights and the local Simbasta rakasta.

The Gulf also contain important city states such as Kechamar and Caducea, trading hubs inhabited by many different races, created by myself and LoZompatore.

Basic Campaign:

Join the knights or resist them among the simbasta. Explore the lost nation of Varellyya and its ruins.

Expert Campaign:

Organize a community against its enemies.

Companion Campaign:

Unify the region for the knights, the Simbasta, the nagpa or one of the city states.

Master Campaign:

Unify the region under your rule.

Immortal Campaign:

Create a new religion, and secure the future prosperity of the region.

Main sources

The *Hollow World* boxed set
The Poor Wizards Almanac I, II and III
 The “*Voyages of the Princess Ark*” series in *Dragon Magazine* and the “*Champions of Mystara*” boxed set

The Atlas sections in the Vaults of Pandius [Davania](#), and “[Cultures of Central Davania](#)” by LoZompatore and [the version of this region](#) by Marco Dalmonte Arypt .

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*



¹ Vulture like creatures inspired by the Skeksis of the 1982 movie “*Dark Crystal*”.

Arypt

This region was mentioned in Voyages of the Princess Ark as dotted with mysterious ruins. Fans later developed here more details on the realms of Arypt and Katapec. The region was also the seat of the Serpentine Empire, imagined by James Mishler as archenemy of Blackmoor before the Great Rain of Fire. During the age of Lhomarr, Geoff Gander placed here the human kingdom of Ilarnn. In more recent times, some Nithian colonies were established along the coast, leading to the creation of New Arypt.

Basic Campaign:

Explore, find lost treasure and lost weapons.

Expert Campaign:

Organize a community against its enemies, become regional heroes.

Companion Campaign:

Lead New Arypt, the Serpentine Empire, Katapec, Ilarnn or else back to a new era of glory and conquest.

Master Campaign:

Unify the region under your rule.

Immortal Campaign:

Create a new religion, and secure the future prosperity of the region.

Main sources

The *Hollow World* boxed set
The Poor Wizards Almanac I, II and III
The Voyages of the Princess Ark in Dragon

Magazine and Champions of Mystara boxed set

The Atlas sections in the Vaults of Pandius
[Davania](#), [Arypt](#) and ["Cultures of Central Davania"](#) by LoZompatore and [the version of this region](#) by Marco Dalmonte Arypt .

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*



Platea

This region, where the ancient homeland of the halfling would be according to canon, was mostly developed by fans which populated it also with elves, rakasta, sis'thik, toadlings and giants.

Basic Campaign:

Explore, find lost treasure and lost ruins, survive.

Expert Campaign:

Organize a community against its enemies, become regional heroes.

Companion Campaign:

Lead a people of Platea to prominence.

Master Campaign:

Unify the region under your rule.

Immortal Campaign:

Create a new religion, and secure the future prosperity of the region.



Kenaton River



Main sources

The *Hollow World* boxed set
The Poor Wizards Almanac I, II and III

The Atlas sections in the Vaults of Pandius
[Davania](#), [Platea](#) and ["Cultures of Central Davania"](#) by LoZompatore.

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*

Adakkia

Just a geographical name on the Hollow World boxed set and Companion set maps, the area around the gulf of Adakkia was later developed a bit in the Poor Wizard's Almanacs and mostly by fans, who placed here colonies from the Savage Coast, lizardmen, troglodytes, halfling, rakasta, humanoid and human tribes.

Basic Campaign:

Explore the Gulf, find lost treasure and lost ruins.

Expert Campaign:

Organize a city or a tribe against its enemies, become regional heroes.

Companion Campaign:

Lead a city or people to conquer the region.

Master Campaign:

Unify the Gulf under your rule.

Immortal Campaign:

Create a new religion, and secure the future prosperity of the region.

Main sources

The *Hollow World* boxed set
The Poor Wizards Almanac I, II and III

The Atlas sections in the Vaults of Pandius
[Davania](#), [Adakkia](#) and [the version of this region](#) by Marco Dalmonte.

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*



Aryptian Basin or Meghala Amosses desert

The immense desert at the center of Davania had almost no development in canon sources, but fans added some information. The desert would be inhabited by rakasta, humanoids, minotaurs, lizardmen, sis'thik, medusa and some human tribes descended of Lhomarrians, Oltecs, Varellyans, Milenians and Nithians. Centaurs, aranea, scorpionfolk, antmen, thri-kreen, gnomes and halflings are likely present too. This is certainly a savage land with plenty of adventures.

Basic Campaign:

Discover the secrets of the desert.

Expert Campaign:

Organize your tribe against its enemies, become regional heroes.

Companion Campaign:

Lead your people to conquer lands.

Master Campaign:

Unify the whole Basin under your rule.

Immortal Campaign:

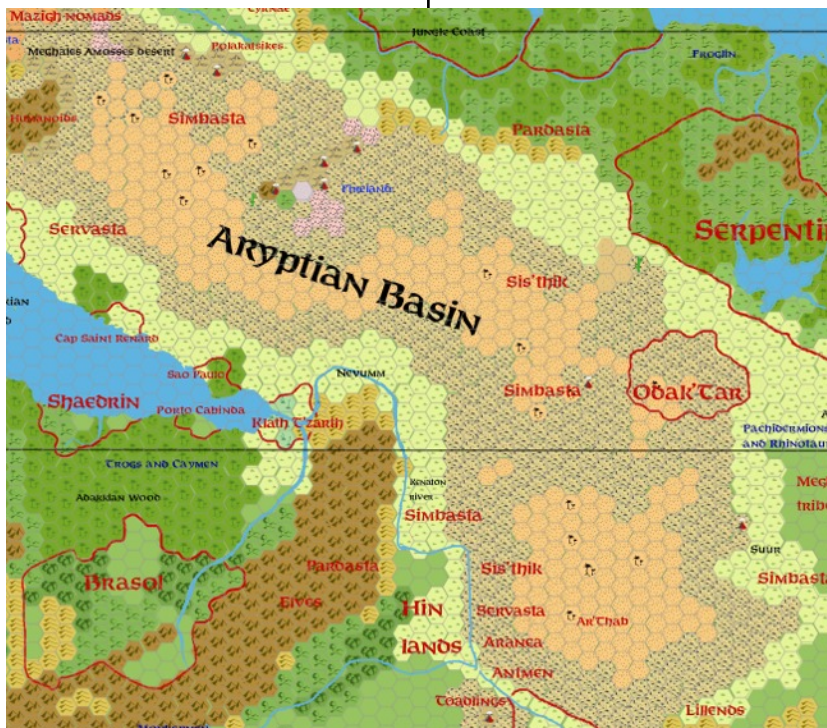
Create a new religion, and secure the future prosperity of the region.

Main sources

The *Hollow World* boxed set
The Poor Wizards Almanac I, II and III

The Atlas sections in the Vaults of Pandius
[Davania](#), [Arypt](#) and the version of this region by Marco Dalmonte: [“Megales Amosses”](#).

[Threshold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshold Magazine*



Milenia and the Jungle Coast

North eastern Davania was, until 50 BC, the seat of the powerful Milenian Empire. But the region is also the home of many other people: the strange inhabitants of Emerond, the Thyatian colony in the Four Kingdoms, the nations of Manacapuru, Bogdashkan and Yasuko, rakasta, lizardmen, aranea, humanoids, centaurs and many others. Described in the Hollow World boxed set, the Voyages of the Princess Ark and the Poor Wizard's Almanacs, the region was one of the more developed in Davania and received further details in fan works. Several important Mileanian city states still dominate the north west of this region.

Basic Campaign: Explore the ruins of Milenia.

Expert Campaign: Organize your people or fight for your city, become regional heroes.

Companion Campaign: Lead your people or city to rebuild the Milenian Empire.

Master Campaign: Create a new Empire in the region.

Immortal Campaign: Create a new religion, and secure the future prosperity of the region.

Main sources

The *Hollow World* boxed set
The Poor Wizards Almanac I, II and III
 The "Voyages of the Princess Ark" series in *Dragon Magazine* and the "Champions of Mystara" boxed set

The Atlas sections in the Vaults of Pandius [Davania](#), [Adakkia](#), "[Extent and expansion phases of the Milenian Empire](#)" by LoZompatore and the version of this region by Marco Dalmonte: "[Megbala Kimata](#)"

[Threshhold Magazine issue #5](#) and [other articles](#) dedicated to Davania in *Threshhold Magazine*



The Sea Kingdoms

Canon does not have much to say on the vast oceans of Mystara, except for a name in the *Companion* set map and the fact that the *Hollow World* boxed set map shows several migrations passing through them. The current inhabitants of Yavdlom and the Pearl Islands certainly came from the east, and fans have supposed that the Sea Kingdoms could be inhabited by a variety of human and non human cultures. Oltec and Tanagoro descended humans, elves and aquatic races such as merrows and tritons are likely to inhabit the Sea Kingdoms, in conflict or cooperation. This would be enough to create a very original Polynesian-like fantasy setting.

Basic Campaign:

Explore the islands and the seas.

Expert Campaign:

Organize your island and open trade to other places and people.

Companion Campaign:

Lead your people to conquer multiple islands.

Master Campaign:

Create a new Empire of the seas.

Immortal Campaign:

Create a new religion, and secure the future prosperity of the region.

Main sources

The *Hollow World* boxed set

The Poor Wizards Almanac I, II and III

[Oceania](#) in the Vaults of Pandius, "[The Sea of Steam and the Farend Ocean](#)" by LoZompatore.

The [Sea Kingdoms topic](#) in The Piazza: forums.



The Seas and Undersea

This sub-setting could be considered both a racial sub-setting and a geographical one, as all the canon information we have on Mystara under the waves come from PC3: *"The Sea People"*. While the geographical setting of the supplement is limited to the Sunlit Sea around Ierendi and Minrothad in the Known World, it also contains rules to play as PCs the most important aquatic races: merrows, tritons, sea elves, sea giants, kna, kopru, nixies, shark-kins. Even if the supplement does not contain details on the seas beyond the Known World, both tritons and sea elves come from the southern seas and it is likely several populations of them and the other races exist elsewhere on Mystara.

The seas also contain other intelligent and in some cases dangerous races such as devilfish, shimmerfish dolphins, snappers, aquatic beholders, mesmers, sea hags, velya, weresharks and wereseals, waterdrakes, intelligent whales and narwhals, water elementals, sea decapus and sea dragons. Then there are also the interesting underwater races described in the *Savage Coast Monstrous Compendium*: sea hermits, jorri and omm-wa. Crabmen, an AD&D creature which is mentioned in some Mystara canon products, would also be present in some seas. This is more than enough to populate the seas of Mystara with many fantastic locations!

Basic Campaign:

Explore ruins, abysses and kelp forests under the sea.

Expert Campaign:

Organize your community or travel up to the strange dry lands.

Companion Campaign:

Lead your people to conquer the sea, or even the dry lands.

Master Campaign:

Create a new Empire of the seas.

Immortal Campaign:

Create a new religion, and secure the future prosperity of the region.

Main sources

PC3: *"The Sea People"* accessory

AC9: *"Creature Catalogue"* and *"Creature Catalogue"* (1993)

[*"Savage Coast Monstrous Compendium Appendix"*](#) (available at the Vaults of Pandius)

[Undersea](#) in the Vaults of Pandius and also ["Undersea Timeline"](#) by Aaron Nowack ["Advice for traders in the Sea of Dread"](#) by LoZompatore from *Threshold Magazine* issue #4 and also from LoZompatore: ["The Sea of Steam and the Farend Ocean"](#) and ["Settlements of the New Alphantian Sea"](#) (a what-if scenario)

["Once, In a Blue Moon: Nations of the Spindrift Sea"](#) by John Calvin from *Threshold Magazine* issue #4

In Skothar

The eastern continent did not receive much attention from canon products, except for brief descriptions of Jennite lands and Minaea. Yet the names in the Companion set map, the Hollow World boxed set map migrations and the fact than ancient Blackmoor was placed in the continent are enough to give DMs something to build on to create multiple sub-settings in Skothar.

Tangor Chain

Not much in canon about this region except for the fact that a Tanagoro migration started here in 2500 BC headed for Davania and the Sea Kingdoms. In *Threshold* issue #20 I tried to create a bit of history for this part of Mystara, imagining it originally inhabited by rakasta, gyerians and intelligent monkeys as the neshezu, then also by Tanagoro humans. The area was devastated by the Great Rain of Fire, which accordingly to the Hollow World boxed set maps completely changed the shape of the region. In 2500 BC there was a great hivebrood expansion, which forced many Tanagoro people to escape. More emigrated after 1600 BC following the great humanoid invasion of Skothar. Currently the Tangor Chain would be inhabited by a variety of races: humans of Jennite and Tanagoro descent, the mysterious culture of Zyxl, humanoids, rakasta and other races with nations inspired by east Africa and southern Asia, all dealing with the persistent menace of hivebrood

and beholders.

Basic Campaign:

Explore ancient ruins and battle the hivebrood.

Expert Campaign:

Organize your people or fight for your city, become regional heroes.

Companion Campaign:

Lead your people or city to the conquest of a nation.

Master Campaign:

Create a new Empire in the Chain.

Immortal Campaign:

Create a new religion, and secure the future prosperity of the region.



Main sources

The *Hollow World* boxed set
 The Atlas sections in the Vaults of Pandius [Skothar](#) and these versions of [Tangor](#) and [Zyxl](#) by Marco Dalmonte.
 The [Mystara Orient Page](#) (valid for all Skothar), ["History And Evolution Of Rakastas"](#) by Simone Neri and ["Ethnographic History of Mystara"](#) by Giulio Caroletti, Geoff Gander and Giampaolo Agosta also valid for the whole continent.

[Threshold Magazine issue #20](#) and [other articles](#) dedicated to Skothar in *Threshold Magazine*

Gulf of Tangor

This would have been the main centre of the Tanagoro civilization before the Great Rain of Fire, but also inhabited by Jennite populations, rakasta, lizardmen, humanoids, hivebrood and others. Cultures of the region would be inspired by the Indian subcontinent and south Asia. The Gulf would be a hub of civilization and trade, but still with a lot of dangerous jungles, savage tribes and hivebrood nests.

Basic Campaign:

Explore ancient ruins in the jungles and the mountains.

Expert Campaign:

Organize your people or fight for your town, become regional heroes.

Companion Campaign:

Lead your people or city to the conquest of a nation.

Master Campaign:

Create a new Empire in the Gulf or expand an existing one.

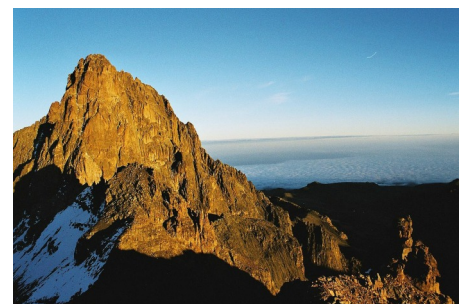
Immortal Campaign:

Create a new religion, and secure the future prosperity of the region.

Main sources

The *Hollow World* boxed set
 The Atlas sections in the Vaults of Pandius [Skothar](#) and the version of [Tangor](#) by Marco Dalmonte.

[Threshold Magazine issue #20](#) and [other articles](#) dedicated to Skothar in *Threshold Magazine*



Mountain on the sea

Minaea

A very big nation of city states, one of the few areas of Skothar partially developed by canon products. Settled by descendants of the Milenian Empire of Davania who arrived a thousand years ago, it is also inhabited by Jennite and Tanagoro humans, rakasta, minotaurs and other races. Ships of the Minaean Confederation of City States have often been in conflict with Alphatians in Bellisaria. In past issues of *Threshold*, I imagined Bellisaria was originally settled by Mileanians and then conquered by Alphatians, and therefore the competition on the island stems from a centuries long struggle between the two people. In the *Fan Almanacs* of 1017 to 1019 AC some events take place on Minaea and a Thyatian expedition reaches the region.

Basic Campaign:

Explore the wildlands around the city states or find wealth and fame in your city state.

Expert Campaign:

Become regional heroes of the city state.

Companion Campaign:

Lead your city to unify Minaea.

Master Campaign:

Take Bellisaria from the Alphatians.

Immortal Campaign:

Create a new religion, and secure the future prosperity of the region.

Main sources

The Hollow World boxed set

The Atlas sections in the *Vaults of Pandius Skothar* and the version of [Minaea](#) by Marco Dalmonte . The [Fan Almanacs](#) and the events taking place in Minaea.

[Threshold Magazine issue #20](#) and [other articles](#) dedicated to Skothar in *Threshold Magazine*



Steppes of Jen

The immense central steppe of Skothar, divided in the Master set map between Jen and the Empire of the Great Khan, would be inhabited mainly by humans of Jennite descent, humanoid, rakasta and gyerians. I imagined the Empire of the Great Khan as now dominated by a dragon emperor as the Empire of Dalung-quo, inspired by classical China as in the intention of the Mystara Oriental Project. The other nations of the region would be inspired by the cultures of Central and Western Asia.

Basic Campaign:

Explore the infinite steppes and their secrets.

Expert Campaign:

Organize your tribe to resist a powerful Empire or serve in its ranks.

Companion Campaign:

Lead your people to conquer the Imperial Capital or become the unstoppable heroes of the Empire.



Central Skothar

Master Campaign:

Conquer Skothar with your troops.

Immortal Campaign:

Create a new religion, and secure the future prosperity of the region.

Main sources

The *Hollow World* boxed set

The Atlas sections in the Vaults of Pandius [Skothar](#) and the version of [Jen](#) by Marco Dalmonte.

The [Mystara Orient Page](#) (valid for all Skothar).

[Threshold Magazine issue #20](#) and [other articles](#) dedicated to Skothar in *Threshold Magazine*



Esterhold

The best developed region of Skothar, as it was included in the *“Dawn of the Emperors”* boxed set and later also described and expanded a bit in the *Poor Wizard’s Almanacs*. Esterhold was inhabited by Jennite humans but colonized by Alphatia in 200 BC. It would also be inhabited by other races, such as rakasta, hivebrood and others, like the insect like kukarachans devised by Jeff Daly and Geoff Gander.

Basic Campaign:

Explore the wilderlands of Esterhold for the Alphatians, or search for a way to fight against them for the Esterhold natives.

Expert Campaign:

Organize your tribe to resist Alphatia or serve in its ranks.

Companion Campaign:

Lead your people to liberate Esterhold from the Alphatians or become the unstoppable heroes of the Empire.

Master Campaign:

Unify Esterhold and use it to jump to more stunning conquests.

Immortal Campaign:

Create a new religion, and secure the future prosperity of the region.

Main sources

The *“Dawn of Emperors”* boxed set
 The *Hollow World* boxed set
 The *Poor Wizard’s Almanacs I, II and III*



The Atlas sections in the *Vaults of Pandius Skothar* and the version of *Esterhold* by Marco Dalmonte. The *Fan Almanacs* and the events taking place in Esterhold.

[Threshold Magazine issue #20](#) and [other articles](#) dedicated to Skothar in *Threshold Magazine*

Tagh Mountains and Thunder Rift (Nentsun Plateau)

The central mountains of Skothar do not have a real name in canon as in the *Master set* and *Hollow World* boxed set are incongruously named Nentsun Plateau even if they are at a great distance from the Nentsun peninsula. So I would prefer to call them Tagh Mountains as they are the land inhabited by Tagh Sherkasta, introduced by the article by Bruce Heard, “*Rakasta of Mystara*”, which appeared in *Dragon Magazine* #247 (May 1998). In a recent discussion with Gravesguardian in the Thunder Rift subforum on The Piazza, I decided these mountain of Skothar could be an ideal placement for the Rift, which was officially placed in Mystara but not specifically located anywhere. The classic fantasy feel of the Rift matches well the heritage of Blackmoor, the first fantasy campaign, later placed in Skothar. There is also a Thunder Rift adventure, “*Rage of the*

Rakasta”, which has rakasta with a clearly oriental culture, as would be appropriate for the rakasta of Skothar. The region would also be inhabited by humanoids, centaurs, fairies, giants and dragonborn (which were included in *Blackmoor* 3ed and 4ed material).

Basic Campaign:

Explore the mountains, or exit the Rift to contact other people.

Expert Campaign:

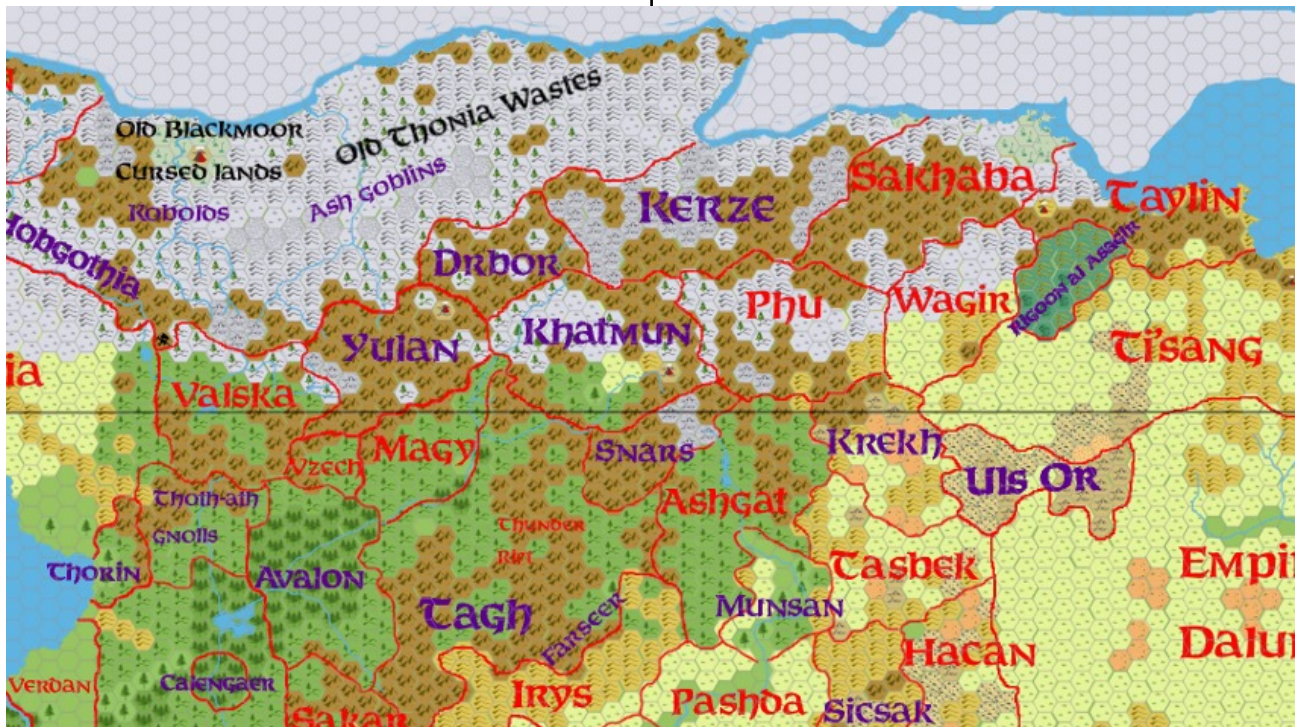
Organize your tribe or unify the Rift and bring it back to the outside world.

Companion Campaign:

Lead your people to conquest of the mountains.

Master Campaign:

Unify the many people of the mountains and create an empire.



Immortal Campaign:

Create a new religion, and secure the future prosperity of the region.

Main sources

The *Hollow World* boxed set

The *Thunder Rift* boxed set and adventures
Blackmoor 3rd and 4th edition

The Atlas sections in the Vaults of Pandius
[Skothar](#) and [Thunder Rift](#), "[History And Evolution Of Rakastas](#)" by Simone Neri and the version of [Nentsun](#) by Marco Dalmonte .

[Threshold Magazine issue #20](#) and [other articles](#) dedicated to Skothar in *Threshold Magazine*

Thonia

Thonia, or better New Thonia, was founded by refugees of the former Thonian Empire after the Great Rain of Fire. A bit of information on this land comes from the DA series of adventures, and fans have added some more. Judging by the cultures and races presented in the DA series and in later *Blackmoor* products for D&D 3rd and 4th edition, New Thonia could be inhabited by the usual races, humans, elves, halflings, dwarves and gnomes, but also by dragonborn, humanoids, fairies, gatomen, frogfolk and more. The culture would be quite cosmopolitan, as the original *Blackmoor* setting was heavily inspired by British and Celtic themes but there were also nomadic people like the Peshwa and the



Afridhi and the Thonian Empire which contained a broader European and Asian cultural inspiration. This could indeed fit quite well with the mixing of Neathar and Jennite cultures in this region of Mystara.

Basic Campaign: Explore the vast lands of Thonia or serve the Empire.

Expert Campaign:
Rise in the ranks of the Empire, explore other lands.

Companion Campaign:
Become victorious generals or famous explorers and diplomats.

Master Campaign:
Unify the many people of the mountains and create an empire.

Immortal Campaign:
Create a new religion, and secure the future prosperity of the region.

Main sources

The *Hollow World* boxed set
DA1: “*Adventures in Blackmoor*”, DA2, DA3 and DA4, and *Blackmoor* 3rd and 4th edition

The Atlas sections in the Vaults of Pandius [Skothar](#) and the version of [Thonia](#) by Marco Dalmonte.

[Threshold Magazine issue #20](#) and [other articles](#) dedicated to Skothar in *Threshold Magazine*

Old Blackmoor and Old Thonia

The region where once Blackmoor and Thonia laid before the Great Rain of Fire, a frozen unforgiving land poisoned by technomagical radiations. Inhabited only by humanoids and mutants who fight for the remnants of the once powerful Blackmoorian devices. And also the region where in recent issues of *Threshold Magazine* Brian Rubinfeld placed “Returned Blackmoor”, a dystopian tyrannical and powerful version of the latter days of the disappeared civilization.

Basic Campaign:
Explore the Wasted lands and search for the dangerous items of lost Blackmoor. Or venture from returned Blackmoor to explore the future.

Expert Campaign:
Rise in the ranks of Returned Blackmoor, explore other lands, or become a powerful tribe chief with technomagic items.

Companion Campaign:
Become victorious generals or famous explorers and diplomats.

Master Campaign:
Unify the Wasted Land and create a new Blackmoorian Empire.

Immortal Campaign:
Create a new religion, and secure the future prosperity of the region.

Main sources

The *Hollow World* boxed set
DA1: “*Adventures in Blackmoor*”, DA2, DA3 and DA4, and *Blackmoor* 3rd and 4th edition

The Atlas sections in the Vaults of Pandius [Skothar](#).

[Threshold Magazine issue #20](#) and [other articles](#) dedicated to Skothar in *Threshold Magazine*



View of Nentsun

Nentsun

This region too was just a name on the *Master* set and the *Hollow World* boxed set maps, but later Giulio Caroletti wrote quite some material for Nentsun, imagining it as a federation of different people which have managed to maintain a viable land beyond the Arctic circle thanks to old Blackmoor warming engines. The region would be inhabited by humans, humanoids, rakasta, giants, elves, cryons and other races.

Basic Campaign:

Explore the kingdoms of Nentsun and the different races which inhabit them.

Expert Campaign:

Rise in the ranks of a Nentsunian kingdom, discover ancient artifacts or travel to neighbour lands.

Companion Campaign:

Become victorious generals, famous explorers and diplomats or kings and queens.

Master Campaign:

Lead Nentsun to expansion through war or trade with other lands.

Immortal Campaign:

Create a new religion, and secure the future prosperity of the region.

Main sources

The *Hollow World* boxed set

The Atlas sections in the Vaults of Pandius Skothar <http://pandius.com/skothar.html> mostly the Chronicle of Nentsun by Giulio Caroletti and the version of [Nentsun](#) by Marco Dalmonte.

[Threshold Magazine issue #20](#) and [other articles](#) dedicated to Skothar in *Threshold Magazine*

Our exploration of Mystara sub-settings will continue in *Threshold Magazine* issue #25 with the Mystara settings below, above and inside the world, through the ages of history and in the lands inhabited by non human races.

On the lands of EREWAN



Part 2

by Hausman Santos & Leandro Abrahão
(Based on Extensive Erewan Work produced by
Harri Mäki, Micky & Robin)

Second part of the description of the lands inhabited by the Erewan elves in Glantri, see the first part in Threshold issue #23

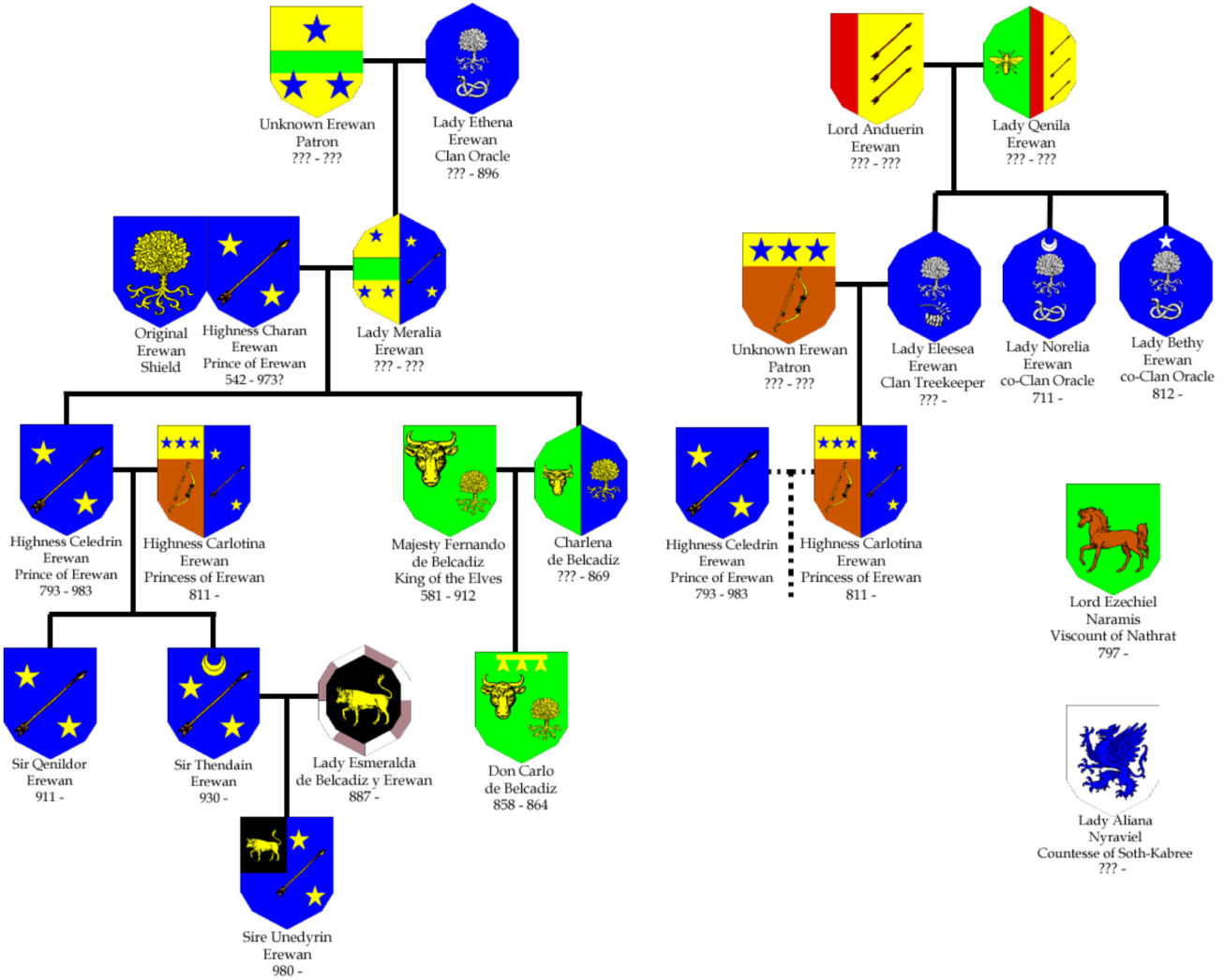
AUTHOR'S NOTE

This article includes expanded details of Erewan, elvish families and additional information beyond what was presented in the beautiful work produced by Micky and Robin in the Glantri Expansion project. It uses the heraldic structure proposed by John Calvin for Erewan¹, but expands the description of the houses and families of the Erewan clan (Ellerovyn being its main house).

¹ See John Calvin's work on "[Crests of the Clan of Ellerovyn \(1000 AC\)](#)" at the Vaults of Pandius.

This article also uses some additional contributions from Leandro Abrahão; a friend, Mystara enthusiast (who has helped me a lot in the Mystara Brazilian group "Mystara De Hausman" on Facebook here in Brazil) and a player in my campaign since 2004. We both discussed the structure and meanings of each heraldic symbol together, and Leandro was responsible for the execution of the graphic part of heraldry and coats of arms of the families and houses. The additional illustrations (like Ellerovyn) were made by me and NPC artwork was by Rafael Ramos.

Clan of Ellerowyn (1000 AC)



PERSONALITIES OF EREWAN

Erewan Nobles

Ruler: PRINCESS CARLOTINA EREWAN:

Marchioness of Ellerovyn,
Chamberlain of the Land (AC 1000 - 1004),
Commander of Carlolina's Division
(AC 1000-1005, 1007-1009),
Deputy Commander of the 4th Army Corp
and
Commander of the Glantrian 8th and 15th
Divisions (AC 1010 -)

Born AC 811, EW10 (AC 1000), EW10² (AC 1014), High Mistress of Runes, AL - Lawful

Family (House Ellerovyn)

Lady Eleesea (mother):

born AC 623, EW 10, 3rd Circle
Cryptomancer, AL - Neutral

Lady Norelia (aunt):

born AC 711, E10, 4th Circle
Cryptomancer, AL - Neutral

Lady Bethys (aunt):

born AC 812, EW11, 4th Circle
Cryptomancer, AL - Neutral

Sire Qenildor (son):

born AC 911, E9 (AC 1000), E10 Attack
Rank D (AC 1014), AL - Lawful

Sire Thendain (son):

born AC 930, E6, AL - Lawful

² According to Joshua's Almanac and Mystaran Almanac AC 1015

AC 1000 - House Voting Power:

21 at the Council, 32 at the Parliament

Allies: Lady Aliana Nyraviel (E9), Countess of Soth-Kabree; Lord Ezechiel Naramis (E9), Viscount of Nathrat

AC 1015 - House Voting Power:

17 at the Council, 35 at the Parliament

Allies³: Sire Qenildor Erewan (E10), Baron of Celedyl; Lady Iriel Newleaf (EW11), Baroness of Lantruen; Lady Laylan Ellerovyn (E9), Magistrate of Province Leynorn⁴; Lady Silvana Goriidel (EF4), Magistrate of Province Central Wendarian Range.

Noble Clanholders:

Ethrilord Bilgrammus (E10); Danelian Anduerin (E10); Bosagus Ethena (EC11); Lannis Qenila (E5); Lidair Newleaf (E4); Meraliel Meralia (E9); Seledyl Nyraviel (E10); Hanalis Naramis (E6); Menatian Amalin (EF11); Lord Denoreah (E8); Lendril Leadyl (E5); Gilaldar Ilistyl (EW12); Elariel Doenil (E7); Mirodor Teleri (E10); Ansel Widefarer (E10) - the "Torch of Aasla" (Goriidel); Thendain (E6); Qenildor Erewan (Celedyl) (E10); Rastael Wyrldore (E8).

³ Some of these "rising stars" (as Silvana Goriidel) are described in the work of Micky: "[Glantri's Free Territories AC 1000 and AC 1014](#)" on the Piazza; in particular the work on Lady Laylan in "[Central Wendarian Ranges, Free Province of](#)" by Giampaolo Agosta

⁴ Lady Laylan is the Magistrate of Province Leynorn as per "[Central Wendarian Ranges, Free Province of](#)" by Giampaolo Agosta

Lesser Nobles, Retainers & Servants in ElleroVyn:

Lord Albion Bilgrammus (E8)

- Seneschal & chief magistrate

Qenus Meralia (E6)

- Castellan & warden of arms

Valemyr Anduerin (E9)

- Captain of the Guards of Citadel.

Thelderin Denoreah (E6)

- Steward, herald & spokesperson of the princess

Lord Maeglin Ilistyl (EW10)

- Court Magist

Qenil Naramis (E4)

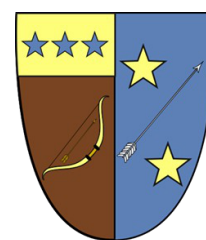
- Equerry & Master of stable boys.

Angalomë (E5) and **Eloniël** (E8) **Ethena**

- Auxiliary Treekeepers on Treelight Sanctuary.

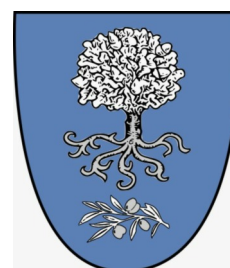
Ruling Clan (NPC Gallery)

Princess **Carlolina** has been Clan Leader since humanoid raiders killed his husband Celedrin at the early age of 190 years in AC 983 - since then, she is feeling frustrated at every turn in her dealings with Glantri's Council of Princes. She is devoted to the good rule of the Erewan elves, being brave, self-sacrificing, and highly ethical.



ELLEROVYN

Eleesea was once the most active High Treekeeper, concerning herself mainly with the planting of the trees along the Red River. Now however, she suffers from a horrible wasting disease brought on by the touch of a special heucuva summoned to the principality by Alphatian wizards during the Great War. Certain spells have slowed the disease progress, but nevertheless, it is killing her slowly.



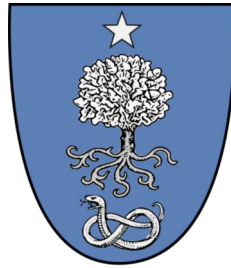
ELEESEA

Norelia Erewan is a serious-looking elven woman. Her face is pointed, with a sharp tapering nose and green eyes slightly squinted as if always in close examination. She has seriously devoted herself to being the Clan Oracle of Erewan, and her vocation has come to define her life. Norelia is strict in following the traditions, especially when they concern the duties of the Clan Oracle.



NORELIA

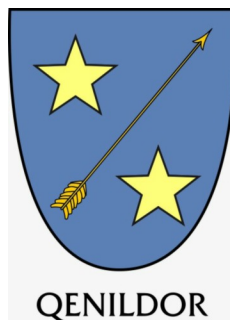
Bethys Erewan appears as a youthful elven maiden with a carefree air and often a daydreaming expression. Her light golden hair is worn loose, if not slightly disheveled, and she wears free-flowing gowns of any color of the rainbow. Bethys is gentle, kind-hearted, and eternally jovial, and her cheerful manner is quite infectious. Unlike most Erewan elves, Bethys is very friendly to outsiders, even to humans, and she keeps a broad-minded, liberal, cosmopolitan view about most things in life.



BETHYS

Bethys was born with a wondrous gift of prophecy and prediction, and her life and person has been affected by this. She is seldom worried or anxious, because she always knows how things will turn out.

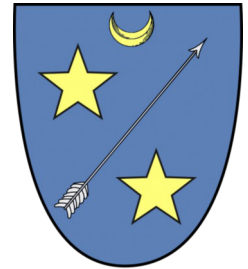
Qenildor Erewan, the elder son of Carlolina served as captain of the Huledain Camp before it was converted in the new Barony of Celedyl. Now as a baron, Qenildor is more interested in running his barony and countering the threat of the humanoid.



QENILDOR

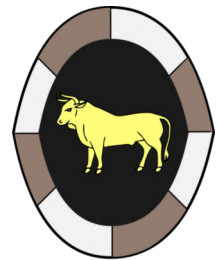
Thendain Erewan can easily be spotted in a crowd of Glantrians. It is not for his elven features, since he looks like any other fair-skinned, golden-haired Erewan elf. It is not for his noble carriage, since he comes off as too friendly to be recognized as the typical

haughty nobleman. Instead, Thendain fancies himself open-minded and cosmopolitan, breaking away from the nasty stereotype of the rustic forest-dwelling tree-loving Erewan elf.



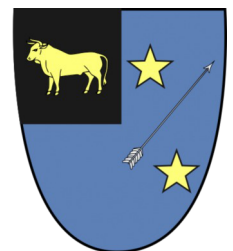
THENDAIN

Esmeralda Erewan is tall for a Belcadizan elf, but about the average size for any other elf. She is a unique mix of the dark Belcadizan features and the light-golden Erewan traits. Her most striking attributes, by far, are her eyes. Large, round, and in deep shades of emerald green, it was for them that Esmeralda was such named. Esmeralda is extremely intelligent and cunning. She knows how to use Belcadizan charms as well as Erewan subtleties, having spent much time dealing with both clans of elves. Doña Esmeralda is a mistress of political strategy and manipulation, skilled in both diplomacy and doubletalk.



ESMERALDA

Unedyrin shares no magical talent and lives in Ellerovyn. Most unfortunate of the marriage of Thendain and Esmeralda was the birth of their only son, Unedyrin Erewan, who turned out to be magically crippled.



UNEDYRIN

“Huma dei Elar”⁵

Wartime militia by Houses & Families:

In times of need, confrontation, or campaigns, houses and families can muster a considerable number of troops to defend their territory or pursue a campaign against the enemy;

Typical House & Family Company⁶

Personnel: 25 E 2nd level characters with sword, dagger, bow, and leather armor, and usually with 2 elf MU with dagger and staff

Leadership: Lord, Name Level
or Captain level 7-9

Troop Class: Good
BR 113

Elven Forester Militia

Personnel: 50 E 2nd level characters armed with spear, sword, bow and leather armor

Leadership: Captain Elf 5th level
Troop Class: Fair
BR 70

⁵ This is a famous term among the elves when they go to battle; *Huma dei Elar* means “The Greatest of Hunts” - GAZ5: “*The Elves of Alfheim*”, page 10 by Steve Perrin - TSR publishing.

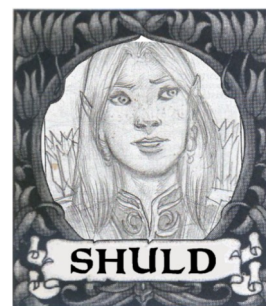
⁶ These statistics were inspired by JTR’s work on the military stats of elven houses in FGAZ: *Wendar and Northern Wildlands* series.

Sample of Elven Militia

This is an example of elven militia for use in campaigns during goblinoid incursions into Erewan (AC 1006). The Stonebows - a typical elven militia (use previous stats) of 70 elves led by young Shuld from the Thendain House. If you want to use them in a later period (such as AC1015 or more) you can set them at about levels 2-3.

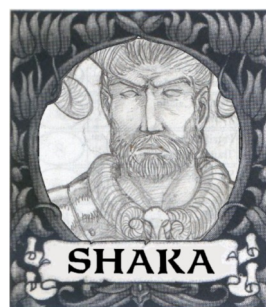
Shuld Thendain (E6)

Shuld had to learn early to lead elven militias after the death of her father Eldalon Thendain during the attacks of the Thar invasion in Erewan. Her militia (the Stonebows) have visited the border villages and helped to defend the elves against goblinoid attacks. Shuld is a strong supporter of Princess Carlolina and believes she is doing her best for her people.



Shaka - from the North (Feral Satyr 5lv)

Shaka is a Feral Satyr and comes from the magical lands of Wendar in the north. He has assumed the responsibility of accompanying and teaching Shuld since Eldalon’s death (Shaka had a real friendship with Shuld's father) since then he has been like a new father for her. Shaka has plans to visit Alfheim in the future and wants to help the elves in the magical recovery of Canolbarth.

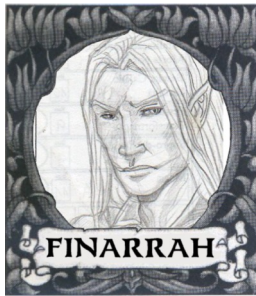


Finelin (E5)

Finelin is a Patrolman and Forester experienced with the wildlands and borders of Erewan. He joined Shuld for his sincerity and goodwill towards the elves in general. Since then he has counseled, fought, and helped to coordinate the Stonebows.

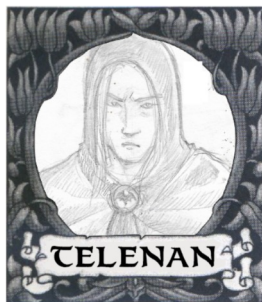
Finarrah (E4)

Finarrah has birth defects: he is an albino marked with spots on his body and face. His appearance makes him withdrawn and suspicious with friends. Thelderin adopted him as a son⁷ and that made him grow near the court in Ellerovyn. He joins Shuld's militia during the defending campaigns against the goblinoids invaders to Erewan.



Telenan (E3)

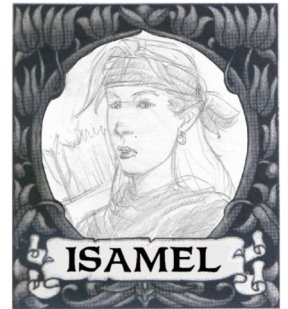
Telenan comes from the Goriidel - an elven house of wilds and forests. After losing many relatives, he joined Shuld and the Stonebows to fight and take revenge on the goblinoids. He is very suspicious and taciturn. Time made him develop a loving (and silent) affection for Shuld.



⁷ This abandoned baby and now a young elf will later discover his relationship with the shadowelves and then initiate a personal quest in search of his ancestry and genealogy.

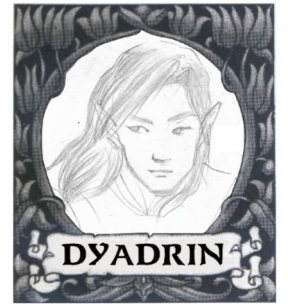
Isamel (E2)

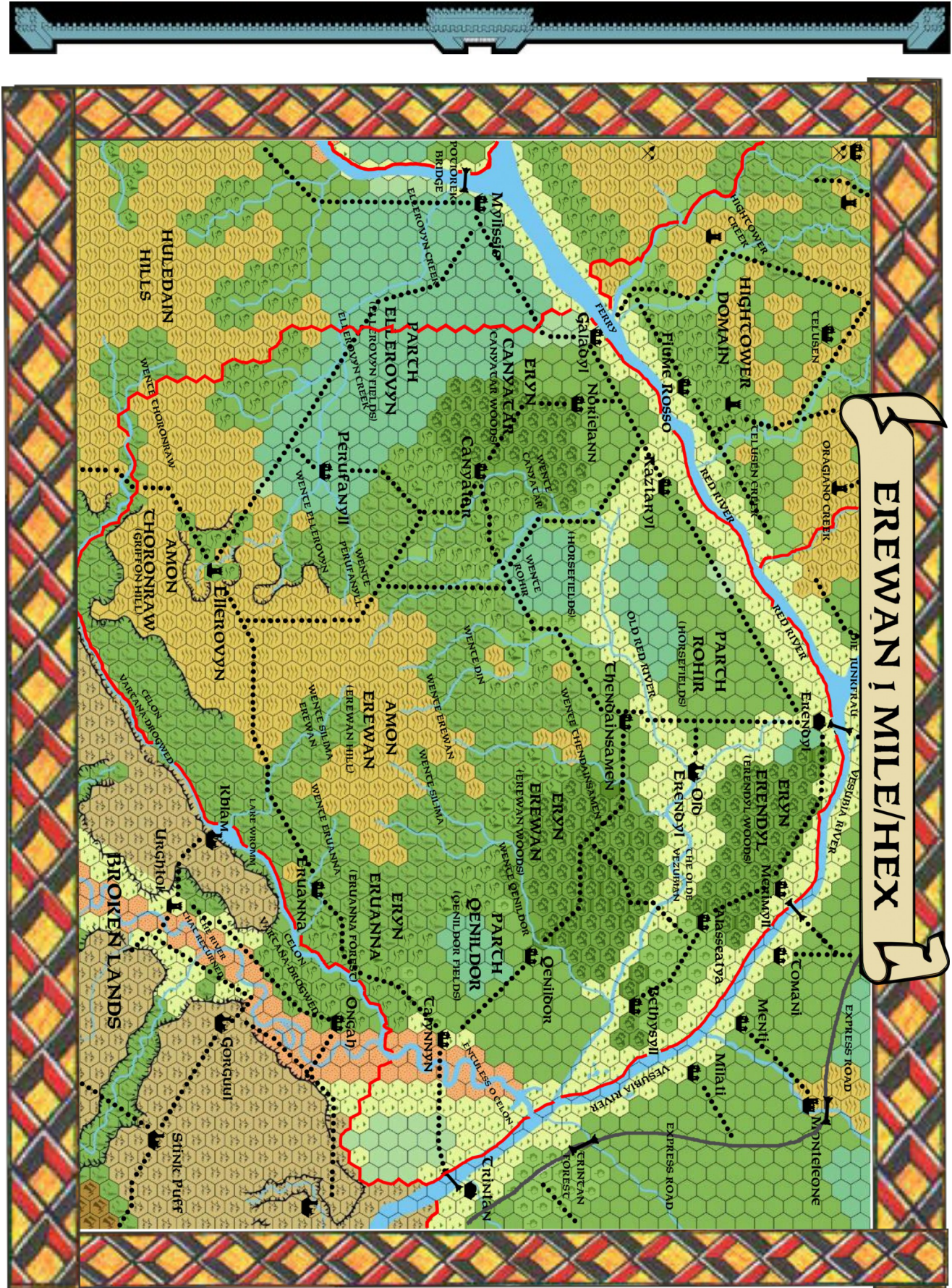
As a Teleri (a refugee elven house of Alfheim) Isamel took a long time to understand what had happened to the land of the Canolbarth. Shortly after arriving at Erewan, he was forced into the elven defense against the goblinoids - his only choice was to join Shuld's group.




Dyadrin (E2)

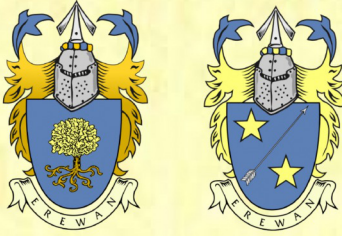
Dyadrin comes from the streets of Erendyl where he served the merchants and the Doenil and Qenila Houses. The suffering of the elves after Thar's invasion made him want to fight alongside the other elves, and Shuld's fame brought him to the Stonebows. He is extremely young for an elf, but has great stealth skills like a scout.



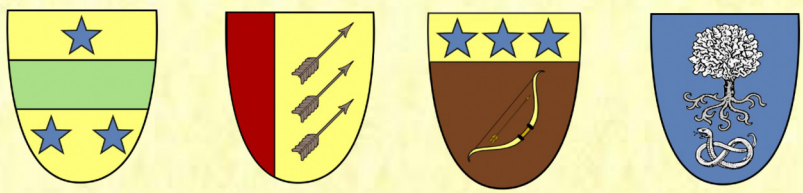




Erewan Heraldry

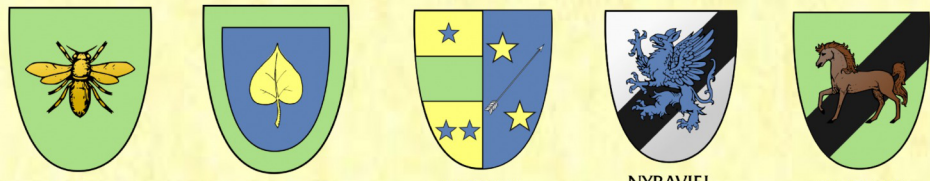


Old Erewan Houses




BILGRAMMUS ANDUERIN ELLEROVYN ETHENA

Major Erewan Houses




QENILA NEWLEAF MERALIA NYRAVIEL NARAMIS

Minor Erewan Houses



ILISTYL DOENIL AMALIN DENOREAH THENDAIN LEADYL

CHOSSUMIN DRAYROTH TELERI WYRDLORE CELEDYL GORIIDEL



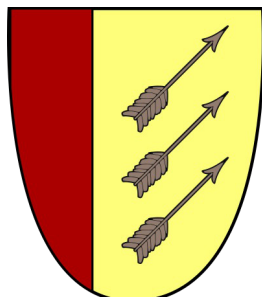
The Ancient, Major and Minor Houses of the Erewan

EREWAN HOUSES & FAMILIES

ANCIENT ONES

House Anduerin:

Strategists and tacticians, they are military nobles. They say that their origins are linked to Erendyl and Red Arrow - as architects of arms and armor. Danelian took the lead of the house after the death of his father Anduerin.



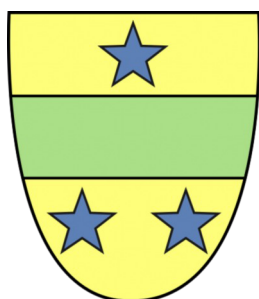
ANDUERIN

Siege - Erendyl & Merymill

Personalities - *Lord Anduerin* (deceased); *Danelian* E10 (Clanholder & brigadier army); *Swiftsword* E10 (Brigadier army); *Valemyr* E9 (Cap.guard in Ellerovyn); *Donelis* EW6 (Magist); *Quellon* E5 (Advisor).

House Bilgrammus:

One of the original major noble houses that followed Charan from Alfheim to Erewan. They are skilled bureaucrats and diplomats, mediators of noble tradition among the elves - they consider themselves the blue bloods among the Erewan.

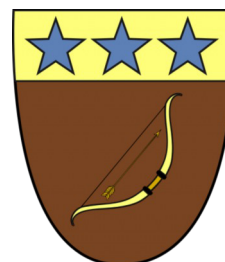


BILGRAMMUS

Siege - Erendyl & Merymill

Personalities - *Ethrilord Bilgrammus*⁸ E10 (Past diplomat in Alfheim); *Tritammis Bilgrammus* E6 (Ethrilord's consort & advisor in Erendyl); *Albion Bilgrammus* E8 (Seneschal & chief magistrate in Ellerovyn); *Mirina* E5 (Steward in Merymill & magist).

House Ellerovyn: One of the original noble houses that migrated with Charan and established bonds of matrimony. Currently this house and its derivatives (which have emerged from it) form the Ellerovyn clan and rule the Erewan in general.

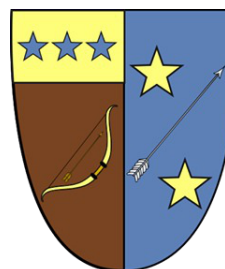


ELLEROVYN

Siege - Ellerovyn.

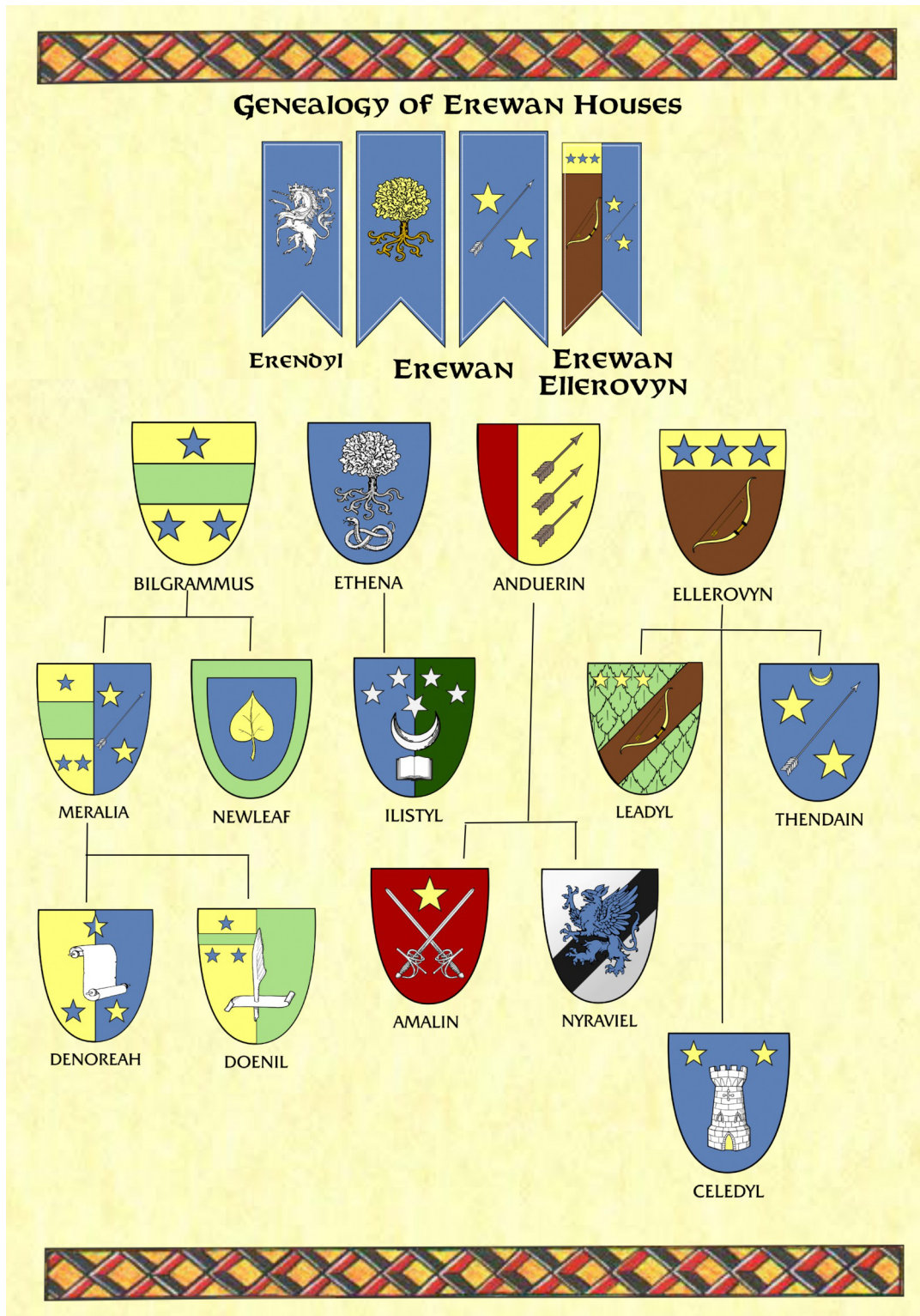
Personalities - *Carlolina*

Erewan E10 (Princess) 5th Circle Cryptomancy; *Qenildor Erewan* E10 (Baron of Celedyl); *Thendain Erewan* E6; *Lady Eleesea* E10 (High Treekeeper) 3rd Circle Cryptomancy; *Lady Norelia* E9 (Oracle) 4th Circle Cryptomancy; *Lady Bethys* E11 (Oracle) 4th Circle Cryptomancy; *Esmeralda Erewan* E9 (on Parliament) 3rd Circle Wokani; *Laylan Ellerovyn* E9 (Advisor) 1st Circle Cryptomancy (Further Magistrate of Province Leynorn); *Unedyrin Erewan* EF5



ELLEROVYN

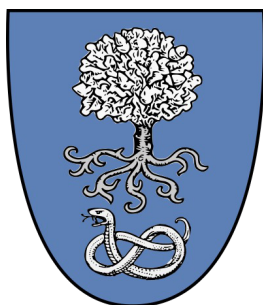
⁸ More information about Ethrilord can be found in Don Maximilian's description in GAZ5: "Elves of Alfheim" by Steve Perrin - TSR publishing.



The above diagram, shows how the most recent houses came from and where they originated. Those that are not linked to the old houses and are recent either come from outside of Erewan or have unknown origins.

Major Allied Houses

House Ethena: The sole function of this house is to care for the Tree of Life in Erewan (the main one in Ellerovyn and its daughters in Erendyl Town and in Celedyl). Bosagus Ethena is a great friend of Elessea and was also a great friend of Lady Ethena (a younger cousin). He works on the Eryn Erendyl planting on a reforestation project - mastering magical techniques from growing plants and even communicating with the trees in the forest.



ETHENA

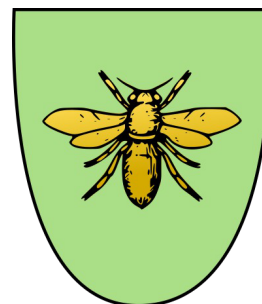
Siege - Eryn Erendyl.

Personalities - *Lady Ethena* (deceased); *Lord Bosagus Ethena* EC11 (Clanholder); *Lady Eleesea* E10 (Oracle & High Treekeeper in Ellerovyn); *Feasar* E9 (Advisor).

Adoptions⁹ - *Lady Norelia* E10 (Oracle); *Lady Bethys* E11 (Oracle); *Eloniel* E8 (Treekeeper); *Angalomë* E5 (Treekeeper); *Gwendolin* E7 (Treekeeper).

⁹ Ethena House has a tradition in the learning and training of Treekeepers for the Erewan. Just as Lady Eleesea was trained by Ethena herself, these elves were adopted by the Ethena prior to their learning and training as Treekeepers; some returned to their houses - others remained among the Ethena even while away.

House Qenila: The beginning of this house dates back to the origins of the Erewan. Its art is the trade of honey, sweets, and spices in Erendyl (in addition to the artisanal treatment of quality and flavor). They are masters of the spices (beeswax and honey) and dominate the export of their product to the whole Glantri from Erendyl. Lady Lannis Qenila has managed this trade well with the help of Shenir Qenila (merchant master) and Etheriam (who has many contacts in Belcadiz and Nyra).

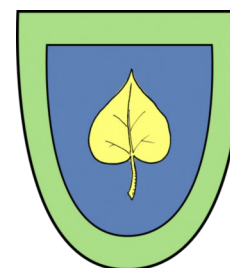


QENILA

Siege - Erendyl.

Personalities - *Lady Qenila Erewan* (deceased); *Lannis Qenila* E5 (Clanholder); *Etheriam* E4 (adopted); *Donel* E4 (Advisor); *Shenir* E6 (Spice merchant master).

House Newleaf: Essentially a house of artists and craftsmen (woodcutting, stonecutting, poetry & arts, blacksmithing) their activities are concentrated in Erendyl where they find resources for production and confection of their works - besides a demand of public and commerce to negotiate their works. This house features the most notorious artists of Erewan at the forefront of elven art (which is in music and tales represented by such as Filferin, in painting and arts by Douala, or in botany and gardening by Eldalomë).

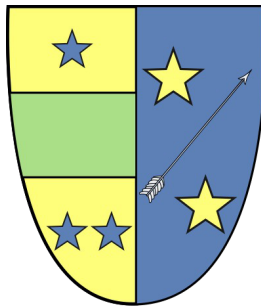


NEWLEAF

Siege - Erendyl.

Personalities - *Iriel Newleaf* EW11 (Baroness of Lantruén); *Alvar* E5 (Advisor); *Eldalomë* EW4 (Botanist in Erewan Dateless University); *Lidair Newleaf* E4 (Clanholder); *Douala* E3 (Paint artist); *Filferin* E3 (Minstrel E.L.F. member).

House Meralia: One of the old and well-established houses of the nobility; Supporters of the court of Erewan and assistants to the administration of the Bilgrammus in Erendyl. Admirers of the Leader Path and well-known philosophers and free thinkers.

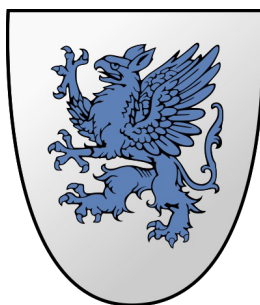


MERALIA

Siege - Erendyl.

Personalities - *Lady Meralia* (deceased); *Meralidel Meralia* E9 (Clanholder); *Syndaia* E8 (Steward in Erendyl); *Lirana* E6 (Advisor); *Qenus Meralia* E6 (Castellan in Ellerovyn); *Meralis* EW7 (Meralidel's consort).

House Nyraviel: Originated from the Anduerin, they maintained the tradition of the aerial cavalry; in South-Kabree they had griffon breeding stables. Lady Aliana possessed a modest strength of 25 winged cavalry of griffons. After her death



NYRAVIEL

and the devastation of Soth-Kabree, Carlolina continued this tradition incorporating the *Knights of Nyraviel* into the army of Erewan (1st banner "*Aliana's Pride*")



NYRAVIEL

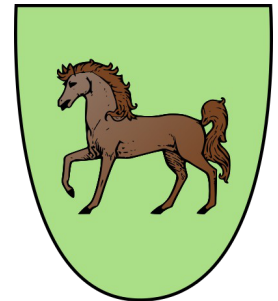
Siege - Perufanyll & Amon Thoronraw (Griffon Hills)

Personalities - *Lady Aliana Nyraviel* E9 (Countesse of South Kabree - deceased) ; *Chandor Nyraviel*¹⁰ E6 (Count of Soth Kabree - deceased); *Seledyl Nyraviel* E10 (Clanholder & Dep Commander Army); *Edesil* E3 (Equerry & stable boy); *Mealidel* E5 (Grifon Trainer); *Chanilla* E5 (Advisor in Perufanyll).

House Naramis

Exceptional horse trainers and breeders (it is the main trade of this family). They provide Erewan and Erendyl the famous elven horses readied for trade and merchant houses.

After the loss of Nathrat, the remaining Naramis stayed by the regions of Parth Rohir (Horsefields) - where they try to follow their



NARAMIS

¹⁰ There are two different options for the death of the Count of Soth Kabree Chandor Nyraviel (son of Aliana Nyraviel): Soth-Kabree was destroyed by meteor in 1006; Or, Chandor was killed during the final battles pushing Thar out of Glantri and back into the Broken Lands in early 1009. "[another week... another Glantrian project](#)" on Piazza and "[Nobility during the years](#)" on Pandius

lives along the tradition of breeding and training of horses.

Siege - Kaztaryl, Norielann & Parth Rohir (Horsefields)

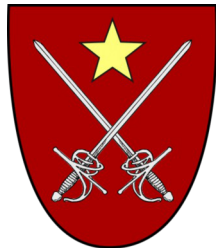


NARAMIS

Personalities - Lord Ezechiel Naramis E9 (Viscount of Nathrat - deceased); Chennes Naramis E4 (Advisor); Hanalis Naramis E6 (Clanholder); Qenil Naramis E4 (Equerry) - in Ellerovyn; Tarin Naramis E3 (Equerry) - in Celedyl; Zechariah E5 (Equerry Trainer) - in Parth Rohir .

MINOR Allied Houses

House Amalin: Fighters and swordsmen with rapiers, blades, and elven swords. Skilled trainers and warriors coming from the Anduerin tradition.

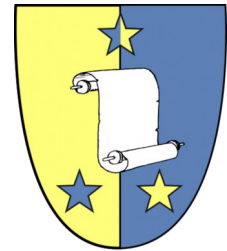


AMALIN

Siege - Canyatar & Celedyl

Personalities - Lord Menatian Amalin EF11 (Clanholder); Gwendolin Amalin E7 (Treekeeper in Celedyl); Isven Amalin E3 (Menatian's son - deceased); Cylis Amalin EF6 (Menatian's consort - swordmaster); Silversword EF/W4 (Battlemage); Rister E3 (Advisor, E.L.F. member).

House Denoreah: Scribes, scholars, and researchers. They aid the court and bureaucrats like the Meralia and Bilgrammus houses (besides the court at Ellerovyn) with their dedication to writing and elvish records.



DENOREAH

Siege - Erendyl & Thendainsamen

Personalities - Lord Denoreah E8 (Clanholder); Lady Dalena EW5 (Denoreah's consort - magist); Thelderin E6 (Steward & herald - in Ellerovyn); Niel E7 (E.L.F. member -scribe); Melissa E4 (Loremaster); Finarrab E4 (adopted - son of Thelderin).

House Leadyl: They emerged as scouts and exploiters for the Ellerovyn (who were their patrons). The proximity to the borders and dominions in the wilder regions (as in Qenildor village and Talynnyn) later



LEADYL

created a distance with the Ellerovyn. A little further on, Stacia will support elves disgusted with the constant goblinoids attacks in Erewan (circa AC 1010) and will lead them to the lands north on Glantri - but she may return later to rebuild the destroyed Soth-Kabree, see also note 11 below. The rest of the Leadyl elves remain in Erewan.

Siege - Qenildor

Personalities - Stacia E7 (Advisor)¹¹; Lendril

¹¹ Stacia was originally developed by Micky as an Alphatian. In this version she is an elf

Leadyl E5 (Clanholder); *Lenolas* E4 (Steward in Qenildor); *Lennus* E5 (Elven forester & auxiliary magistrate).

House Ilistyl: Dedicated to Elven magic, the arcane magical arts (as well as cosmology of spheres of influence) to the incantations and mystical history of the elves (the heritage of the magical schools¹² of the elves and their style of magic).



ILISTYL

Siege - Erendyl & Eryn Erendyl

Personalities - *Lord Gilaldar Ilistyl* EW12 (Clanholder); *Alindra Ilistyl* EW11 (Advisor loremaster); *Alinüe* EW7 (Instructor); *Lord Maeglin* EW10 (Court magist in Ellerovyn).

from Alheim where she had connections with Alphatia (as well as the late Thorikithus) and therefore with the house Silverston - one option would be to describe her as a Shiye. Leadyl becomes the elven house to which she was adopted (*Ceremony spell*). Unlike the version proposed by Micky, Stacia of Leadyl has not yet been involved in politics or developed domains in Barony of Leadyl (This is an idea that players or DM can develop in their campaign or become a future plotline in Erewan). Micky suggested also a support from the parliament (and even from Volospin Aedir returned) for her to return South-Kabree to power (as a noblewoman of an appropriate level) but disengaging her from the alliance with Erewan, even though she is an elf (or formally aligned with Carlolina but in secret contact with Volospin).

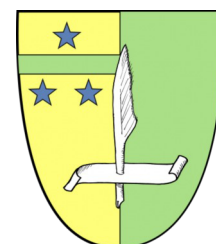
¹² To understand the difference of the spells learned by the elves, consult the elven spell list in GAZ5: "Elves of Alheim!" by Steve Perrin - TSR publishing.

House Doenil: Minor merchants and traders in Erendyl. They take the place of the commercial bureaucracy after the crisis with the shadowelves that causes the end of the Chossumin elven house.

Idrilain is adopted by the Doenil (in AC 1011-1012) after proving its non-involvement in the Chossumin crisis, and joining forces with Ellareth to strengthen and expand Doenil's economic affairs.

Siege - Erendyl

Personalities - *Lady Elariel Doenil* E7 (Clanholder); *Maiana* E5 (E.L.F. member - absent); *Ellareth* E7 (Merchant advisor); *Dyadrin* E2 (E.L.F. member & scout - stonebows militia troop); *Idrilain Chossumin* E4 (Merchant) adopted.



DOENIL

House Goriidel: Foresters and inhabitants of the wilds. Woods are the favorite spot of their campsites and villages. They don't like big cities like Erendyl or other major settlements, peoples and



GORIIDEL

not Sylvan races. The House has no organized political structure and its members tend to be dispersed. Their "leader" Ansel Widefarer (a representative of the clanholders - when called) is always moving between the villages, never stopping at a specific location (usually surrounded by followers and fans of his past achievements - from the Great War era).

Siege - Galadyl, Alasseatya, Bethysill & Merimyll.

Personalities - *Ansel Widefarer* E10 “Aasla Torch¹³” hero - (Clanholder); *Lady Silvana Goriidel* E4 (Province of Central Wendarian Range); *Finelin* E5 (Forester - stonebows militia troop); *Telenan* E3 (Stonebows militia troop).

House Wyrdlore:

The Wyrdlore are deeply involved with knowledge of Elven legends and folklore, and their stories (as guardians of the living and cultural memory of the historical mysticism of the elves) usually involve wyrds, banshees, elven legends, spiritual beliefs and etc. Rastael Wyrdlore is their main storyteller and much sought after by enthusiasts and the curious for his knowledge and experience of his times in Alfheim.



WYRDLORE

Siege - Eryn Erewan.

Personalities - *Lord Rastael Wyrdlore* E8 (Clanholder); *Radriel Wyrdlore* E3 (Advisor); *Laereth Wyrdlore* EW4 (Court Magist in Celedyl).

¹³ One of the runaway glantrians from the Alphatia prison (during the *Wrath of the Immortals* boxed set adventure) in Aasla during the great fire. Returned in Erewan, he received this adventurous epithet for surviving the fire (and being wrongly attributed as the executioner who set Aasla on fire).

The Fallen Ones

House Drayroth: No longer an elven house, they have lost their internal structure since the destruction of the old Erendyl city by the goblinoids. It was a house made up of wise women and witches that had connections with nature's spirits and strange elemental forces. A few can still be seen wandering among the woodlands (Eryn Eruanna and Eryn Erewan) practicing their mystical arts with nature - but no more assembled or organized together.



DRAYROTH

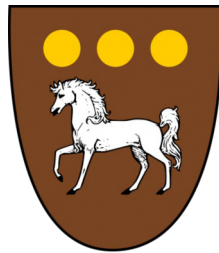
Siege - None (formerly: Eruanna & Old Erendyl).

Personalities - *Loritol Drayroth*¹⁴ (absent)¹⁵ - Dracologist of the Third Circle; *Anduithil* E6 (Old seer - in Eryn Eruanna); *Arenel* E5 (Wisewoman - in old Erendyl ruins).

¹⁴ See more about [Loritol Drayroth](#) by [Jesper Andersen](#) on Pandius

¹⁵ (DM note) “There is one last notable site to mention in the Three Fires Free Province. That is the tower of Loritol Drayroth. The tower lays just on the northern edge of the Province. However the existence of the tower is not common knowledge... or even uncommon knowledge. Those that have found it, never escaped to tell of its existence. The tower is hidden by her powerful magics. Time will tell if anyone should discover this site, and live to tell of it.” (From [“Three Fires, Free Province of”](#) by Micky)

House Chossumin: A small house originating from the Chossum clan in Alfheim (It arrived in Erewan shortly after the Exodus of Canolbarth). Unfortunately the leadership of the house (and a large part of its members) was associated with the cell of the second shadow (a shadow-spy network). Soon after AC1010 they were discovered and exposed following the incidents in Belcadiz with the Shadowelves in AC 1010-1011. It is suspected that some infiltrators have fled - magistrates (led by Albion Bilgrammus) and foresters in Erewan are investigating.



CHOSSUMIN

Siege - Erendyl & Parth Rohir .

Personalities - *Adiel Chossumin* E9 (Clanholder - deceased); *Idrilain* E4 (Merchant) Adopted by Doenil; *Lirana* E6 (Advisor - deceased); *Geldarion* E9 (deceased); *Sbalanir* (SE4*) infiltrate - deceased -member of Shadowelf cell.

Shadowelf cell* - *Elomir* (SE3), *Elorel* (SE5), *Taxtli* (SE7).

The new ONES

House Teleri: Basically an association (approximately 10%) of the Alfheim refugees reunited as a minor house (the most recently established in Erewan) inhabiting newly colonized regions and villages east of Erewan (Bethysill, Parth Qenildor & Talynn); they have representatives in Erendyl.

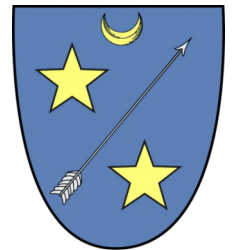


TELERI

Siege - Bethysill & Talynn.

Personalities - *Lord Mirodor*¹⁶ *Teleri* E10 (Clanholder); *Dalil Teleri* E7 (Mirodor's consort); *Nione* EW8 (Magist & Steward - in Bethysill); *Niradel* E6 (Red Arrow A. Avenger) ; *Aethyr* E4 (Chossum A. Avenger); *Isamel* E2 (Stonebows militia troop); *Aurion Teleri* E5 (Steward & herald - in Celedyl).

House Thendain: The Thendain were an attempt to hold the princess's son in charge of running an elven house and making him mature with his skills as a ruler. This attempt did not fail entirely because of his personal steward, Dirom Thendain - who took charge of all duties, and responsibilities (Thendain spends most of his time in



THENDAIN

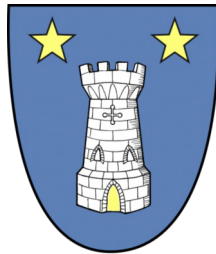
¹⁶ Unlike the version proposed by Micky, Mirodor here leads the Teleri and has not yet been involved in politics or developed domains in Barony of Rittenour (This is an idea that players or DM can develop in their campaign or become a future plotline in Erewan).

Erendyl or Glantri City at the Great School of Magic) occasionally visiting Ellerovyn.

Siege - Erendyl & Thendainsamen.

Personalities - *Thendain Erewan* E6 (Clanholder); *Esmeralda Erewan* E9 (Glantri City Parliament) 3rd Circle Wokani; *Unedyrin* EF5; *Eldalon* E4 (deceased); *Aurë Thendain* E2 (deceased); *Dirom Thendain* E5 (Steward in Erendyl); *Enadaron* E9 (Bow instructor); *Shuld Thendain* E6 (Stonebows militia troop).

House Celedyl: Celedyl is the newest addition to the Elven houses in Erewan after the conquest of Qenildor in converting the Huledain Camp into Barony of Celedyl. With this he has gathered his loyal servants, soldiers, and followers and expanded elvish influence in the region - bringing a bit more safety to the trail / road towards Ft. Fletcher to Ft. Huladain (and Celedyl). Qenildor occasionally visits the court in Ellerovyn (to see his mother) and also meets with the Erewan Army in Ft. Huladain to plan some military patrol maneuvers in the region with Knight Rafael Garcia.



CELEDYL

Siege - Celedyl.

Personalities - *Qenildor Erewan* E10 (Baron of Celedyl); *Ridril Celedyl* E4 (Castellan & warden of arms); *Aurion Teleri* E5 - (adopted) Steward & herald; *Alevar Celedyl* E5 (Captain of the guard of Ranger Celedyl) Ridril's father; *Laereth Wyrdlöre* EW4 (adopted) Court Magist; *Tarin Naramis* E3

(adopted) Equerry; *Gwendolin Amalin* E7 (adopted) Treekeeper of Celedyl.

Barony of Celedyl¹⁷

The new barony of Celedyl (pop. 250 in 1015 AC) is the southernmost of Glantri's dominions. Established on the ruins of the former Camp Huledain, its ruler Qenildor Erewan has built it into a fortified community since the days of the Great War.



This map shows the trail used by merchants and caravans from Ft Huladain to Ft Fletcher in Darokin (passing through Celedyl)

¹⁷ Extracted from Andrew Theisen's work "[The Great Crater](#)" at the Vaults of Pandius

Most of the population consists of Qenildor's army - fellow elves who joined his guerrilla war against the humanoids. As typically happens, a large support group of families and profiteers has followed the band and set up with them. Celedyl also provides a sanctuary to the halfling renegades who followed ex-sheriff Jaervosz Dustyboots to Glantri in pursuit of Ludwig von Hendriks.

Qenildor maintains close contacts with his mother, the Princess Carlolina Erewan, and his recent induction into the nobility has only strengthened their bond. They have already begun to coordinate efforts between his small army and her troops in Fort Huledain. He has also asked, and been granted permission, to have a daughter of the Erendyl Tree of Life planted in Celedyl.

Curiously enough (perhaps related to the mysterious magical growth legacy of the Blackhill people), the land around Celedyl has been quick to support vegetation. Qenildor plans to initiate a reforestation project whenever he gets the resources he needs to do so.

Notables of Celedyl

Ridril Celedyl (E4)

Castellan & warden of arms Ridril joined the Rangers of Celedyl at the time of Huledain Camp (she survived the great meteor by being absent during the fall); she is devoted to Qenildor (and, after a while, developed feelings for him) and takes her duty with Celedyl very seriously. This made her grow in



the eyes of the Baron who named her Castellan.

Aurion Teleri (E5) Steward & herald

Aurion comes from the Teleri. His past experience in Alheim City in the administrative quarter made him valuable as the chosen steward for Celedyl. Unknown to others, he has connections with the Alheim Avengers - and even accommodates some in Celedyl.

Alevar Celedyl (E5) Captain of the guards of Celedyl.

Alevar is the father of Ridril - a veteran Ranger of Celedyl (the militia formed by former soldiers of the Huledain Camp) and this makes him well respected in the eyes of the soldiers. Qenildor chose him as captain of the guard for his charisma and experience with the guards of Celedyl.

Tarin Naramis (E3) Equerry & Master of stable boys.

Tarin comes from the tradition of the home of the Naramis. She tries from time to time to convince Qenildor and the Rangers of Celedyl to mount an expedition against the giants and bargda now inhabiting the ruins of Nathrat.

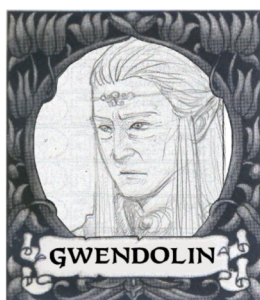
Laereth Wyrdlore (EW4) Court Magist

Laereth is a direct disciple of Maeglin and this made him to be recommended for the position of magist in Celedyl. He is still

inexperienced but voracious for knowledge - which sometimes makes him pose as a master of magic beyond what he really is or knows.

Gwendolin Amalin (E7)
Treekeeper of Celedyl.

Gwendolin is an elf of a certain age (330 years) who has good friendship with Bosagus Ethena and was appointed by Menatian (clanholder Amalin) to take care of the new Tree of life planted in Celedyl by Bethys (her guardian and representative of the sick Eleesea - High Treekeeper) who will begin to develop and present magical properties in AC 1020. Gwendolin tends to be arrogant yet optimistic.



ADVENTURE AND PLOT IDEAS

Following are a number of adventure ideas for elven characters of all levels; the adventures can be easily adapted for non elvish characters visiting Erewan (according to the needs of the DM's campaign).

Suspect in the Magic School (AC1004)

Basic Plot:

Troikithus passes himself off as an elven scholar from Karameikos who has recently immigrated to the Principality of Erewan and remains among the elves for quite some time. In truth, Troikithus is a Shiye elf well connected in several networks both in Shiye Lawr and in Blackheart, who becomes Alphatia's chosen spy in Glantri. He is investigating the secrets of the Radiance.

He suggests that PCs investigate the Great School of Magic in Glantri City. He suspects that some strange and forbidden magic is in progress there and that this may be related to the disappearance of Charan - who was chosen to be Grand Master in the past and had disappeared. Charan's was turning his attention to the subterranean depths and labyrinths and evidence can be found in the School. Troikithus' aim is to cast suspicion that some secret and powerful society (the Brotherhood of the Radiance) are manipulators who silenced Charan because he knew too much - this would throw the elves against the School of Magic and force an investigation into the secrets hidden there

(facilitating Troikithus' spying work for Alphatia).

Consequences:

PCs can follow along with Troikithus to spy on the secrets of the Great School of Magic or even explore some of its underground levels. Unfortunately the result of the adventure culminates with the discovery of Charan's activities and murder¹⁸. A consequence of these events may result in a persecution of the PCs (making them targets of the secret Brotherhood of Radiance).

Alphatian Terrorism (AC 1005)

Basic Plot:

Alphatians in Glantri release several conjured / magically built monsters that take advantage of the tumult to send several beasts and horrendous creatures into Glantri while keeping the principalities (mainly Erewan, Nouvelle Averoine, Bergdhoven and Blackhill) divided and without proper organization until Alphatia prepares the movement of his troops and fleet to the Known World.

The Alphatian tactic of indirect engagement of Glantri continues as their spies summon numerous monsters inside the nation and let them go wild.

¹⁸ The unknown truth is that Charan had his body parts weakened by radiance, becoming a zombie at the lower levels of the Great School and was eventually mistaken for some kind of evil creature and destroyed by the school's own teachers and students at the time. The subject remained undisclosed but can be casually investigated and uncovered.

Consequences:

PCs (and elves in general) must defend Erewan from the invasions of magic monsters and creatures - the list is up to the DM. The initial focus could be on the various elven villages and then on the main domains of the principality (such as Ellerovyn and Erendyl). One of the main victims of this attack was the High Treekeeper lady Eleesea who was debilitated and made permanently ill after being wounded by a magical heucuva of unknown powers.

The characters will have a long period of campaigns in defense of the territories of Erewan¹⁹.

Thar Invasion (AC 1006 - 1009)

Basic Plot:

Thar's Invasion of Glantri did not leave Erewan unscathed. Heavy losses should be described here to PCs game group. Make brutal and dramatic actions by the goblinoids invasion detailed to raid Erewan and keep the elves from intervening in the sacking of elven villages and even Erendyl. Massive raids into Erewan continue for nearly a year while Thar's legions occupy Glantrian soil.

¹⁹ "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." This description of the Alphatian incursions in Glantri (and others) can be seen in my article "[Alphaks Gallery of Villains](#)" published in *Threshold Magazine* issue #19.

Consequences:

The PCs should hear of the many elven lives lost defending their homes and the southern hills of Erewan that become no-man's land rather than the defensive bastion of Ellerovyn. The sense here is of desolation and that the whole Erewan has lost its structure and security .

**LOOKING FOR MERCENARIES
(AC 1010)**

Basic Plot:

The goblinoids continue to launch strong raids and attacks, which took their toll in lives and property, into Erewan well into AC 1010. Erewan is still frustrated with the unwillingness of the Council to help with the defense of Erewan.

Consequences:

In AC 1010²⁰, Princess Carlolina puts a formal proposal before the Council of Princes that they levy new taxes specifically for the reinforcement of Erewan, so that she can hire foreign mercenaries to bolster her armies to defend against Broken Lands .This proposed measure can help raise resources to put on contract diverse mercenary troops. PCs must join contracted reinforcements and mercenary troops from outside to help keep the goblinoids at bay until the Council at Glantri City can resolve the terms of peace with kobold leader Kol. Only after these conflicts, Erewan and Glantri can enjoy some peace.

²⁰ As you can see on PWA AC 1010 in Flaurmont 18 - "Erewan elves make Proposal".

Spies in the Shadow (AC 1011)

Basic Plot:

With the recent arrival of the Chossumin of Alfheim, a Shadowelf cell is dangerously established in Erewan. From there it tries to expand to Belcadiz (through commercial maneuvers) but is unmasked there. Etheriam Qenila brings this information (obtained from New Alvar) to Isven Amalin (son of clanholder Menatian Amalin) who attempts to unmask Adiel and Shalanir Chossumin (shadowelves) with the help of Shuld's Stonebows - and of course the PCs as allies.

Consequences:

PCs can trace the investigations and struggles in three main points: Nyra, New Alvar, and Erendyl. With the unmasked spies and evidence presented to the city council and Princess Carlolina, an investigation and trial takes place and the Chossumin house is dispossessed and exiled from Erewan - the danger of the shadowelves is now known in Erewan.

Elvish Barony (AC 1015)

Basic Plot:

A recent proposal by Qenildor Erewan, requesting a barony on the former site of Camp Huledain, is put before the Council of Princes today. After some deliberation, the measure passes, and acting Supreme Judge Malachie du Marais proclaims Qenildor the newest noble in the Principalities of Glantri. Qenildor has been staging guerrilla raids on humanoids from the ruined camp of Huledain. Qenildor's proposal for a barony is seen as a means of keeping the creatures in check, thus the passing of this measure. Once again the PCs are involved in the plot helping in establishing Qenildor in the new Barony of Celedyl.

Consequences:

Over the past few years, the small guerrilla camp has begun to grow into a fortified community, so Qenildor has a solid base on which to begin building his dominion. Additionally, this is a small coup for the Erewan elves, who have been much beleaguered since the days of the Great War.

White Wolf Outed (AC 1016)²¹

Basic Plot:

Wolves attack an elven village of Galadyl along the Red River in Glantri. Though suffering heavy losses, the village militia manages to drive off or slay most of the wolves, through a combination of arms and

²¹ See more in [Mystaran Almanac AC 1016](#) on Pandius.



elven magic. When tallying the dead afterwards, it is discovered that a number of the attacking wolves were, in fact, lycanthropes. Moreover, one of the dead lycanthropes is identified as Gerard Deguerrand, seneschal to Prince Malachie du Marais.

Consequences:

This is a plot by Dolores aka Synn to create enmity between Prince du Marais and the Erewan elves. If Princess Carlolina Erewan and her elves (the PCs) will indeed be looking for someone to blame for their latest problems, it seems du Marais has achieved yet another enemy on the Council of Princes.

Paradise Regained (AC 1017)²²

Basic Plot:

Alfheim refugees from Wendar arrive in Erewan's capital and are immediately welcomed by their elven brethren. Princess Carlolina sympathises with the refugees' cause and formally offers them sanctuary in her principality as long as they wish. In exchange for her hospitality, she asks them to help her protect her forests from the

²² See more in [Mystaran Almanac AC 1017](#) on Pandius.

dreadful lycanthropes, which are claiming many victims among her kin, and from the occasional humanoid raids.

The Erendyl immigrants from Wendar arrive also in the Barony of Celedyl. The elven outcasts have come to settle in alongside their cousins in the fledgling barony. Baron Qenildor Erewan warmly greets them and invites their leader Brendian to dine with him and discuss the future of their two peoples.

Consequences:

Qenildor is more interested in running his barony and countering the threat of the humanoids than in ruling a clan, so he and Brendian can complement one another. The PCs can accompany and assist the increased population and support them to integrate these new members to Celedyl. The Erendyl will help him greatly in his efforts.

Bounty in Celedyl (AC 1020)²³

Basic Plot:

A proposal is put forth before the Council of Princes to increase funding for the improvement of existing trails and roads from Ft. Huledain to Celedyl, and from there to Fort Fletcher (Darokin).

This is a set of political intrigue and maneuver for alliance with new allies, which PCs can play a part in assisting Qenildor or joining forces by bringing in new political allies.

²³ See more in [Mystaran Almanac AC 1017](#) on Pandius.

Consequences:

As soon as the trade route through Celedyl to Darokin is complete, Qenildor's new Barony will be well on its way to prosperity - and the PCs can be part of this.

REFERENCES

- Crests of the *Clan of Ellerovyn* (1000 AC) by John Calvin, from The Piazza (3 August 2008).
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- Robin work on "[Erewan](#)" (description and map) at the Vaults of Pandius.
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- [Mystaran Almanac AC 1015 - 1016](#) at the Vaults of Pandius.
- "[Glantri: Kingdom of Magic](#)" by M. Cook - TSR publishing.
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- GAZ3: "[Principalities of Glantri](#)" by Bruce Heard - TSR publishing.
- CM7: "[Tree of Life](#)" by Bruce Heard - TSR Publishing.
- "[The Great Crater](#)" by Andrew Theisen at the Vaults of Pandius
- "[Glantri's Free Territories AC 1000 and AC 1014](#)" by Micky on the Piazza
- Work about Lady Laylan in "[Central Wendarian Ranges, Free Province of](#)" by Thibault Sarlat, Giovanni Porpora, and Agathokles

The Dymrak Forest Region

A Gazetteer of south eastern Karameikos

Researched and compiled
with additional material
by Robin

Editorial assistance by AllanP

Some words from the Author:

This article provides extensive detail on the south eastern region of the Grand Duchy of Karameikos which includes the Rugalov Estate, the Dymrak Forest, Haven and the Eastron Road. Also located in this region is [“The Barrel”](#) inn as described in *Threshold Magazine* #23.

The 1-mile hex map of the region is derived from many canon and fanon sources which enabled me to incorporate much detail and interesting locations. Sometimes unintended marks on the source maps led me to create even more detail and new sites (like the small islands, which were initially only blotches on Sturm’s map, and are now more fully detailed on the 1-mile/hex map).

Without the fan-created material I would not have been able to produce such a detailed map of the region. I must thank Agathokles, Thorf, Chimpman and particularly Sturm (for his added information here) for their past contributions.

There is always something just beyond the border of the map urging me to make the map larger. In the approximately 100 Gazetteer-style entries, you will see some references to sites just outside the regional map’s scope. I still desire to map Karameikos completely at 1-mile/hex scale, but this will undoubtedly take some serious amounts of time and effort. The results of this endeavour will appear in my [“1 Mile Hex Mapping”](#) topic at the Piazza Forums. Detailed descriptions of other regions may appear in the forum and/or in future issues of *Threshold Magazine*.

I truly wish that you all enjoy great adventures in this region, visiting the various locations and finding the map of interest. Have Fun!

Robin

The
**DYMRAK
FOREST
REGION**

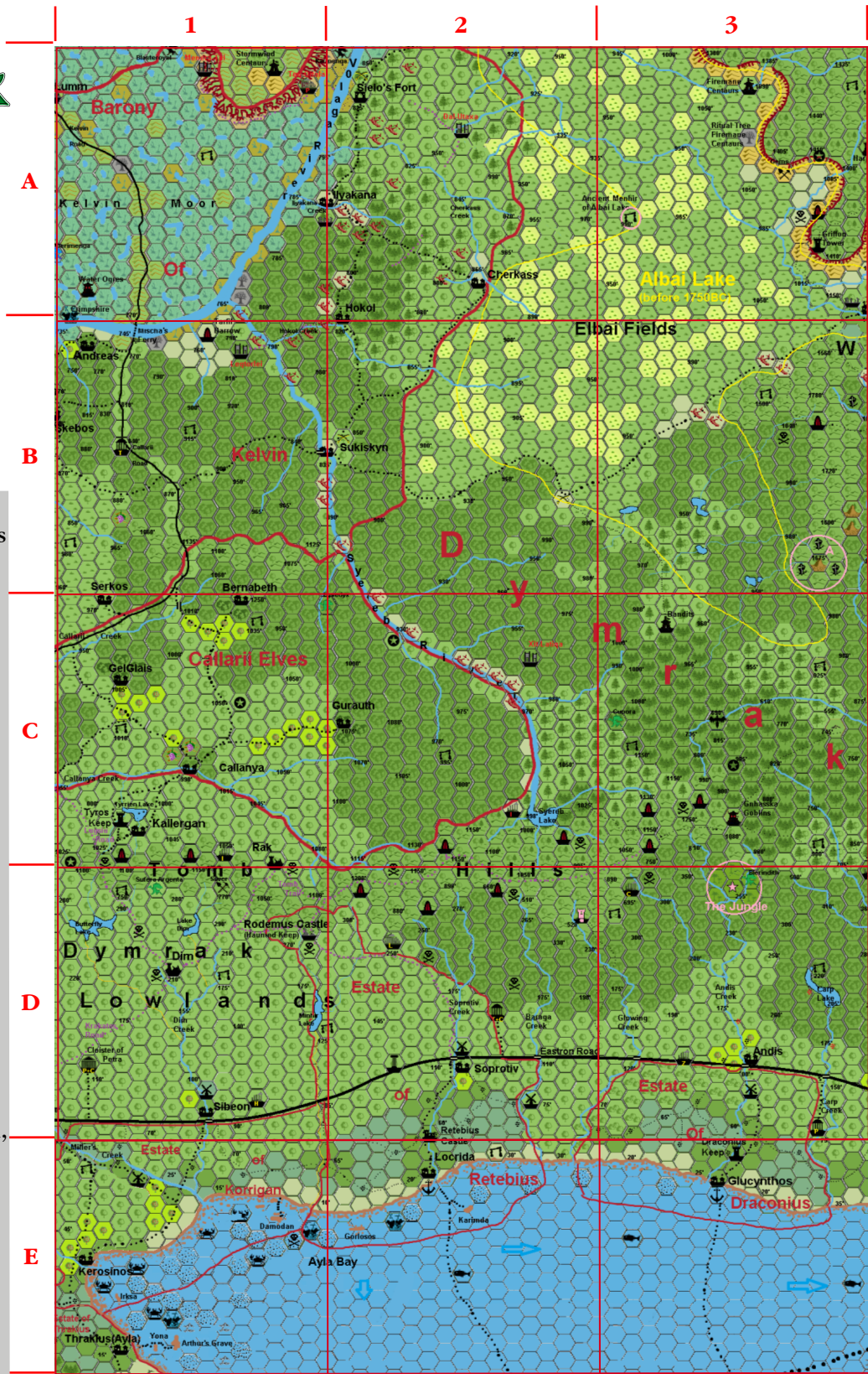
Mapped at
1-mile/hex

Most shrines, temples and cloisters in the region are of the Church of Traladara. Those sites that are ruined or still in some use have yellow or blue letters:

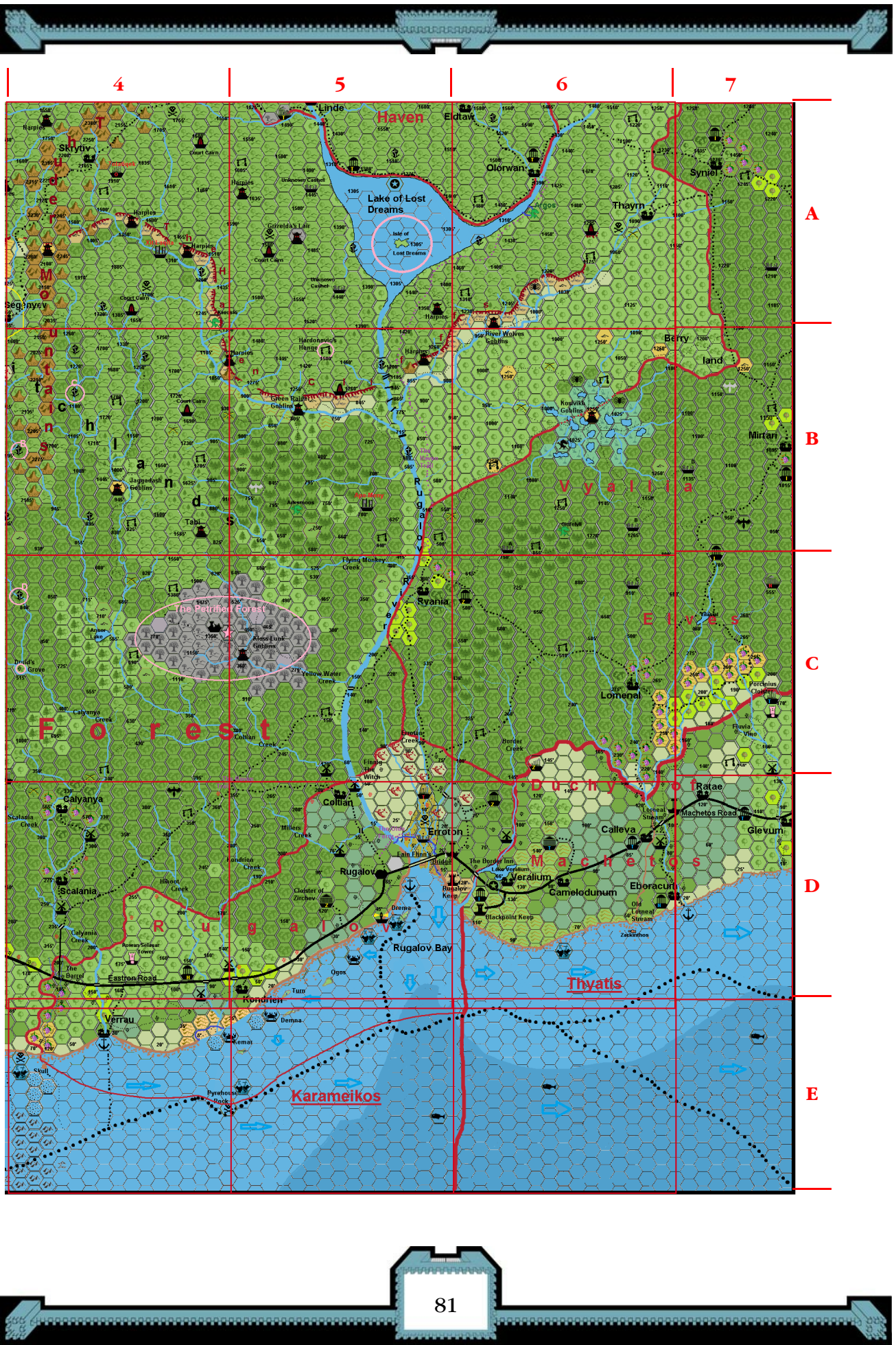
- P:** Petra,
- Z:** Zirchev,
- H:** Halav;
- T** = P + Z + H
- C:** Chardates
- I:** Isumdal
- T:** all Thyatian,
- I:** Ixion, **N:** Nyx,
- v:** Vanya,
- W:** Valerius

Disused sites which belonged to ancient cultures (Hutaakan, Gnoll, Traldar, Taymoran) have red letters:

- P:** Pflarr, **I:** Ixion,
- O:** Ordana,
- L:** Leptar, **N:** Nyx,
- T:** Traladara



The Dymrak Forest Region



GAZETTEER OF LOCATIONS ON THE DYMRAK REGIONAL MAP

This article provides information about around 100 locations that the author has marked on the 1-mile per hex Dymrak regional map. To assist readers in finding these sites amongst the map's large amount of detail, each location has a reference in square brackets after its name which relates to the large grid on the map reproduced on the preceding two pages.

These locations can be further detailed by an individual DM and can have from zero to major impact on PCs' careers depending on the DM, circumstances, PC choices, and NPC reactions to the situations they encounter. The descriptions and any suggested adventures could be used as a thread to create short, interesting exploits, which might be linked together with other adventures and canon material by a DM to make a campaign.

The lands of Men have their kings and nobles. So too does the wilderness of Karameikos have its hierarchy of lords and minions, power and intrigue.

Dating back to the Beastman Invasions and the age of King Halav, the **Dymrak Forest** has always been a haven to the evils of Karameikos. These forces are ever seeking to expand their influence north into the Kelvin Moors and beyond. At the same time, there are forces of good within the wilderness trying to forge alliances against these evils, hoping perhaps that the wilderness itself can stand against the darkness instead of depending on heroes from the so-called civilized parts of the Grand Duchy.

These conflicts go back to the ancient history of the Traladaran Lands and wars between enemies have been fought in the wilderness without civilized men even knowing about it.

- from
"The Dangers of the Dymrak Wilds"
by Håvard
(*Threshold Magazine* issue #1)

The Dymrak

Area: 90 x 36 miles
or 3,300 square miles
Days to cross: 16 days east-west
or 8 days north-south

Intelligent Inhabitants:

Up to 80,000
(Goblins, hobgoblins, wercreatures, lizardmen, troglodytes, fairies, harpies, undead, up to 50 dragons)

- from Sturm's "Unknown World Trail Map" (*Threshold Magazine* issue #13)

A, B, C, D, E (ELVEN VILLAGES)

[B6], [B6], [C6], [B7], [A7]

Source: created by the author, based on information in the "Poor Wizard's Almanacs".

Originally, these were the sites of five ground-based (without Hometrees) settlements of Vyalia elves. Over the course of many decades the villages were destroyed by goblins, or (during the time of the *Penhaligon Trilogy*) by abelaats. The goblins, who despise weak, foul elves, have left the sites totally abandoned with no intention of using them as lairs. The gold dragon, Giofelyll, often roams the ruins looking for gold and other items to add to its horde.

After 1009 AC these sites will be re-settled by refugees from Alfheim as elven villages of between 150 and 400 inhabitants in each. As a result, these sites will acquire new names (the originals having been lost in shame in ages past):

- A = **Maelidorlaimë** (*Shadow of Maelidor*),
- B = **Pinitel-eredh** (*Seed of Pinitel*),
- C = **Feadorhuorn** (*Feador's Spirit*),
- D = **Vinyalondë** (*New haven*),
- E = **Lencanorië** (*Slow Runner*).

The new names reflect the clans who have settled the old sites and also depicts their pain and hope.

As in other Elven settlements, Hometrees will soon be planted in the new villages, and these will grow rapidly under the influence of Elven magic (these will take a minimum of 2 decades to reach full size, but often several decades more). Their propagation range will be limited to a few miles at best (unlike the Canolbarth which encompassed a vast area

and had a special ancient forgotten magic enabling this).

The villages maintain intense contact with each other but have moderate contact with other settlements in the region. As elven settlements these sites follow the laws of Alfheim while acknowledging local Karameikan and Vyalia rules.

In a century's time, when Alfheim is reborn as suggested by this author¹ in "*The Fall and Rise of the Canolbarth*", these locations will be returned to nature, and will again become ruins. Uncared for, the hometrees will no longer grow and remain as they are. After a century or three they will die and often fall down. There is a chance, however, that the Callarii will take one or two of these settlements and make them their own when the Alfheim Elves have left.

ANDIS

[E3]

Source: Sturm's map.

This is the former Traladaran village of Siniv, a name meaning 'Blue' (derived from a legendary blue dragon that once lived here). In 971 AC it was settled by the Andis family of Thyatian knights and is now a mixed Traladaran/Thyatian human settlement of about 85 inhabitants. The mostly family-based population engage in occupations of farming, fishing, orchard tending, and smuggling.

The village has good contact with all other road settlements, moderate contact with off road settlements, and minor contact with

¹ See [Threshold Magazine issue #10](#) for this article

Callarii Elves and Humanoids. It has a copper grade² inn: **The Apple Crown**. Laws in the village are loosely observed. From Andis the Eastron Road runs west to “The Barrel”, 4 miles beyond which is a trail to a Shrine of Petra. In the opposite direction, the Eastron Road runs to Soprotiv (passing a ruined Shrine of Zirchev after 3.5 miles). A trail to Glucynthos leads south from Andis.

ANDREAS [B1]

Source: Sturm’s map.

This is the fief of the Andreas family of Thyatian landed knights. It is not an Estate, as Lord Kelvin does not allow smaller Estates in his domain, and thus it has no real military other than three family members and a few locals. Andreas is a Traladaran and Thyatian human settlement of about 50 mostly family-based inhabitants engaged in farming, fishing, and hunting, who also control logging transport to Kelvin.

The village has moderate contact with Kelvin and the Callarii elves, and minor contact with humanoids. There is a copper grade inn; **The Wild Beaver**. Karameikan law is strictly observed. From Andreas, trails run east to the Callarii/Kelvin Road and south-west to Skebos.

APO-MENY [B5]

Source: created by the author

A ruined Hutaakan/Taymoran village that formerly housed a community of about 200, engaged in mining and forestry. The location was discovered by some adventurers and

² See the topic [“Taverns and Inns System”](#) by the author in the Piazza forums +

local humanoids, yet never reported, and thus still lost.

BERNABETH [B1]

Source: Sturm’s map.

This village's name is a corruption of its no longer used ancient spelling, *Berbaneth*, an elvish word meaning “*Protect the beauty*”. It is a Callarii Elven Hometree and ground village of about 55 inhabitants who engage in horse farming, forestry and orchard tending. They have good contact with other Calarii Elven settlements, moderate contact with Kelvin, human settlements and local humanoids, and minor contact with mixed Elven settlements. There is a silver grade inn; **Talbor-o Nerthu** (*Standing Stone of Virtue/Manliness*). Local law is loosely followed officially, but also rarely broken. A trail leads north-west from the settlement to the Callarii/Kelvin Road and another goes south to Callanya.

BERRY LAND [B7]

Source: created by the author

This is an area of several square miles near Mirtari (Vyalia) filled with low bushes of raspberries, gooseberries, and redcurrants. The whole area is devoted to various kinds of berries. The nearby wood has blueberries, cranberries and elderberries. Vyalia Elves harvest the fruit from late summer to late autumn. From the crop they make fruit-liqueurs, which they sell in early spring in Rugalov or drink themselves as a communal drink (*1 large ceramic or dark-green glass flask has about 45 glasses, each glass has a strong taste and 1d3-1 Alcohol*

points³, valued at 5Sp/glass, or 22gp/flask).

At present taverns elsewhere do not have a high interest in this type of drink due to the great variety in its taste, but it is enjoyed by Elves and women. Although mostly traded amongst the Vyalia elves, about 40% of the drink is sold in Rugalov, Thyatis or elsewhere. No Vyalia Elf is unfamiliar with these beverages, and most enjoy them in a social context, not just getting drunk like humans...

BLACKPOINT KEEP [D6]

Source: Thyatian Map, "Dawn of the Emperors" boxed set

The Thyatian Blackpoint Keep, originally built in 310 AC is similar in military statistics to the Karameikan Rugalov Keep (see separate entry). It was intended as the seat of the Vetu family, but during the final stage of construction the lord and last member of the family perished. Since then, known simply as "The Keep", it has been used by the locals of current Verallium for a variety of chosen town rulers. Official border keep since 970AC. Soldiers currently posted here often live with their families as far away as Glevum.

As Thyatis does not expect an attack from either the Elves or Karameikos, so the soldiers are more at leisure here. A posting (usually a year in duration) to this location is certainly no punishment for a soldier, and many can farm or fish to provide well for their families and themselves. The military's role is to maintain the rules and law of

³ For more on Alcohol Points see [this post](#) at the author's blog ;

Veralium; while officially strict, enforcement is somewhat loose.

CALLANYA [C1]

Source: Sturm's map.

This is a Callarii Elven groundbased village whose name means "Our shining light". It has about 45 inhabitants who work as horse breeders/trainers and tend orchards. The village has good contact with other Callarii Elven settlements and Kallergan; moderate contact with Kelvin, human settlements and local humanoids; and minor contact with mixed Elven settlements. There is a silver grade inn; **Nésë Nórma Rocco** (*He was a strong/swift horse at running*). While adherence to law is loose, in cases of animal abuse, punishment is applied as if the animal was a person under Karameikan law. From Callanya, a trails lead north to Bernabeth, north-east to Gurauth, north-west to Gelglais, south-west to Kallergan and Tyros Keep, and west to other Callarii settlements outside of the regional map.

CALLEVA [D6]

Source: created by the author based on the "Dawn of the Emperors" boxed set.

This is a small Thyatian village of about 50 inhabitants engaged in farming and fishing the local river. The racial split is approximately 75% Thyatian, 20% Vyalia Elven, and 5% other. The villagers maintain good contact with Rugalov, and moderate contact with Vyalia Elves. Calleya stands on the Machetos Road that runs west past a Shrine of the Church of Thyatis, Camelodunum, and Veralium to Rugalov, A trail goes south from the village to Eboracum, and minor trails lead to farms, mills, and a monument. Calleva has no inn, but a silver

grade tavern: **Pontem vini arida** (*Dry Bridge of Wine*), located on the bank of old creek, for food or drink. Law observance is low.

Only a few people *might* have some knowledge of what happened here in the past, but nothing is spoken of the dramatic events. Calleya villagers and some renegade Vyalia elves worked together attempting to create a human Mitaq (Mitaq is a racial blood wine based magical drink with increased alcohol level that often grants magical abilities. Dragon, Elven, Shadow Elven and Dwarven versions are currently known to exist⁴). However, the sharing of this knowledge was forbidden by regular Vyalia, and Thyatian clergy were afraid the alcohol's availability would create havoc. This concept of inebriated wildmen with magical abilities greater than regular Berserkers was reason enough for elves from the village of Lomenal to seek help from members of the nearby Porcinus Cloister.

It is unrecorded exactly what happened around 15 Flaurmont 911AC. The only proof that something did happen is some burned records discovered in the ruins of the Porcinus Cloister detailing the concerns and cooperation with the elves of Lomenal. The results are still visible today: the burned and ruined winery, the rerouted Lorneal Stream leaving behind a red coloured sand, and the former vineyard completely destroyed and turned into farmland with only a few dead winestems remaining. The red sand attracts flies that feed on the alcohol in the sand and eventually perish here, and it is sometimes

⁴ See [this post](#) at the author's blog : for more on Mitaq. As humans have no inherent magical abilities, that version would, if ever created, only give a double strength quadruple duration Berserk effect.

used in the creation of *Insect Ward* or *Insect Swarm* spells and items.

CALYANYA

[D4]

Source: created by the author

This is a town of 214 mixed elven and human inhabitants whose occupations include forestry, hunting, river-fishing, and grape farming. They have moderate contact with Rugalov, local humanoids and elven settlements. This town houses the majority of cross-clan elven couples in the region. It as a copper grade inn: **Remmen Míl** (*Mixed Love*). Thyatian law is observed here. A trail goes south to Scalania, and minor trails lead into the Dymrak Forest.

CAMELODUNUM

[D6]

Source: created by the author based on "Dawn of the Emperors" boxed set, and on Sturm's Karamaikos History maps.

This village dates from before 1500 BC when it was named **Bios** (after a local family) and the region was part of the Lands of Traladara. Since the Thyatian takeover of Traladara in 900 AC it was renamed Camelodunum, and is now occupied by about 65 inhabitants, (approximately 65% Thyatian, 20% Vyalia Elven, 10% Traladaran, 5% other by race) who farm the local vicinity. The villagers have good contact with Rugalov, and moderate contact with Vyalia Elves. Normal Thyatian laws are followed here. Camelodunum stands on the Machetos Road which runs west to Veralium and Rugalov, and east to Calleva, Ratae, Glevum and on to Machetos. A trail leads north to a Temple of the Church of Thatis.

Camelodunum has no Inn, but a silver grade tavern **Vanya gradus est scriptor** (*Vanya's*

steps) for food or drink located on the old creek bank. This tavern has a fable associated with it and its current owner, Celenius Corpulenta now age 67.

One day as a child, Celenius was picking berries along the old creek, on the edge of the village, when he heard something strange. Down from the sky came a woman in brightly shining armor who the boy took to be the Immortal Vanya. As she stepped onto the water, it faded away with each step until the creek had disappeared. The child was totally paralyzed in awe, and although in the woman's view his presence was ignored. The woman created a horse out of thin air and rode it like a normal person away to the east. When Celenius afterwards told people of what he had seen, nobody believed him.

The memory of the magical woman remained with him, and years later as an adult he purchased the land at the spot where he had seen the appearance and built a tavern there. Celenius engaged a legendary artist to paint a fresco next to the open archway on the tavern's side where the creek once existed. Everybody here knows the tale, and although the creek has never reappeared nobody believes the story of a fat child seeing the Immortal Vanya. For why would an Immortal "kill" a creek; that is not logical? As such this story has become a fable.

Today in his old age, Celenius still fosters the memory, but no longer believes it, believing it a dream or imagination, or an elven taunt. But he still hopes he will be proven right.

Adventure suggestion:

A DM, could make an interesting religious based Thyatian adventure around this. An option is; the original creek flowed into a

nearby crevice in the rocky ground where an ancient shrine and/or artifact of Vanya and/or a gate to Vanya's Private Realm was placed. This also explains why the water was removed as it would inundate the shrine and make it inaccessible. This could be of any level even high ones, and might even be part of the Trail of Vaya to support those desiring to become Immortal. In that case the Hero(es) come from somewhere else, with one vague lead only; "*The fat child saw each step drying the water*". The painting was actually done by a guided follower of Vanya hiding some more minor hints (up to the DM).

CHERKASS

[A2]

Source: module B10.

This is a Traladaran human dun village rebuilt and expanded nearby after the events of module B10. It has about 50 inhabitants, the families engaged in logging, farming and forestry. The villagers have moderate contact with of Sukiskyn, Hokol, Sielo's Fort, Ilyakana, Cherkass, and Segenyev; and minor contact with Callarii Elves and Humanoids. Karameikan law is loosely followed but attempts are made to enforce it more strictly. There is a copper grade inn: **The Burned Log**. Trails go south to Sukiskyn and west to Ilyakana.

COLTIAN

[D5]

Source: Sturm's map.

This is a former Traladaran village named Lemapa (*Iron Forge*), that has been settled by landed knights of the Thyatian Coltian family. It has a Human/Elven population of about 100 (a racial split approximately 25% Thyatian, 55% Traladaran, 30% Vyalia Elven) who are engaged in farming, logging, river fishing, and hunting. The villagers have good

contact with Rugalov; moderate contact with RYANIA and Humanoid; and, minor contact with VYALIA ELVES. Normal Karameikan law is observed, but with attempts to enforce it more strictly. There is a copper grade inn: **Grandma's Dish** (famed for this green pea-soup). There is also a copper grade tavern for food or drinks: **The Red Mill** just outside of the village at the river's edge. A trail goes south to Rugalov, and another leads west to join the Haven Trail. There are minor trails to farms and mills.

CREEKS AND STREAMS

Source: module B10, Sturm's 3.2 mile hex map of Karameikos and calculated flow patterns based on terrain elevations

These creeks are generally between 3' to 20' wide, and 1' to 3' deep (further south or near rivers, the wider and deeper). They all have a rocky or pebble beds. There is a weak to moderate current of 5' to 10' per round, which will influence a PC's swimming speed and direction (see below). The creeks and streams are mostly used to let cut logs flow down river by adept woodsmen to Kelvin, or Specularum.

Fishing: Small fish live in these water courses⁵. There is a 1% chance with fishing⁶ (or examining an 800-yard section of the

⁵ For fish species, see pages 273-293 of [volume 2](#) of the author's unofficial compilation of previously published material describing Mystran monsters and creatures. The DM should check the chosen fish species is compatible with the climate/terrain: Karameikos, Temperate, river (not deep) and size of fish is not above regular.

⁶ See page 41 of the author's unofficial [compilation of PC skills](#) for more on fishing and equipment on page 38 of the [compilation of all D&D item/equipment](#) information by the author and Albert B.

creek) every 8 hours to catch an old object from the Taymorans, Traldar, Hutaakans or even Goblins or Gnolls who lived in this region. These items are valued at 1d10 gp to historians (found in Threshold, Kelven, Specularum, and Luln or foreign lands), and have no magic value.

Swimming is possible in water over 3' depth. Wading speed is reduced to 10% normal speed and stability is strength defendant. A strength check is needed for each foot of depth above 1' with a penalty of 1 per current speed of 1'/round above 4'/round. This means a character needs to succeed a strength check at -3 each round wading to traverse a creek the DM sets at 2' deep with a current of 7'/round resulting in a wading speed of 10% of the character's normal movement. The use of long-legged animals like horses require a check in the animal strength value (horse ST 19, direwolf 17, worg 18) when the belly hits the water (*horse at 4'+ direwolf at 3', worg at 2'*). The DM might impose an extra 1 to 3 penalty depending on the loose or uneven bedding. Falling takes no damage, yet the character gets wet, and flows with the stream at its speed downstream until a shore can be reached. To be able to stand when falling while still in the stream two strength checks are needed.

DAL-UTEXA [A2]

Source: created by author

This is a ruined Hutaakan village that once had a population of about 150 inhabitants who engaged in farming, forestry and lake fishing. It is believed that an ancient trail ran from Da-Utexa south-west to Leqtorlei and then across the Volaga River to Lumn. Another trail appears to have led north-westwards to Teq-Qitala and a temple of Pflarr (both across the Volaga) and on to

Xitaqa (from module B10 but beyond this regional map).

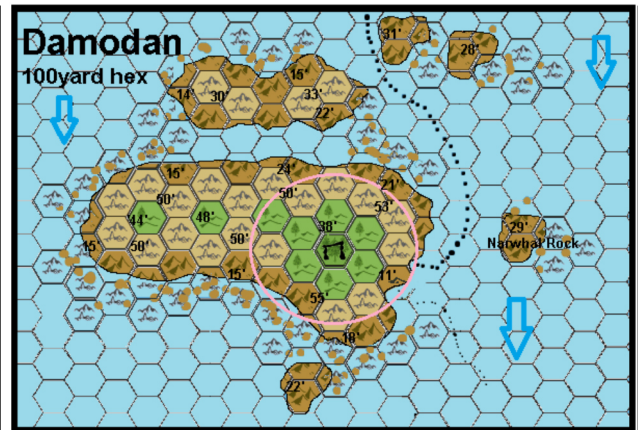
The remnants of an old boat discovered in the grasslands of the Elbai Fields have revealed the ancient maps of the region were correct showing that a Lake Albai did exist here. This shallow lake was full of sediment and was used by the ancient Hutaakans to provide fish for their diet. There is some proof that non-indigenous grain like rice might have been grown here. The lake ceased to exist between 1750 BC and 500 BC, and with that the culture, its plants and creatures died out.

DAMODAN, THE ISLAND [E2]

Source: created by the author from a blot on Sturm's map.

This island is the home of the narwhal cleric, Gullywing, who lives in a crystal cave underneath the henge on the island. The henge predates the Taymoran era and has unexpected effects. The island is only known as the site of an apparently non-magical ancient henge that has no interest to anyone. Anyone going to the island would be seen as crazy, risking their lives for some stupid stones, which have no magic.

The **Damodan Henge** enables transport to (and return from) any other henge location on Mystara. However, it must be controlled from this site by a Druid or Cleric using a specific ancient ritual (described on the stones of the henge and learned after 300 days of study) in combination with the *Commune* spell. As a result of using this spell an Immortal (usually one of the PCs' or cleric's faith) becomes aware of the character's intentions and causes the henge



activation to transport the PCs to a location and cause where they can help bring about a resolution.

Adventure suggestion:

Unknown to most, the henge has to be activated from the cave below, before it becomes *very* magical. A DM could use the island's henge as a portal to other (henge) locations on Mystara and enable adventures there, when Gullywing guides and activates the portal in the henge using the crystals in its cave. When activated, the henge's transportation effect is not noticeable from beyond the island (there is no weird sound or light other than what characters take with them), but the portal's power stretches 256 yards away from the henge in a dome shape. Any living sentient creature within the area above water will be transported to the exact same distance/position from the destination henge as they were from the departure henge. The henge can only be activated during the full moon, even functions on Days of Dread, yet has only a return option if such can be triggered in the receiving Henge (some henges might have this option, guided by Druids or Dwarven and Giant Clerics).

Dolmen, Henges and Menhirs

Dolmen, henges and menhirs are indicated by the same hex symbol on the Dymrak regional map. (Where these stones have been erected above cave systems, they are indicated on the map with merged cave and henge symbols.) Differences between these ancient constructs are described below. Rather than affecting magic directly, these monuments have a positive influence (+1 to all needed rolls) on the memorization, meditation and study of magic, nature, seasons, weather, and such subjects.

The local henges and dolmens were created by predecessors of the ancient Traldar to bury their dead (or to store their ashes in urns). The builders were probably guided by the fairy and sidhe, who, along with the elves, later made use of the beneficial magical or semi-magical effects of the stone erections.

Dolmen - there are about 20 unnamed dolmen sites in the Dymrak region. Like other Karameikan dolmen, they are between 4000 and 28,000 years old. These sites were mostly used for the burial of a single important person, rarely a family or couple, or groups of individuals (most of these were cremated and the ashes placed in urns). None of the dolmen have magical powers beyond the general described above. Such powers might be granted by the dead interred, or by an Immortal and a few might enable some contact and even communication. There are unconfirmed rumours that the bodies of Halav, Petra and Zirchev are buried under dolmen, in separate locations.

Henges in Karameikos are between 4000 and 45,000 years old. They are clearly magical and

used to call upon the power of the planet and the celestial bodies to provide direct benefit to the people, without affecting the environment. These constructs may be portals, magical amplifiers, magical alternators or have other profound effects. There are only four active henges shown on the Dymrak regional map: the Damodan Henge, Hardonovic's Henge and the two wood henges of the the Island of the Lake of Lost Dreams. There are another 13 unnamed and inactive henges in the area.

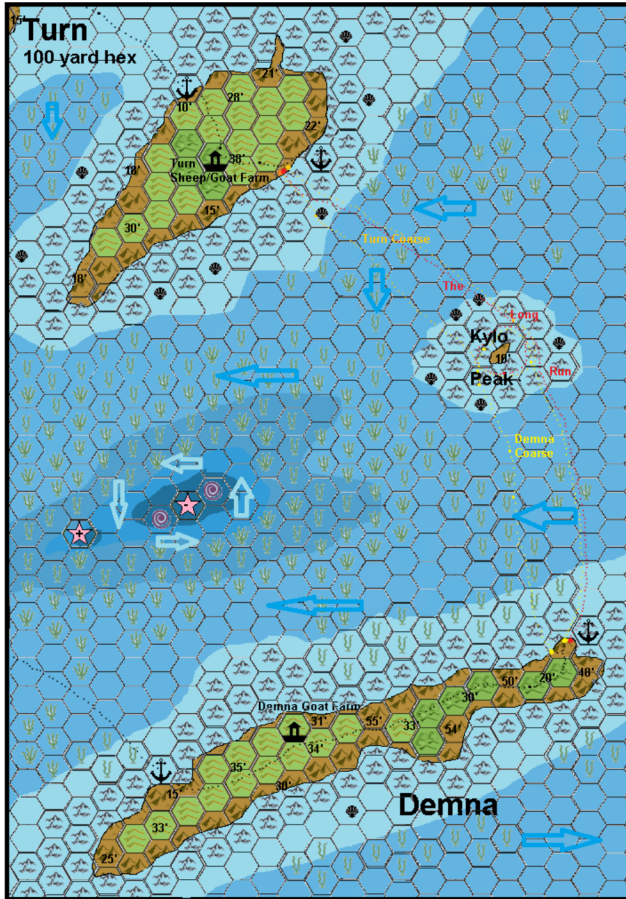
Menhirs in Karameikos are between 4000 and 35,000 years old. These were conceived and placed by sidhe and other fairy folk to create a beneficial or alteration effect on the world. These effects included fertility of the ground, changing a river's flow, calming geological activity, healing geological damage, and similar. Of the 33 mapped unnamed henge symbols, about 13 are menhirs.

The menhirs show that the ancient races of Mystara saw their world as a living entity and had a great magical expertise. Those people used these standing stones as a form of planetary "acupuncture" to release magical energy from beneath the ground. Such menhirs follow the guidelines from the author's compilation on Standing Stones† and will have one additional power determined by the DM from the table there. The menhirs in the Dymrak region mostly have only one or rarely two of the above-mentioned magical effects. The ancient Menhir of Albai Lake is a rare exception.

† see page 89 of the compilation "[Pages of Virtue](#)"; (ignore the mention of dual-class, this mistake is meant to depict a wizard OR a druid)

DEMNA AND TURN ISLANDS [E5, D5]

Source: created by the author from blots on Sturm's map.



The farmers on these islands breed many animals, which shortly after spring, midsummer and autumn need to be transported to mainland markets to be sold.

Adventure suggestion;

To overcome a monopoly by locals, the PCs are hired to transport the animals from the island to the shore and bring them to the market to be sold. This adventure seems simple, and might be, but how best to solve the transport of about a hundred animals? Some competitors might hinder the PCs in their actions. This adventure relies more on

cunning and threats than pure violence and combat, although some fistfights might well be possible, and perhaps threats with weapons. These local humans desire to live instead of dying and prefer to use the law against the PCs with guile and trickery (How to detail this, is up to the DM).

The waters around these islands and the rock known as Kylo's Peak are also the setting for the annual **Kylo's Run** event (see next page).

DIM RUINS [D1]

Source: Sturm's map, Sturm's Karamaikos History maps.

These are the ruins of one of the last towns of the Tal, the descendants of Taymorans who inhabited Traladara before the arrival of the Traldar in 1500 BC. Dim was last abandoned in 450 AC when a Traladaran king sacked it after a rebellion. Nowadays, not even the oldest Traladarans know anything about the site, It is rumored to be inhabited by undead and vampires, a rumour spread by nosferati and the Church of Nyx, who reside within the ruins and prefer to be left alone.



Kylo's RUN

Adventure suggestion:

Every year on 15 Fyrmont the best swimmers in Karameikos convene to take part in the "Run for Kylo's Peak". Start and finish points for the races are at the northern point of Demna and the mid-southern shore of Turn.

There are three courses:

- 1: From Demna to and around Kylo's Peak and back (3100 yards);,
- 2: From Turn around Kylo's Peak and back (3200 yards); and
- 3: "*The Long Run*" - from Demna, around Kylo's Peak and on to Turn (6400 yards).

It is said to be the hardest swimming contest existing on Mystara: even in summer the water is a mere 35-39° Fahrenheit in temperature, there is a strong current running across the course, and there are bull sharks in the regional waters.

To compete in this contest, characters must pay an entrance fee of 1gp, have a swimming skill, physical strength and good health (constitution). These attributes are checked by local clerics; if entrants fail these checks they are not allowed to enter the contest. Magic is not allowed, and a brightly colored shirt with a number is worn by each contestant which has a suppressing effect on any magic due to crystals woven into the shirt - removal of these is disqualification. (For more on these crystals, see Location D under "Magical & Crystal locations").

During the race, each swimmer character must do a swimming check every 500 yards,

How Constitution affects swimming:

A PC's basic swimming duration before exhaustion sets in is 1 hour per constitution point. When this time is passed, constitution checks must be made each Turn (1 Turn = 10 minutes = 60 rounds) and Constitution is reduced by 1 for each failed check.

When a character's constitution = 3, nearby boats will usually pick them out of the water. If no boat is available, a character will drown when constitution eventually hits 0 due to hypothermia and exhaustion. There is a boat following the last swimmers, picking up those who are clearly incapacitated or wounded; but every year some competitors are permanently lost. Swimmers will carry a dagger to defend themselves from the sharks, and sometimes other competitors.

and a strength check every 100-yard. If either check fails, a constitution check must be made or the swimmer falls back 100 + (10 yards per failed point) yards. If the swimming check fails with 8 or more, the swimmer suffers a 500 + (20 yards per failed point) yards setback, and temporarily (lasting 1 day) has their constitution reduced by 1, and an extra swimming skill check to prevent drowning is required.

Any attack (by shark, NPC or otherwise) requires an extra swimming skill check at -4 to prevent losing 400 yards distance. Becoming wounded might lure bull sharks*



to take a bite or more. DMs may incorporate other difficulties like sharp rocks, tangled weeds, unexpected creatures; these also require an extra swimming skill check at -2, to prevent losing 200 yards. Strength affects swimming speed: 15 yards/round (10 sec) normally +1 yard/strength adjustment.

The first contest, the Demna course, takes place in the morning, the Turn course starts about three o'clock the same afternoon, and the next day the Long Run is from early morning to late that same day. (In 1002 AC the Long Run ended three hours before midnight due to a strong current and the darkness; this was the longest run ever). The victors for each course are those who complete the distance first.

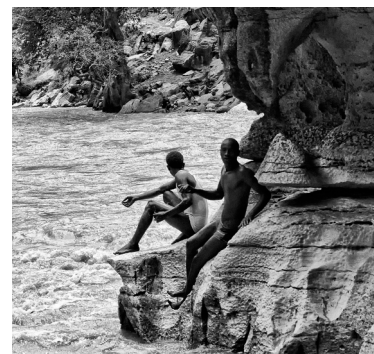
Over the last three years the winner has been **Stormguard Turen**, a 36 year old LN male Thyatian F6 soldier with a swimming skill +3, ST 16, CO 17. Traladarans yearn to retake this honour for their ancient nation. The prize for the Demna course is 100gp in pearls, for the Turn course it is

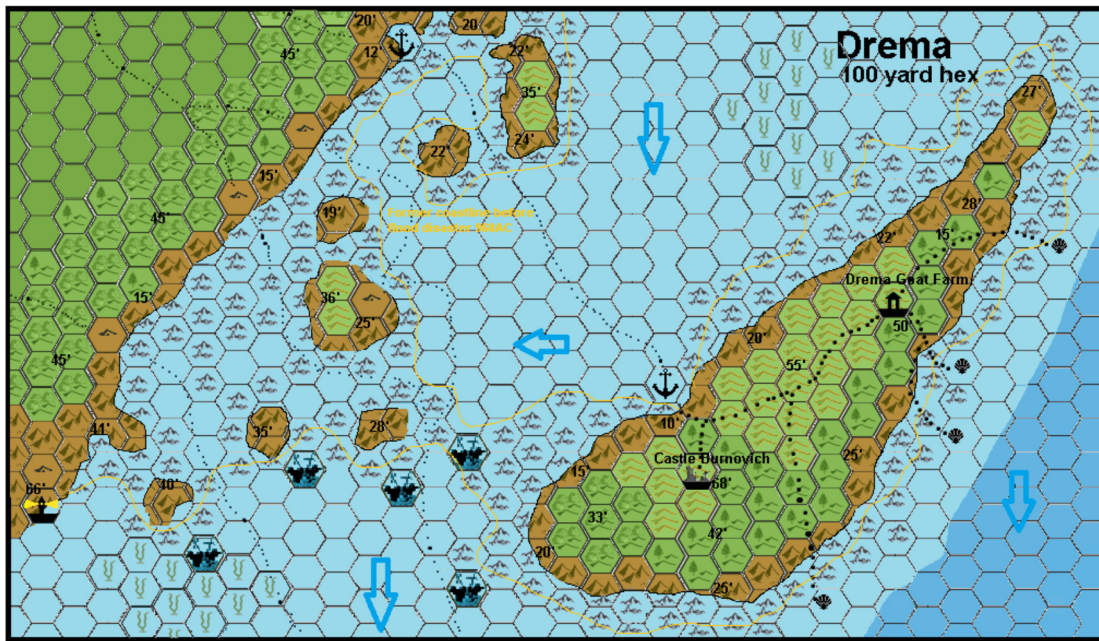
* See page 311 of the author's [compilation work](#) for bull shark statistics.

150gp in pearls, and for the Long Run it is 500gp in gold, 200gp in pearls and a winner's trophy. The second place of the Demna course is 10gp, for the Turn course it is 15gp, for the Long Run gets 25gp in gold, 25gp in pearls, and a smaller trophy. While a third place gets 10 gp, and a special medallion only on the Long Run. All entrants get a certificate recording their finishing position.

Many people visit the islands to see this event and boats to the islands charge 1 sp for Turn and 2 sp for Demna. Food stands are available at 120% normal cost on both islands. Any additional/personal following boats must have a judge cleric or healer on board and must help anybody. The persons on these boats pay nothing. The event ends the next day when those lost are ritualistic remembered and/or buried on the graveyard of Kondrien. PC's participating earn 310, 320 and 640 xp for each of the courses and once a free extra swimming slot if finishing all three courses.

Players and NPC's compete honourably and nastily with the saying: "*What happened during Kylo's Run stays at Kylo's Run*"





DREMA ISLAND

[D5]

Source created by the author from a blot on Sturm's map.

This island was originally attached to the mainland until a disastrous flood in 968 AC collapsed many of the honeycomb-like caves below ground and separates the peninsula from continent.

Ruins of Castle Burnovich

Since 942 AC the Burnovich family had been in dispute with Lords of the village Erroton, including the ancestors of the Rugalov family, in attempting to settle a fief over the region, but with the acquisition of the

Traladarn lands by Stefan Karamaikos in 970 AC any claims were lost. The Burnovich never left the island, and the Marilenev Rebellion of 971 AC also caused any support to this small castle to stop, resulting in it becoming abandoned, falling into opulent ruin echoing the grandeur of the family.

Many have perished here, and vampirism is suggested as the cause, with rumours persisting that Lord Burnovich still exists, but is locked to his island due to the flowing water that surrounds it. Other tales tell of great treasures still hidden on the island deep within the ruin. Since 970 AC however, nobody has seen Lord Burnovich or his family members and staff, and most suspect



Ruins of Castle Burnovich

they left or perished during the Marlinev Rebellion. Either way the castle is built on a series of wholly and partially inundated caves and holds the secrets of Lord Burnovich's brutal and violent rule (he thought himself as being better than mere peasants or heroes).

Only one farming family has dared to live on the island since 990 AC and they have set up a large goat farm producing cheese, meat, and goats in large quantities. Sometimes they still hear sounds in the ruins and stay away from it.

Adventure; suggestion: **Pearl Diving**

The coast of this island seems to have many locations where pearls can be found, and blue and black pearls are noted to exist here. The farmer of Drema regularly requires able divers for pearl harvesting. The pay is 100gp a week per person, more than many could wish for. He also needs guards to protect them. Use the swimming rules as suggested in the Kylo's Peak gazetteer entry to dive and search for pearls. Underwater movement is 10'/round down (+50% per 400cn load) and 20'/round up, 15'/round all other directions. A character can hold his breath as many rounds as he has constitution (or 1/3 rounded up if he is in combat/strenuous action) after which he must make drowning checks as per *RC* page 89-90.

Adventure suggestion: **Transport the Animals**

The PCs are on the island from the shore and have to gather the animals on the island and bring them to the market to be sold (this might be more difficult than expected, as pearls are also transported and sold on the market), and the people need protection. See Demna Island entry for for more details.

DRUID'S GROVE

[C4]

Source: created by the author

This is a natural magical location; it is enhanced by the Druids and Ordana, the Immortal of Nature. The entire wooded area radiates magic. Any *dispel magic* cast on the area, if successfully cast against a 32 level caster, removes only one of the following effects (Fog, Vines, Plants, or Treants) but not the entire area. Druids and several followers of Zirchev know the Treant Speech password (DM: *Takaaarr Eeriiimmm Eeloodaaaarrrrr*), that, when spoken aloud *and slowly*, makes the speaker immune to the effects in the whole area.

Fog: The area is surrounded by fog up to 100 yards thick and 80 yards high around a 1-mile perimeter of the area heavily obscuring the grove. Due to this movement is reduced to 1/3rd normal movement. To a creature immune to this effect, the fog obscures nothing and looks like soft mist, with motes of green light floating in the air.



Druid's Grove

Vines: Within the fog barrier is a 100-yard wide area filled with grasping weeds and vines, acting as an *entangle* spell. To a creature immune to this effect, the weeds and vines feel soft.

Plants: Within the central 1-mile area of the Druid's Grove, temperate (non-tropical) non-aquatic dangerous plants such as archer bush, grab grass, choke creepers and such exist⁷. These plants mostly recede into a state of rest in winter, having no interaction from half Sviftmont to half Thaumont depending on the overall temperature and moisture. These plants have been taught not to attack any human, elf or halfling wearing druid garb, or being naked. They can also be commanded to stop any attack by any druid in the area. The area is ripe with moonflowers and wolfsbane causing uncontrolled shape changing (into the weakest form) and overall fear to lycanthropes.

Treants: Within the central area 11 adult treants (Lvl 10+) live giving balance to the powers of nature present here; at least 3 of them are spellcasters themselves⁸. Spells which can be used as natural wards may also be used if needed (rarely and usually only on ritual days). Here druids learn new spells⁹. The druid Gendarim is the current steward of the area¹⁰. The Treant Gruukminaar (see Gendarim) has rooted itself in the grove, in

⁷ For details or other examples, see pages 857-943 of [volume 3](#) of the author's unofficial compilation of monsters and creatures in Mystara

⁸ As per pages 961-984 of [volume 3](#) of the author's unofficial compilation as above.

⁹ See pages 71-75 of the author's "[Pages of Virtue](#)" compilation

¹⁰ See "[Pages of Virtue](#)" pages 83-86.

deep slumber awaiting some great danger coming to the world.

Short Adventure suggestion;

PCs could be requested to go to the grove to seek help or to obtain special components.

EBORACUM [D6]

Source: created by the author based on "Dawn of the Emperors" boxed set.

Eboracum is a small Thyatian village of about 80 inhabitants, (75% Thyatian, 25% other) woi are engaged in fishing and farming. They maintain good contact with Calleva, moderate contact with others apart from Zackinthos with whom contact is minor. The village has no inn, but a tavern: **Nocte proditione** (*Betrayal in the night*) provides food or drink. Normal Thyatian law is followed here. Trails run north to Calleva, west to Shrine of Nyx of the Church of Thyatis, and south to the harbor and safe anchoring point for small vessels of up to 80 Hp in total.

ELBAI FIELDS (ALBAI LAKE) [A2/3, B2/3]

Source: module B10, and Fanon maps for the 2300 BC and 3050 BC eras.

Before the great earthquakes of 1750 BC this area was a large shallow lake clutched between the hills west of the **Thunder Mountains**, south of the **Haven hills** and north of the **Tomb Hills**. The quakes caused the north-western side of the lake to open, emptying the lake into the Volaga River. This influx of water into the river is also the reason for the increased erosion of the sides of the plateau hills of Xitaqa as per B10 (named as **Stormwind Plateau**). The removal of the pressure from the lake water

resulted in the soft bottom of the lake rising up. This caused an uneven area several feet high that kept the former lake area from becoming waterlogged again. The risen lake bottom was soon absorbed into the environment, becoming grassland preventing trees from growing in the weak ground. The steep eastern hillsides (the former shores of the lake) remained intact, while the other low sides became a grass border that gradually transitioned into forest.

In the present day the former Albai Lake is now the Elbai Fields, the grasslands depicted in module B10: *"Night's Dark Terror"*. The area is home to Firemane Centaurs, and to Loshad the Chevall with his horde of wild (or bewildered) horses. After the *Penhaligon Trilogy* the landscape is littered with the remains of the abelaats (as were the Penhaligon Hills) and is a place for anyone to collect a variety of interesting components (although most will be degraded to a 10+1d12% usage and value).

THE ANCIENT MENHIR OF ALBAI LAKE

The sidhe and fairy are believed to have placed this menhir on an outcropping of earth on what was then Albai Lake around 100,000 BC, predating the Blackmoor Era. It is assumed by Traldaran druids and mages that this ancient artifact relates to some unknown Neanderthal Immortal, attempting to save the area. The lake disappeared in the great quakes of 1750 BC, and became grassland, but the menhir still stands proud on the small edge of the former edge of the lake. A Detect Magic spell cast in the area will blind the wielder of this magic as long as the spell lasts and due to the immense magical power will subsequently render the caster colour-blind for the same length of time. The

stone is about 37' tall and approximately 9' in diameter and is decorated with a variety of sigils and symbols of bygone cultures (Hutaakan, Traldar, Taymoran, Elven, Sidhe, Gnome, Callarii elven, Hsiaou, and Neanderthal).

Some famous names are found on the menhir, including *Sap-hira Tut-Muson* (Taymoran heroine), *Fain Flinn* (from the Penhaligon Trilogy, a few decades previously), *Jobaunna Menhir* (from more recent parts of the Penhaligon Trilogy) and more recently *Adriana Karamaikos* (who was here during her Shearing, recuperating from goblin attacks).

The menhir creates a continuous Dispel Magic spell (equivalent to that of a caster of level 50) affecting an area of 100 yards in radius. No more than 1 person entering that area at the same time will become affected by its secondary power; the menhir identifies the character with the most positive alignment and highest experience over others to receive the spell effects.

This secondary magical power will neutralize any poison, cure any disease, halt dying, and heal half of all wounds (never more) after 8 hours of sleeping or resting for 8 hours within 10' of it. Any activities other than reading, eating, resting, sitting, meditating, drinking, sleeping, or light activities while sitting will stall any healing effects. As such, the spell functions like a staff of healing after the initial 8 hours.

In addition to the beneficial effects, a life-long quest will be placed on the affected character compelling them to write their name (or mark with their handprint if illiterate) somewhere on the menhir (even



climbing onto it if necessary) and protect the menhir. The character is still able to travel freely but will feel the urge to return to this location as soon as possible when the menhir is threatened. A DM may also apply additional long-term benefits as a result of the menhir's influence such as a raised Charisma in political cases, or a +2 bonus on saves in honourable combats, etc.

If an Evil or Chaotic Neutral character is subject to the menhir's secondary magic, the effect will prevent healing for another 7 days, will increase the onset of any disease or poison by 50%, combined with a forget effect wiping away the memory of the menhir and its effects, and will cause intense fear if the character ever subsequently comes within 100 yard of the menhir. No additional penalties will arise. If a character has been beneficially affected by the menhir but who later shifts their alignment to Evil or Chaotic Neutral, the intense fear and forgetting effects will still be activated.

Those previously affected by the menhir in a positive fashion and still alive will become aware when another individual joins the group quested with the menhir's protection. This group will feel content and trust to each other should they meet, while feeling discontent and distrust to those rejected.

Finnig the Witch knows of this site and previously visited it. However, she was terrified by the powerful Dispel Magic in the area and, like all other witches in the region, left without researching it further. The Dymrak witches remain curious, but do not dare to examine the location further. As a result, their main sources of information are local legends and tales told by travellers.

ELDTAW

[A6]

Source: Sturm's map,

This is a settlement originally created by the family of an elf and a dryad in the Haven region. It is a dun (palisade ring fort as per accessory *PCI*) and has a population of 188 humans, secret sidhe, elves and fairies who engage in forestry, farming and hunting. They have moderate contact with humanoids from the north and minor contact with Vyalia elves. Most contact is with other settlements in Haven.

There is a tavern: **Warry Foot** (possibly copper or silver grade). Adherence to laws appears loose but is very strict regarding the use of violence. Theft does occur here but is only treated as a crime if the stolen object is not returned (or handed over to another citizen). This is due the sidhe not understanding the principle of ownership, and usage rights.

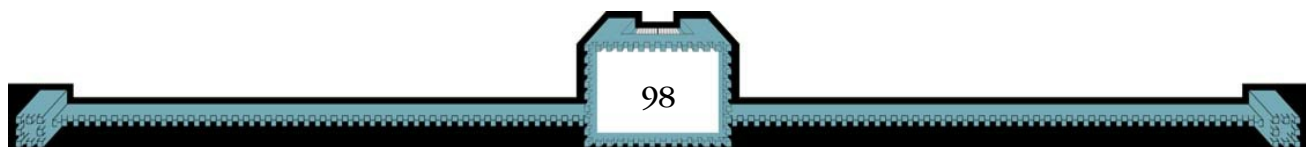
Eldtaw is known to sell small, locally harvested crystals. If exposed to it under a *Light Spell*, a moving image (no more than 1 round = 10 seconds duration) can be stored inside each crystal and can be viewed when held in front of any light until it is destroyed. These crystals weigh 2cn, are 2 to 4-inch diameter disk-shaped and fragile like glass. They cost 10gp each.

ERROTON TOWN

[D5]

Source: created by the author, Sturm's Karameikos History maps named this town wrongly by the more recent local name Rugalov (see also Rugalov)

This is an ancient ruined town that predates 1500 BC. It was home to about 400 inhabitants until it was destroyed and



abandoned in a devastating storm, flood and tidal wave in 986 AC.

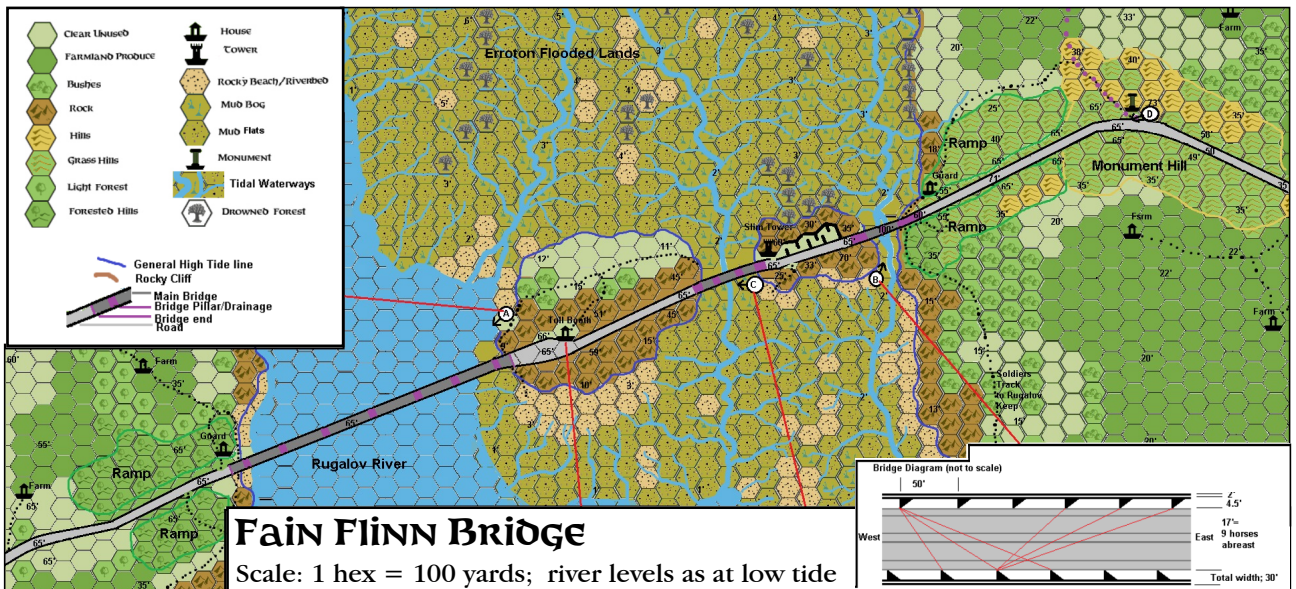
Some 35 ghouls and 3 ghosts remain in the ruins. Finning the Witch has placed wards around the site to hold the undead to this area, preventing them from travelling beyond. It might be due to this act of protection that Thyatians accept Finning, even though she is a witch.

FAIN FLINN BRIDGE [D5]
 Source: *Penbaligon Trilogy maps, and variant canon and fanon mentionings.*

This bridge is located at the mouth of the Rugalov (formerly Haven) River, just south of where the great flood disaster of 968 AC destroyed Erroton. The idea of a bridge was originally proposed in 942 AC, and further campaigned for in 970 AC by Karameikan merchants and Thyatis. It was finally constructed between 1005 and 1007 AC, and ceremonially named by the Church of Karameikos and the Traladaran Church and

named after the fallen Traladaran hero Fain Flinn (of the *Penbaligon Trilogy*). The bridge is comprised of 3 separate spans (the Rugalov Span, the Central Span, and the High Span) of varying lengths that cross the Rugalov River via two islands. All of the arches in the spans are built of grey/yellow stone (from the nearby Thunder Mountains) over a foundation of specially purchased petrified elven home trees. Except where noted, the bridge height is 65', its roadway is between 45' and 53' depending on the tide, and there are 5' railings along the span.

The roadways across the Rugalov and Central spans have 4.5' wide stone buttresses spaced 50' apart running along their sides. These projections into the highway provide cover for archers and spell casters to defend the bridge easily, while attackers have great difficulty in targeting them. The buttresses are staggered in position. The High Span does not have these internal buttresses as its steepness and height are defensive measures in their own right. The bridge highway is



nine horses abreast wide, enough to allow normal wagons from both sides to pass without problems. There is a central drain from the highway into the large pillars. The drainage system is known to be home to some bats. In extreme circumstances, the span across the Rugalov can be partially destroyed by removing stones and beams at the drainage points on the highway and applying a Fireball and/or heavy load.

From Rugalov Village on the western side of the river, the Easton Road connects to a ramped highway with 1' high railings that rises to the first bridge span. There are trees on either side of the ramp which provide some defence. A guard house manned by 2 guards stands just north of the point where the ramp meets the Rugalov Span. In the event of situations like accidents or attacks, the guards evacuate the bridge and close it with a chain running across from their station.

The 1425-yard long Rugalov Span has 6 arches that cross the river from the Rugalov Ramp to Toll Island. The island is a large, steep-sided rock with some grass at its base. The roadway continues across the island with 1' high railings on either side. At the widest part of the roadway there is a small toll house where travellers pay the crossing fee. The toll is 1sp per wheel and foot (individuals, riding and draft animals); children, and non-draft animals are free. Flying over or close by the bridge can result in a fine of 5 gp if caught later. The toll house (which incorporates a 20' high watchtower is manned day and night by shifts of 4 guards and a toll keeper.

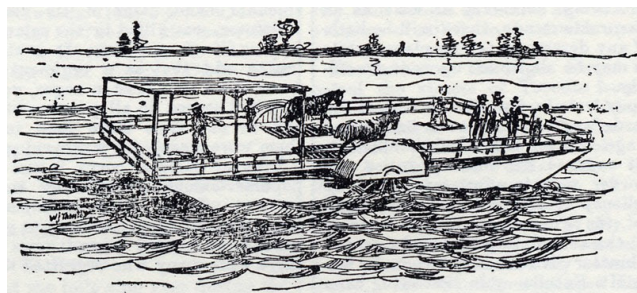
From Toll Island, the 3 arches of the 300-yard long Central Span cross tidal mud flows

to Slim Tower Island. The main roadway, with 1' high railings, continues across this large steep-sided rock to connect with the High Span. A slim tower, 18' wide at the base and tapering to 12' at its 60' high top, has a clear view of the whole bridge and road from Rugalov Village in the west to Rugalov Keepover to the south-east. The tower contains 3 Continual Light gems: a white gem for normal use, a yellow gem to indicate minor problems have arisen on the bridge, and a red gem to alert when major problems arise.

The two arches of the High Span carry its 194-yard long roadway from Slim Tower Island across tidal mudflows to the eastern side of the river where a ramped section of highway leads down to the Machetos Road. The higher of the two arches rises to 100' (between 78' and 85' above the river depending on the tide). 4' high railings are on both sides of the roadway.

At the High Span's eastern end, it connects with the Elven Ramp that gradually descends to about 20' near Monument Hill beyond which it joins the Machetos Road. Like the Rugalov Ramp across the river, there is a manned guard house at the river side end with facilities to close the bridge if required. The sides of the ramp are barren or grass-covered, without trees. There are 1' to 2' high railings.

Until the bridge was finished there was a large ferry 2 miles further upriver built by local Gnomes in 920 AC; and powered by horses. It was secured by a chain from each shore to prevent it from being swept downstream. The ferry had capacity for three average wagons, 20 people and 12 horses (or



56 people). The ferryboat remains today, although it is no longer used and the horses graze in the nearby fields. Its toll was equal to that of the current bridge.

FIREMANE CENTAURS [A3]

Source: Sturm's map, created by Havard in "Centaur of Karameikos"

These creatures are fierce and hostile to human encroachment on their lands. The centaurs roam the Elbai Fields and nearby hills. They have a ritual oak Tribal Tree, that has been dead for over 300 years due to a lightning strike. Although having lost its bark, the tree still stands, decorated with generations of braided centaur hair and colored ribbons. The lightning bolt that hit the tree enchanted the Firemane Clan spear, that acts as a *Magic Missile*. The spear always returns to the current Clan leader within 1 round.

At the Tribal Tree, marriages, name-giving and the awarding of ranks are heralded, and the recent or famed dead are remembered (a funeral pyre for burning their remains is nearby). The greatest number of deaths in recent times was during the abelaat attacks. These diminished the tribe to only 46 centaurs (Lvl 1-6), of which 13 are adult males (Lvl 3-6). The current Clan Leader is unknown but is always the oldest and most experienced centaur of the clan.

The centaurs follow their own law system, with minimal acknowledgement of Karameikan principles.

FORDS IN RIVERS & CREEKS

Source: created by the author based on trails canon and fanon, and general wild west travellers information.

Example locations on the regional map are: Old Haven Trail south of Olordwan, the trail from Syniel to Olordwan, south of Linde. These are shallow passages across the river which can be used by wagons and horses. The water is 1d3' deep under normal circumstances but may rise an extra 1d3' as the result of heavy rain/thunderstorms or in the first month after winter when the snow starts melting.

To cross with a wagon, the driver needs to make a driving check penalized by 1 for each horse. Wagon floors are generally 3' above the ground. If the water is deeper the DM may impose an extra driving penalty and mishap. Wagons stuck in the river due to a mishap will eventually suffer more damage and break apart flowing downstream.

Fording creeks is done similarly but has a standard mishap chance due to rocks and uneven riverbeds. Fords on rivers are 100 feet to 300 yards wide, and creeks up to 50' wide. For more information read the *Creeks and Streams* entry above.

GELGLAIS [C3]

Source: Sturm's map.

This is a Callarii Elven Hometree and ground village whose name means "*Blessed joy*". It has a population of about 75 who are

engaged in raising horses, forestry and orchard tending. There is good contact with other Callarii Elven settlements; moderate contact with Kelvin, human settlements and local humanoids; and minor contact with mixed Elven settlements. There is a silver grade inn: **Orva-yë Olombo** (*Apple and Horse*) in the village. Law is loosely observed with some attempts to apply it more strictly.

GLEVUM [D6]

Source: created by the author based on "Dawn of the Emperors" boxed set, and on Sturm's Karameikos History maps.

This was originally a small Traladaran village dating from before 1500 BC when it was named **Kuoi** after a local family. Since the Thyatian takeover of Traladara in 900 AC it has been renamed Glevum and expanded to almost become a town now occupied by about 280 inhabitants (70% Thyatian, 5% Traladaran, 25% other). The population has good contact with Mchetos; moderate contact with Calleva and Ratae; and minor contact with Vyalia Elves. Normal Thyatian laws are followed with some attempts to be stricter.

Glevum has a silver grade inn: **Virtus libratum est** (*Virtue is balanced*), and two copper grade taverns: **Fortitudo in glacio** (*Strength lies in the sword*), and **Motis Nulla Trahunt Digtis** (*Nimble fingers*). The town is on the Mchetos Road which runs west to Ratae, Calleva, Camelodunum, Veralium, and on to Karameikos. To the east, the road goes on to Mchetos. There are minor trails from Glevum to local farms and north to the Porcinus Cloister of Church of Thyatis.

GLUCYNTHOS [E3]

Source: Sturm's map, from "Karameikos, Noble Families" by Simone Neri, Sturm's Karameikos History maps.

Glucythos is an ancient Traladaran village, that, prior to 1500 BC, was known as Retos. It was renamed in 964 AC when the Thyatian Draconius family of landed knights became rulers of the village and made it part of the Draconius Estate, building their Keep nearby. The Draconius family descends from the famous General, Vanyarine, and has family connections with the Lutescu of Rugalov, as the current ruler Bessarion Draconius was married to Anya Lutescu, who died in 988 AC.

The village has about 180 inhabitants with the families engaged in farming, fishing and smuggling. It has good contact with Andis, and minor contact with Calarii Elves, humanoids, sea folk, and merchant vessels. There is a copper grade inn: **The Eel and Shark**. The inhabitants follow the laws of the land very strictly.

Glucythos is on a trail that runs south from Andis; and minor trails go east and west to local farms. To the south of the village there is a harbor which is a safe anchoring point for small vessels of up to 210 Hull points in total and allows access to shipping routes on the ocean.

GORLOSOS ISLAND AND ITS ANCIENT RUINS [E2]

Source: created by the author from a blot on Sturm's map.

This area was originally a town high up in the hills of Taymora. When the disaster of 1750 BC struck and destroyed the southern part of the continent, it also affected many of the northern



mountains and hills, including the town of Gorlosos (Taymoran for “*The anointed*”).

Much of the town was devastated although several sections remained reasonably intact. These remains can be found toppled and damaged on the rocky cliffs and below the water surrounding the island that was once the town’s hillside site. Hieroglyphs found on some of these remains have enabled scholars to determine the name of the region

Who knows what could be found on and around this island? (It is a suitable location for the adventure “*Ruins of the Taymoran*” from PC3).

GRIFFON TOWER [A3]

Source: Sturm’s adjusted map of Agathokles’ map.

On the hills north-east of the Elbai Fields, close to Segenyev, is a small keep, It was built in 990 AC by the Order of the Griffon to guard the southern border of the Barony of Kelvin. The intention was that it would be a relay station for griffon riders. There are more of these towers in Karameikos, but why this one is so far from the civilized regions is

unknown. All these towers¹¹ vary somewhat in appearance and layout, but have the same facilities.

The tower has landing pads for griffons halfway up and on top. Inside there are several griffon stables, and on the lower levels are temporary accommodations for Knights of the Order. This type of tower may have a small dungeon for cool storage and 1d3 cells on its ground floor. The first and second floors have temporary accommodations for Knights of the Order. Above this is the griffon level with stables and a landing pad. At the top is a look-out, and signaling post with a large flagpole from which flies the flag of the Order of the Griffon.

GRIZZELDA’S LAIR [A5]

Source: Sturm’s adjusted map of Agathokles’ map, and Håvard’s “Dangers of the Dymrak Wilds”¹²

Grizzelda is a powerful crone of Chaos (hag variant), [HD8** Hp 60, wokan 6¹³, AL C] who lives on the northern edge of the forest in a

¹¹ According to “*Karameikos Kingdom of Adventure*”, page 69, the use of griffons as mounts by the Order of the Griffon started “in the past few years” i.e. 1008 AC or later. From Sturm’s 1020AC map, it is assumed they have a complete functioning griffon network then. If you desire these towers can externally resemble World of Warcraft Gryphon Aviaries of which pictures are easily found on the internet.

¹² See [the article](#) in *Threshold Magazine* issue #1

¹³ To have more variety of spells for Grizzelda, refer to pages 368 & 453-474 in the author's compilation work, “[Glantri Great School of Magic in detail](#)”, for more spell and background information. If doing so, remove the wokan designation in hags and crone of chaos and add a witch level of 15 to 30 instead.

small grove of dead trees. The trees are actually 'undead' treants who guard her cottage

These 'undead' treants are infused with the essence of a *Master of Chaos*¹⁴, because as they are fairykin, they cannot really become undead. Due to this essence, the wooden remnants of the treants are in fact possessed instead of animated and act on their own accord when possible. They are thus vulnerable to a *Dispel Evil* spell (which will temporarily immobilise them for a duration equal to the level of the caster).

GURAUTH [C1]

Source: Sturm's map.

This is a Callarii Elven Hometree and ground village of about 40 inhabitants who are engaged in raising horses, farming, forestry, hunting and tending orchards. The village's name means "*Goblin fight*" in respect of several battles between goblins and elves which took place here over the years. The population has good contact with other Callarii Elven settlements; moderate contact with Kelvin, human settlements and local humanoids; and minor contact with mixed Elven settlements. There is a silver grade Inn: **Orfing-yë Hanaco** (*Giant Pear*) here. A trail leads west to Callanya. Laws are loosely observed here, but there are some attempts at stricter enforcement.

Adventure: "*The Elven Home*" from *Dungeon Magazine #1* can easily be placed here. The mentioned pond is small.

¹⁴ Masters of Chaos were created by Bruce Heard in *Dragon Magazine #180* and detailed on page 1387 of my [compilation book](#) on undead.

HARDONOVIC'S HENGE [B5]

Source; Created by the uthor

The henge takes its name from a Traldar farmer named Hardonovic who lived here around 440 AC. Hardonovic had a small cottage nearby (now totally ruined and overgrown) and legends speak of the powerful henge giving his wife powers to resist the local humanoids.

This site is used by the local witches. Those who dance and enables those dancing for 1 hour or more here are able to receive the knowledge that will enable them to learn a random Witch spell¹⁵. The random spell obtained is often of too high a level to be learnt and cast immediately, so the witch must gain the necessary levels to study the spell and then learn it before using it. While being able to learn due to the magic effect of the henge, no new spell can be gained through new or repeated dancing, until the random spell can be cast for the first time.

Haven [Just outside A5 north of the map]

Legends abound about the enchanted valley of Haven, telling of the marvellous castle made of shining white marble, of a breathtakingly beautiful princess who rules the land of plentiful harvests and great festivals. A mysterious race of fairy "Protectors", devoted to Haven's Immortal patrons, watching over the valley, shielding it from dangers (These are in fact the Sidhe).

The realm of Haven lies in the secluded valley beyond the south-eastern slopes of the heavily

¹⁵ See pages 451-474 of the author's compilation work "[Glamtri Great School of Magic in detail](#)" for possible spells

eroded spur of the Altan Tepes range called Thunder Mountains (in Thyatian) or Zargash Mountains (in Traladaran). It is a place created around the marble white Haven Castle, north of the Lake of Lost Dreams.

Haven Castle itself actually lies mostly in the Fairy Realm, and it only appears in this location on the Prime Material Plane (allowing access to it) occasionally. The castle's appearances in Karameikos depend on a mysterious series of star alignments which are predictable only by the most learned of Vyalia sages. When Haven Castle is in the Fairy Realm, the area it would otherwise occupy on Mystara is exchanged with the location in the fairy realm and becomes an empty land of forests and hills, bathing the whole valley far beyond the perimeter of the castle itself in mists and fogs. The Immortal patrons of Haven (Ordana, Halav, Zirchev, Noumena, Petra, Nyx, amongst 4 others) can lead their chosen in and out of Haven Castle when they wish, by temporarily allowing it to appear when they desire. When the castle is in the Fairy Realm, all the nearby settlements belonging to the region remain where they are and are normally accessible, although the region becomes moist, warm and foggy.

(See below for more detail on Haven Castle)

Haven City lies just a few miles north of Linde (thus is not on the regional map) and is a Traladaran style town, at the foot of the Haven Castle. The town's population numbers about five thousand, all mostly of Karameikan or Thyatian origin. They comprise Vyalia elves (26%), together with humans (20%), gnomes (6%), dwarves (10%), halflings (8%) and about 30% other non-evil races (sidhe, rakasta, lupin, hsiao,

fairies, etc). An unknown number of members of the Fairy Good People also live in the enchanted valley.

All of the valley's inhabitants are descendants of individuals who, over the centuries, were led to Haven by the Immortal, or who discovered it by themselves. As Haven represents a very special place and it is not part of Karameikos proper, its residents are not included in any population figures for the nation. The area has several giant elven Hometrees due to the magical effects of Haven Castle, but these are rarely used to build homes or roads in or on.

Application of most law seems low but is very strict about the use of violence. Theft of objects does occur here but is only treated as a crime if the object is not returned (or handed over to another citizen). This is due to the Sidhe not understanding the principle of ownership, and usage rights.

Haven Castle

Haven Castle is actually a system initially created through the patronage of the Immortal Ordana around 875 BC by the Immortal Zirchev with the help of the Immortals Halav and Petra who were his companions during their mortal lives. The castle is a location for the most worthy members of the human and demi-human races, where they can live together in harmony and happiness, and to balance the weird magic emanating from the Redfen Ruins (the site of present-day Glantri City). These emanations were identified by Noumena in 630 BC and analyzed in 875 BC by Ordana.

The Immortals separated the castle almost completely from the normal world and only let outsiders find the valley when in the direst need and may not let them find it again later. The castle's location will cycle through five locations: Haven-Karameikos, Haven-Gullavia, Haven-Bangore/Jalapur, and Haven-Mengul Mountains, and the dimensional Haven-Fairy Realm¹⁶

According to the module B10 map, there is a clear difference between the cliff escarpments and hill edges, yet both have a sharp edge. I have assumed that the hills edges are eroded, steep, but can be traversed. As the elevation between low and high is roughly 400' over a horizontal distance of 1 mile, and about half of this elevation is eroded material, you can assume an angle of 45 degrees or less to cross the edge. As this is not only steep, but also irregular, a PC needs to have a successful Riding Skill check of 8 or more to be able to achieve this while riding a horse, direwolf or another mount. The time required to cross such a slope is $1d4+2$ times normal movement time (moving in a zigzag style up or down these slopes). This means that a PC's normal movement rate is 99'/30', they would cross 1 mile of Broken Lands/Hill terrain in 1 Turn and 8 minutes but would now take between 3 and 6 times longer (5T+4min to 10T+8 min). Where the dark red edge line on the map is missing, normal terrain movement applies. No wagon can cross these slopes (except when using magical square wheels, see *RC page 242*).

Adventure suggestion:

The area labelled as Haven Cliffs on the map is a good location for the Sidetrek adventure,

¹⁶ See [this topic](#) at the Piazza forums

“*Witch of Windcrag*” from *Dungeon Magazine #51*. Witches¹⁷ are known to reside nearby. the Windcrag refers to the eroded windy mountains close by, and the area is inhabited by several nests of harpies as in the adventure. As such the mountains in that adventure labelled as Windcrag Mountains are actually both the Haven Cliffs and the Thunder Mountains on the map, which are open to the howling winds between the eroded rock. The harpies live a reasonably easy life, mostly feeding on local wild goats, sheep and such, or humanoids and sometimes an unlucky adventurer.

There are 3 Screams (groups) of harpies accounted for with 3d12 members, of which the three clear leaders are: Skaar, Stigging, and Larllar. These are as per PC2: “*Top Ballista*” page 18-19, being Harpy level 5, 8, and 15 respectively. As the Screams wander about the region, mostly settling in the 8 known older harpy locations (*called Nests*) in the Thunder Mountains or the Haven Cliffs, it is always uncertain which Scream might be encountered at which location, as these creatures are very chaotic and unreliable. The only time they remain in one location for more than 1 year, is when they have young. Many young harpies, incapable of flight, perished in previous years from attacks by the abelaats, and the harpy mothers still fear these demonic creatures.

¹⁷ On Mystara witches are just another character class, and are not necessarily evil, although this is possible if they are lured by Demons (see page 368 of the author's compilation work “[Glantri Great School of Magic in detail](#)”. Thyatians and Heldann Hattians, however, see Witches as evil, since they give a spirit of freedom and resistance to the people, against their rule, faith and culture.

HOKOL

[A2]

Source: module B10. (after B10 rebuild nearby & expanded).

This a Traladaran dun settlement with a population of about 50. The families engage in farming, forestry and logging. They have moderate contact with Sukiskyn, Hokol, Sielo's Fort, Ilyakana, Cherkass, and Segenyev; and minor contact with Callarii Elves and humanoids. There is a copper grade Inn: **Harman's Headache**. Laws are loosely enforced, although attempts are being made to apply them more strictly. From the village trails lead south to Sukiskyn, north to Ilyakana. The Hokol Creek leads to the Syereb River and the to the Volaga River for logging transport.

HSIAO LAIRS [C3, D4, B7 ABANDONED B5, B7]

Source: accessory PC1 page 15

All these hsiao lairs in Karameikos have an equivalent structure as per "The Hanging Hideout" on page 8 of PC1's Adventure Booklet. In each lair live 1d6+1 hsiao of level 1 to 6, and this can be seen in the local environment where clods (generally 1' diameter) of partially digested bones (goblin/animal), mixed with hair/cloth are regurgitated by the hsiao are found.

The Dymrak goblins fear these silent flying spellcasters, as the hsiao often feed on them as owls feed on rats and mice. Goblins are not swallowed whole by hsiao, but in large chunks of up to 12' diameter, which are swallowed (a friendly hsiao would gladly share a goblin leg to a guest).

Active hsiao lairs are places of knowledge on history, culture and religion, but also

regularly hold several sources of information (a DM should keep this obscure, limited, and interesting; PCs might gather clues here, but not whole solutions).

Abandoned hsiao lairs only have a 25% chance that they hold anything of use within. Most items will have been taken away, plundered, or left to degrade to the environment. These abandoned lairs can be occupied by imps as in the PC1 adventure "The Hanging Hideout", but it is more logical for other creatures to make use of it. Suggestions for such new residents are (in order of logical chance): bats, giant bats, local spider, himsan refugee, witch, harpy, tabi, sprite/pixy, brownie/redcap, goblin, other. Note that in Karameikan hsiao are very reluctant and careful, living in seclusion. They mostly travel by flight over the woods to hunt or go elsewhere, and rarely meet or convene with other races.

ILYAKANA

[A2]

Source: module B10, "The Tainted Sword" novel. (After B10 rebuild nearby & expanded)

This is a Traladaran wooden dun¹⁸ settlement of about 75 inhabitants where the families work at farming, forestry and logging. The families have moderate contact with Sukiskyn, Hokol, Sielo's Fort, Ilyakana, Cherkass, and Segenyev; and minor contact with Calarii Elves and humanoids.

The fort is by a creek close to the Volaga River; these waterways being used to float logs. There is a silver grade inn: **Ilyakana's Mug** here. Trails go from Ilyakana north Sielo's Fort, south to Hokol, and south-east to Cherkass. There is a low level of law in the

¹⁸ See [this Wikipedia entry](#) for information

settlement, but with attempts to become more strict.

IRKSA, THE ROCKY ISLAND [E1]

Source: created by author from a blot on Sturm's map

This island provides some obsidian mining on its surface. Annually about 500gp of raw obsidian can be produced (its final market value being about 4 times that amount).

Irksa cannot be reached by boat as a vessel would be swept into the rocky coasts due to the currents around the island. Consequently, the workers have to swim to the island from a boat off its coast at sea. The safest approach is on the northern side. Any impact with the rocks (above or below the surface) causes 1d6 points of damage (-AV) easily enough to kill an average human. Only miners who are experienced swimmers attempt the passage, making use of several

floating devices like logs, inflated bladders or thin leather bags. The current here is very strong. And reaching or leaving the island requires a swimming skill check at -3, or -5 if encumbered. On rare occasions, miners might be flown in.

Adventure suggestion:

this is a good location for "The Nixie Grotto" from PC3.

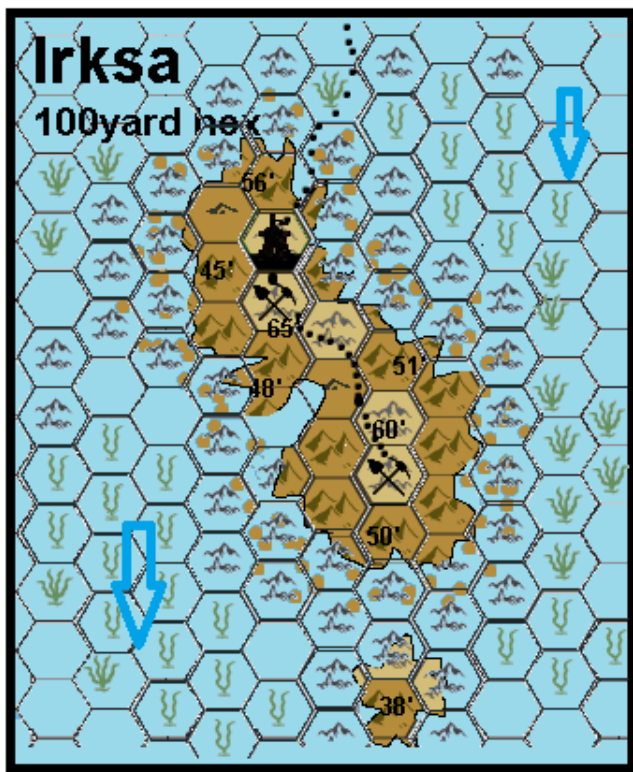
JUNGLE OF BLERINDITH [D3]

Source: created by author.

As marked as on the Dymrak regional map, the area is often just referred to as "the Jungle". It is a circular area, about 3 miles in diameter, of a magical nature with several 10' tall multi-faceted green luminescent crystals at its centre.

It is unknown why and how this locale is much warmer and humid than any other part of Karameikos. The Jungle's average temperature is 35° Celsius with 90% humidity, falling to 25° Celsius and 75% in winter. The zone has been taken over by a range of tropical plants that grow in abundance. Vines, large carnivorous plants, and tropical birds seem to make this area a virtual paradise,...were it not for the moisture and wetness attracting dragons and reptiles (Including either Lizardmen or Troglodytes). How these creatures and plants find their way to this location is unknown.

Blerindith the Green Dragon arrived here out of curiosity a decade ago. She feeds on the strange humanoids spawning in the area (non-sentient apes). It is believed that the winged tabi found across the Dymrak either originate from here or seek to find this



location. So far only a few persistent adventurers, druids, treants and the dragons have been able to find their way to the Jungle. Not even the local druids understand the area's powers. There seems to be a weird aura that confuses many (humanoid or creature) and diverts them from finding the magical territory. Currently a small tribe of 16 troglodytes live in the area, not wishing to go elsewhere. The few adventurers who have returned from the location have no further information than what is described here.

Some sages have suggested the Jungle might be an old Mogreth¹⁹ magical effect, but this is hotly debated amongst them. Other sages have used ancient maps that predate the Great Rain of Fire to show that the whole area had been a jungle before.

It may be that the magical crystals in the centre of the Jungle aspects of the area's previous environment alive²⁰. There are rumours of disappearances and appearances of creatures from times long gone, and Grand Master Teldon suspected some temporal distortions²¹, but so far, no proof

¹⁹ For more information about Mogreth (a nation created by John Calvin and Geoff Gander for the 2300 BC sub-setting, located in today Ylaruam) see the appropriate [section in the Vaults of Pandius](#) and [the thread](#) on The Piazza forums

²⁰ See also ["Past Ages of the Known World"](#) by Sturm in issue #12 of *Threshold Magazine*

²¹ A DM could rule the crystals enable (once a year on a specific date) to travel targeted characters to specific dates in the past of which maps exist (see footnote 17) and 1000 AC, 1010 AC to enable them to return someday. It might also be possible the temporal transport is in the future; 1200 AC and 1752 AC are suggested. 1752 AC is just after the Radiance exploded, and leaves the

has been found to support his weird suggestion.

KALLERGAN [C1]

Source: Sturm's map. from ["Karamaikos Noble Families"](#) by Simone Neri

This village and the neighbouring Tyros Keep stand near Tyrrien Lake. Ruled by the Thyatian Kallergan family of landed knights (followers and vassals of Desmond Kelvin), the Traladaran settlement is home to about 50 farmers, fishermen and hunters. The families are known for the variety of large grapes (1" instead ½") that they cultivate.

Kallergan has good contact with Callanya; moderate contact with Kelvin; and minor contact with humanoids. There is a copper grade Inn: **Grapes as Sweet** in the village. Karamaikan law is observed, with attempts to become stricter. Trails go north from the keep and village to Callanya; another goes south-west to meet the old Lugsid Road (marked in purple on the regional map).

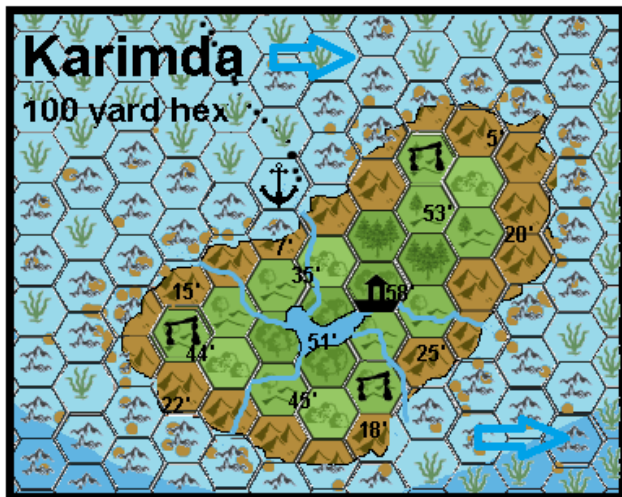
KARIMDA, THE DRUIDS ISLAND [E2]

Source: created by author from a blot on Sturm's map.

This small island resembles a Druid's Grove, but it lacks the magical benefits that such a place would create. Three menhirs were placed along Karinda's edges a few decades ago, in an attempt to create a true Druid's Grove.

The lake in the middle of the island was actually created by a *Decanter of Endless*

characters in a time and magic different; see ["The Destruction of the Radiance 1751 AC"](#) by this author. There is no control on this transportation so it is up to fate (the DM) when the crystals will lead too.



Water (in effect a portable tiny hole from the Plane of Water), which has been clamped between the rocks in the isle's deepest depression. As a result of the water accumulating in it, the depression became a sweet (not salt) water lake, eventually flowing off the island's edges into the ocean, while increasing the fertility of the land.

As a result of the water interacting with the earth and manure, a layer of fertile ground has been created, in which several plants grow. Many birds (mostly coastal and sea varieties), flew or (like a few land animals) were brought to the island. There are evergreen and deciduous trees of various kinds here. However, the young druid who tried to turn the island into a true Druid's Grove failed to accomplish the creation and calling forth of the necessary magic. This unidentified druid (left for a DM to create) is of no more than 6th level, and about 40 to 60 years of age, and thus might require not only more experience, but also many components to enable full creation of the Grove. The main problem to this endeavour is the salty sea environment, that prevents many plants

and animals establishing themselves on the island.

A DM could make an interesting adventure out of this situation, with the PCs being required to obtain plants, animals, and specific components of living or non-living sources from all over the Dymrak Forest region. When successful the island will become equally as magical as the Druid's Grove within the Dymrak Forest itself, and the druid will become noted amongst druids for his achievement. Until that moment that druid will try to remain anonymous.

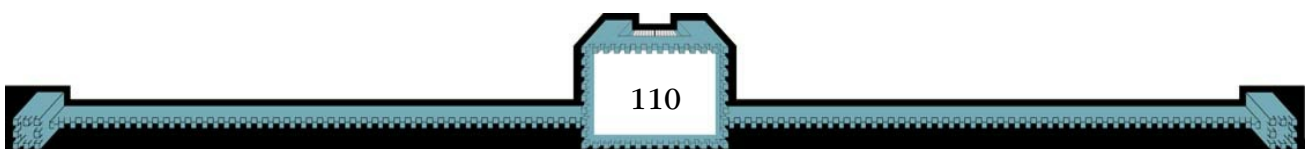
KEMAR, THE ISLAND [E5]

Source: created by author from a blot on Sturm's map.

Adventure suggestion;

This bare island is one of the few locations where Blue Burrberries and Thalmon Grass grow. Both of these crops are in great demand by healers, clerics and Chardastiae surgeons. The berries produce an oil which can be mixed with coconut oil to become a local anaesthetic, and the grass is used to disinfect wounds. Even in warm summer the island is chilly (never warmer than 5°C), possibly due to the continuous presence of Undead.

Every month two baskets of ripe berries are picked; the contents of one, together with 5 large sacks of the cut rare golden grass are taken to the mainland. The berries in the other basket are re-sown in the soil of the island, as although the burrberries grow all year round, even in deep winter, they require the special soil of the island to flourish, and this practice ensures a continuous crop.



Thalmon Grass has a cycle of four stages that spans 7 month:

First stage: green fresh grass (poisonous if ingested: poison DD 4d10 damage at 4/round after 6 rounds; 3 saves allowed: at ingestion (negates all damage), at digestion (negates all damage after first damage), corporeal absorption (negates death if reaching 0 hp).

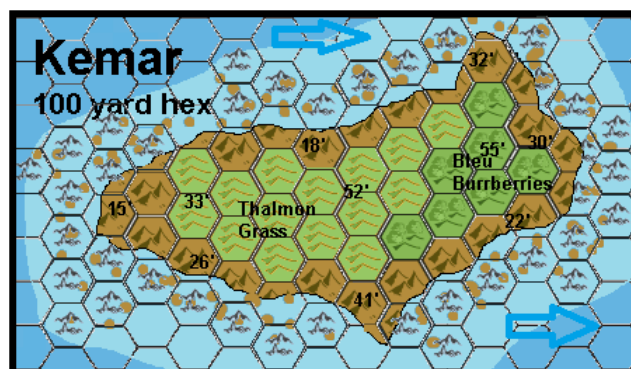
Second stage: dark green grass (like the first stage but also causes brittle skin on touch, lower a character's Constitution by 1 and their manual abilities (thief abilities -10%) for 1 month).

Third stage: a golden grass and seed period (seeds are toxic like the grass in its first stage, the grass now numbs skin, tripling its second stage effects). At this stage the grass can be cut or its eventual use, but some grass is always left to complete its cycle.

Fourth stage: brown grass (which causes rapid rotting on contacting dead organic matter).

The stages are not bound by season and each brush does so independently of the other; (local folklore speaks incorrectly of the grass being affected by the withering touch of a sad banshee).

The island is home to a blind banshee, hence the folklore tales. The banshee is a formerly undead sidhe named Illethra, who was banished for evil deeds, She has no lair and wanders randomly around the island continuously looking for her eyes, without which she will not return to the mainland.



She will attack any sentient life-form that she detects.

If PCs manage to find the banshee's eyes on the island or are able to provide magical alternatives (DM option), the banshee²² will attack the PCs with full force, and leave the island afterwards, If the banshee attacks the PCs but is severely damaged in the conflict, she leaves the island immediately to recover and then begins to attack local settlements, forgetting the PCs and disappearing into the Dymrak Forest to become a wandering monster.

NOTE: If this adventure is used with low level PCs, the DM should take care to allow them the chance to escape as otherwise this will be overkill.

KEROSINOS **[E1]**

Source: Sturm's map, Sturm's Karamaikos History maps.

Before 1500 BC this was a village named Illies until, sometime around the crowning of the Emperor of Thyatis, it was taken over by Ilya, a famous pirate and adventurer. and given the Traladaran name **Ilyaprov**: "Bay of

²² Banshees are detailed in the author's [compilation work](#) (pages 1318-1321)

Ilya". It is now the Thyatian village Kerosinos (meaning "*Bay of Keros*") named in honour of an ancestor of the Korrigan family.

The main Korrigan Estate is near to Specularum and Marilenev (beyond the regional map), and this small secondary Estate of Korrigan has within the village the keep and seat of the Thyatian Korrigan noble family. As the Korrigan family is not detailed in canon sources and Alexius Korrigan's nephew, Milo, was sent from Thyatis by his parents after 1011 AC (according to his description in "*Karameikos: Kingdom of Adventure*"), Kerosinos Castle could simply be inhabited by a steward governing in the name of Alexius, or by some other relative.

Around the keep, there is a Traladaran settlement of about 165 inhabitants whose families are engaged in farming, fishing, and orchard tending. The population has good contact with Sibeon, Thrakius/Alya; moderate contact with off road settlements; and minor contact with seafolk, and merchant vessels. There is a copper grade Inn: **Crab and Lobster** in the village. National law is enforced firmly, but justly.

KONDRIEN [D5]

Source: *Sturm's map*

Kondrien is a very old Traladaran village, whose roots are forgotten, but stretch back centuries. Around the crowning of the first Thyatian Emperor, the village was named **Zanabin**, meaning "*good fairy*" as brownies and leprechauns are supposedly numerous in this location. Unknown to anyone, beneath the village lie the ruins of an ancient Taymoran settlement, **Kanu**, which is still a secret meeting place of the Church of Nyx.

The village was renamed Kondrien by the locals in 969 AC when the rulership of the area changed. Since then it has been the site of a small castle of the Kondrien, a relatively friendly Thyatian family of landed knights.

The settlement has about 95 inhabitants whose families are employed in farming, fishing, and tending orchards and vineyards. The population has moderate contact with off road settlements; and minor contact with Callarii Elves and humanoids. There is a copper grade inn: **Fruit and Fish** in the village. Competitors who do not survive Kylo's Run (see that section with the Demna and Turn Islands entry) find their final resting place in Kondrien's graveyard; as a result, the graveyard is larger than would be expected for the village's size.

Two nearby water mills process locally produced grain and fruit. The nearby Shrine of Halav is used extensively. Thyatians and followers of the Church of Karameikos have tried to defame the shrine, and consequently it is guarded and repaired/cleaned the next day after any incidents.

The village has a reserve of 5000gp solely for the care of the shrine; and if needed it can claim more from the local residents. If vandals are arrested, they are brought before the Lord of Rugalov for punishment. Recently the sentences have been higher than normal, a move welcomed by the local populace. In general, laws are strictly enforced.

LAKE OF LOST DREAMS

[A5]

Source: module B10, DDA1, Håvard's "Seer of the Lake of Lost Dreams"

Around the Lake of Lost Dreams are the woods of the Vyalia elves. They have fair skin, and deep green eyes. They live in tree houses (some located on the south east coast of the Lake, and others further inland to the west) in small settlements where they grow fruits and grapes for their major produce; Elven Wine. The Vyalia do not interact greatly with humans - not because they do not like them, but because they are self-sufficient and there are few human communities in the area.

An old hermit, the Seer of the Lake of Lost Dreams (a high priest of Zirchev), lives in a small wooden cottage on the west bank of the lake. On an island in the middle of the lake stands a temple inhabited by the three sidhe priestess of Halav, Petra and Zirchev.

The whole lake is one of the most holy locations for the three Traladaran Immortals, but only high-ranking priests visit this site and not ordinary pilgrims, due to the presence of hostile goblin tribes nearby. These goblins do not disturb the Seer or the sidhe priestesses. The Seer also guards the Eye of Traldar, an artifact with divination powers created by Zirchev to help Halav and Petra fight the gnoll invasion of 1000 BC (see adventure module DDA1: *"The Eye of Traldar"* and *"The Seer of the Lake of Lost Dreams"* by Håvard).



THE TWO WOOD HENGES OF THE ISLAND OF THE LAKE OF LOST DREAMS

Source; B10

These two henges (one is difficult to locate, as it is underwater) are actually portals to the Spirit Realm and the connecting Fairy Realm, and are made from living tree logs. As such they are internally guarded by Spirits (see GAZ12: *"The Golden Khan of Ethengar"*), who are unable to leave their realm here, as this passage was created for fairy and mortals only. The portal is defended from unwelcome intruders by the spirits on the inside and the fairies on the outside. The fairies also guide welcomed visitors (fairy friends, invited guests, etc), preventing them from getting lost. Typically pixies, sprites, and nixies are found near the henges, but other fairies regularly visit the island.

LAKES IN THE AREA

Source: created by the author.

Anser Lake:

This lake is in the middle of the Dymrak Forest, just west of Petrified Forest location. Many petrified corpses litter the bottom, which is between about 15' and 30' deep. There are rumours that an unknown object, explaining the creation of the Petrified Forest lies in the lake.

Butterfly Lake:

This lake, south of the Tomb Hills, is about 65' deep, but this doubles in spring when snow melts; the extra water creates a minor stream to Dim Creek. It has a deep rocky edge about 25' above the normal water level, and there is an elemental source at the lake bottom. If a DM checks for encounters here, there is a 1% chance to encounter an 8 HD Water Elemental²³, and a 2% chance of 1d8 Water Fundamentals²⁴ besides creatures on the shore.

Carp Lake:

This lake lies north of the Eastron Road between Andis and "The Barrel" inn. It is about 65' in depth, has a deep rocky edge about 35' above the normal water level, and is known for the large carp that live in it.

Eilasal:

A deep convex lake of the Vyalia Elves. The water makes a melodious sound when rain falls (a weird but non-magical effect).

Lake Dim:

About 60' deep with a deep rocky edge about 75' above the normal water level. Like Butterfly Lake this is also south of the Tomb Hills and doubles in depth in spring when snow melts, then creating a minor stream to Dim Creek. Many ancient skeletons lie in this lake, probably originating from the ruins of Dim Castle. It is unknown if these are animated.

Minhir Lake:

Also south of the Tomb Hills and about 175' in depth (although rumored to be greater), with a deep rocky edge about 75' above the normal water level. This lake is named after the old menhir erected long ago to the south-east.

Syereb Lake:

This lake is north of the Tomb Hills, and is the source of the Syreb River. Its depth varies between 15' and 90'. Every day, at 15:00, for about an hour's duration there is a strong current of 45'/round (normally about 25'/round) which reveals an Elemental Water gate opening at the bottom of the lake allowing passage through the gate in both directions.

If a DM checks for encounters here, they should roll twice: first there is a 0-2% chance of encountering a 16HD Water Elemental, a 2-6% chance of a 12HD Water Elemental and a 7-14% chance of a 8HD Water Elemental, together with a 15-32% chance of 2d20 Water Fundamentals appearing. Any roll higher than 32 means no encounter. A second encounter check should be made for creatures on the shore.

²³ See *Rules Cyclopedia* page 179

²⁴ See *AC9 Creature Catalog* page 24 or *DMR2: Creature Catalog* page 42, or *AD&D2e Mystara Monstrous Compendium* page 45

Tyrrien Lake:

This lake is about 45' deep with a deep rocky edge about 15' above the normal water level and lies north of the Tomb Hills. It was created by elves using a Minor Elemental source. A small stream runs from the lake to Callanya Creek. If a DM checks for encounters here, there is a 1% chance to encounter an 8 HD Water Elemental, and a 2% chance of 1d8 Water Fundamentals besides creatures on the shore.

All the above lakes are the habitat of small and regular sized fish (65% small, 35% regular²⁵). There is 5% chance every 8 hours when fishing to catch an old object from the Taymoran, Traldar, or Hutaakan cultures, or even from humanoids or elves who lived in this region. These items are valued at 1d10 gp to historians (who are only to be found in Threshold, Kelven,/Specularum, and Luln or foreign lands), and have no magic value.

Lake Veralium:

This lake close to Veralium has a depth varying between about 25' to 85' and its waters are crystal clear. At present it holds no animal life.

Four unnamed lakes:

These lakes, varying between 30' to 80' in depth, lie in the south of the Elbai Fields area (the old Albai Lake bed). It is rumoured they hold some Taymoran items (mostly junk). Only lower forms of life(oozes at bottom) live here and no fish.

²⁵ see *Rules Cyclopedia* page 177 or pages 273-293 of the author's [compilation material](#). A DM should check that the selected species is compatible with the temperate Karameikan river (not deep) and size is regular or small.

Unnamed puddles and ponds:

On the Kelvin Moor there are many such features of dark water with low oxygen content and only holding bacterial and insect life.

LEQTORLEI

[B1]

Source: created by author.

This is a ruined Hutaakan village that once housed about 200 farming and forestry inhabitants. They were probably the creators of the nearby Tarfil Barrow. It is believed there was a trail to Lumn and Dal-Utexa, and they may also have used the Syereb and Volaga Rivers as old boat remnants have been dug up from the river mud. In the days of the Hutaakens, the Syereb flowed through the village dividing it into an eastern and western half. The original riverbed is now dry and when first encountered most think of it to be a wide road or marketplace.

LINDE

[A5]

Source: Sturm's map.

This is a primitive dun settlement in Haven of 235 farmers, foresters and riverside and lakeshore fishermen (no boats used). It is an active Human/Sidhe/Elven/Fairy palisade ring fort (as described in *PCI*). The population has almost no contact with the rest of the world; its main contacts are with Haven and nearby settlements only. (See entry on Haven for more details of culture, races and law).

The settlement is on a trail that runs north from the Lake of Lost Dreams which is the only route elsewhere and is mainly used to reach the nearby 300-year old Shrine of Traladara (maybe one of the first such shrines) and Haven. The nearby wooden

Traladaran Temple was recently destroyed by fire in the abelaat attacks (see *Penbaligon Trilogy*), traces of it can still be seen. The locals never understood what these creatures were and why they attacked, nor why they suddenly disappeared.

LOCRIDA [E2]

Source: Sturm's map and "Karamaikos Noble Families" by Simone Neri, Sturm's Karamaikos History maps.

Locrida is an ancient Traladaran village predating 1500 BC when it was known as Sjim and renamed to Locrida by the locals in 970 AC when the change of rulership of the nation. Since 960 AC it has been part of the Estate of Retebius. The population is composed of about 210 farmers, fishermen and smugglers. The village has good contact with Soprotiv; moderate contact with off road settlements, and minor contact with sea folk and merchant vessels. Karamaikan law is obeyed with some attempts at stricter enforcement. There is a copper grade Inn: **The Red Herring** here.

A trail goes north to Soprotiv, passing Retebius Castle which is the seat of that Thyatian noble family. To the south is the harbour, a safe anchoring point for small vessels of up to a total of 160 Hull points, which accesses the shipping routes. Minor trails go east and west to local farms.

LOMENAL [C6]

Source: Sturm's map.

This is a Vyalia Elven Hometree village whose name "*Night lament*" comes from a local legend about a banshee who lived in the region. (See the Lake of Lost Dreams entry

for more information on the Vyalia Elves). Lomenal has a population of 310 who tend vineyards and orchards as well as engaging in hunting and forestry. They have moderate contact with Rugalov, and major contact with other Vyalia settlements. They have regular contact with Rugalov's merchants and its markets for the trade of wine and tools, and with Thyatian merchants to trade Elven wine. These elves also trade with Thyatians in Ratea, Calleva and Eboracum. There is no Inn or Tavern in the village.

The village loosely follows Karamaikan law, and is more strict with Vyalia Law (with respect to plants, plantations, animals, and magic).

LUMM RUINS [A1]

Source: Sturm's maps and module X12

Until 981 AC this was a Traladaran village of about 400 farmers and fishermen; in that year when Skarda (see module X12: "*Skarda's Mirror*") kidnapped all the inhabitants.

Perhaps the village is resettled after Skarda is defeated after 1000 AC (up to 1010AC this has not happened). Ashgarth, leader of the rebels against Skarda in the Mirror World (see X12) could then become the Mayor or even landed Lord of the new town.

According to the 3050 BC map, this is also the site of a Blackmoor Era town, possibly located underneath the ruins of Lumm. Close by (but beyond the scope of the regional map) are other (pre-3000 BC) Blackmoor ruins. The Lumm ruins are currently a stopping place on the Callarii /Kelvin Road on Kelvin Moor, where merchants rest and sometimes trade.

Some witches come to Lumm searching for magical components. The nearby dragons Blasteroyal and Klerimenga are a menace. The ever-present Kelvin Moor fog is often dense here, and vision is rarely more than a mere mile.²⁶

MAGICAL & CRYSTALS LOCATIONS

Source: created by author.

These locations are shown as a pink star within a pink circle or as a crystal hex symbol with a pink circle on the Dymrak regional map.

In the wake of the 1750 BC earthquake and ensuing mass destruction, the Living Planet Urt (a.k.a. Mystara) reacted and grew crystals to heal and mend. There is some crystal growth on the surface here and there in the Dymrak Forest. They have only minor effects - mostly luminescence, or the attraction /rejection of minor creatures, or plant life. The crystals can be used in the fabrication of various potions, elixirs, wands, staves or similar magical items, but other than being a conduit to enable the storage of magic, these crystals rarely affect anything else.

All these crystal locations are limited in power and range to a few feet at best. However, some locations have stronger

magical effects (these are indicated by a pink contour line showing the area of effect).

Magic/Crystal location A [B3]

Massive lair of 2d100 Flitterlings²⁷ with a multitude of their magical mushrooms. .

Magic/Crystal location B [B4]

*Growth of several magical plants, which if consumed by eating, drinking, smoking, inhaling, or bathing (fruit/leaves/roots), will grant the imbiber an extra random 1st level personal spell effect (CL, DR or MU) for 24 hours. Or acts like a *Cure-All* spell (DM choice).*

Magic/Crystal location C [B4]

*A magical ore, with properties that fluctuate with each sunrise, increasing the weight of any metal in contact with it but also increasing its hardness, a.k.a. its Armor Value (the weight can increase 50+1d10x10%, and each 25% is an increase in AV of +1). At night, or under the influence of *Continual Darkness* or similar, all effects are negated.*

This ore can be used by a blacksmith to make a suit of armor with increased weight/ Armor Value as above, and which retains these attributes in darkness. The costs and time for the smith's process are increased by 200% for each +1AV gained. The metal can also be used to make weapons, which due to their extra weight can, on a successful hit, bypass any AV of the target by 1 for each 25% increase in the weapon's weight. If Armor Value rules are not used, increase the Strength of the Armor Class by -1 for each

²⁶ The city of Amen-Tiris from the Karameikos Kingdom of Adventure box adventure was located underneath current Kelvin, and the canals from Key-Hamintep (originally used to bring water to these dry lands for growing grain) were the reason of the marshlands to come into existence (the canals now clogged, and grain no longer grows here). See also [this thread](#) on the Piazza forums.

²⁷ See pages 1698-1701 of the [compilation material](#) by the author

25% extra weight, and each damage given by +1. Remember that the extra weight requires extra strength, and as such causes earlier fatigue, in effect lowering Constitution by 1 for each 25% additional weight for purposes of calculating fatigue. ²⁸

Magic/Crystal location D [C4]

An *anti-magic field* that nullifies any magic within it. Inside this zone any ongoing spells are dispelled, new spells cannot be cast, and magical items have no effect. For example, Beholder flight is still possible as it is a biological process, but its magical eye rays will not function. A Vampire's life draining and charm powers will also fail, but its summoning and bloodsucking (lowering hp) abilities will work. Shapeshifted creatures will not return to their normal state unless the change was due to a spell, alterations due to other sources do not return, but they cannot change either. Similarly, silver and wolfsbane keep harming a lycanthrope but magical weapons will no longer affect them.

Once leaving the zone any ongoing effects will continue as if nothing happened. Dispelled spells, however, must be recast. Magical items will instantly regain their power. A *Sword of Magical Light* for example will stop glowing in the area, but instantly resume on leaving it. Magical beverages will have no effect if consumed in such an area, but if not consumed will not lose their effects which will become active once they are moved out of the zone. If a person enters a *scroll of shelter* and that scroll is then taken into this area, the field will cause the person inside to be locked down there until

²⁸ See [this topic](#) at the Piazza forums

removed or the anti-magic effect ceases (which can be centuries). Magical immunities and bonuses do not operate, but biological ones function as normal. A Fairy can become invisible again if dispelled as *Invisibility to Mortals* is not magical but biological. A chameleon will also be camouflaged, a shadow will still be invisible in the dark, and a rust monster does still rust any metal extremely rapidly due its bacteria.

The crystal shards used in the shirts of the Kylo's Run competitors originate from this location. They grow all over the ground here and are the source of the area's effects. The crystals are up to 1 inch in length, and ¼ inch diameter and blue-black in colour. If broken off a crystal's effect is reduced, and will only suppress any ongoing magic on a living entity if worn on the skin. They do not affect any instantaneous spells. Due to this they have a low value of 5gp each.

MENERA-TAL [A1]

Source created by the author

This is a ruined Hutaakan village that formerly was home to about 200 farmers, fishermen, miners and builders. Like Xitaqa and Teq-Qitala, the settlement is hidden in the crevices and valleys of the Stormwind Plateau. Its population were probably the creators of the nearby Teq-Qitala Temple. A trail is believed to have run from the village to that temple and on to Lumm.

Dwarves and gnomes would be interested in the drawings and hieroglyphs describing the architecture, stone-cutting and detailed features (unknown to them the Hutaakans had giant stone slaves and used magic).

MILLS

Source: created by author

All mills on the regional map are water mills²⁹. They are used to grind grain, press fruits, power smithies, spin yarn, saw wood and similar.

The millers live in attached homes. All these buildings are stone built structures and protected by the state due to the economic importance of the mills. Patrolling guards regularly visit each location. Unknown to the Thyatian guards, these secure locations are important to smugglers and thieves' guilds, as much of their loot is transported from the mills stashed away in the normal produce.

MINES

Source: module B10 and created by author

Silver Mine in Tomb Hills [D1]

Originally excavated by Elves in 788AC, this mine was sold in 984AC to the state who have kept its existence secret. It produces about 5000sp in value each week.

The mine is in deep tunnels below the tombs underneath the Tomb Hills. These tunnels follow the line of silver ore about 200 yards wide, 10 feet high and going 6 miles deep at a downward angle of about 19 degrees. As a result, effectively this mine has only one (angled) level. Close to the surface exit of the mine, two dwarven escape elevators have been created which are powered by mules.

There is also a rail-carriage system requiring manual (or magical) force to pull it upwards. Going down, gravity enables the carriage to move at 120'/round. There are upward-

²⁹ See [this wikipedia entry](#) for details

inclined ramps at specific points which reduce the velocity of a carriage and bring it to a stop. These stops are at 0.8, 1.8, 2.5, 3.6, 4.6, 5.1, and 5.9 miles down the ore vein.

Gem Mine in the rocky northern side of Elbai Fields [A3]

This mine was originally excavated in 894BC by Gullbrig, a local dwarf, and is probably a source for the many crystal statues that Karameikos has. The workings are now state property and miners from Segenyev harvest crystals from here. The mine produces about 1000gp vale of crystals or amethyst each month.

The mine has three levels and there is an intention to add a fourth lower level to harvest more gems. The upper two levels (each roughly 450' x300' are no longer in use other than as pass-throughs. Although there are still some crystals to be found on those levels, the rock is too hard to easily harvest. Dwarves working in the mine have learned to leave such crystals behind to allow regrowth over time (decades to centuries).

At 1000 AC the current (third) level is 120'x200', and by 1010 AC will be 180'x240'. Like the other levels there is a tunnel that splits into crossways every 20' to 40'. The levels connect with each other at a common point by a stair cut in the rock, and by three mule-driven dwarven elevators³⁰.

³⁰ A mule-driven mine elevator is actually nothing more than a 10' square platform with a metal cage around its edges that comes together at a point 10' above the platform. At this point is a metal loop through which sturdy ropes or chains go up to the mule. Each floor has a bell next to the exit gate in the cage. These bells will ring on

The Zargash/Thunder Mountains (see separate entry) had many more mines in times gone by, but these have been practically emptied. All the mining there was detrimental to the weak unstable mountain range, and seriously contributed to its erosion. Currently some stone cutting is still carried out in the collapsed areas by dwarves. Some holes or mine shafts going down are reminders of the old days.

These empty mine remnants are all caved in, dangerous and abandoned. Some humanoids or animals (bats, spiders, vermin, etc) may have taken residence in the abandoned workings. Hardly any ropes, stairs or elevators remain; all that can be found are small fragments of silver and gold ore, crystal shards and some left-behind tools. All these defunct mines have a notice attached to each visible and boarded-up entries that reads: *“DANGER, Closed Mine. Do not enter!!”*.

MIRTARI [B7]

Source: Sturm’s map

This is a Vyalia Elven Hometree village whose name means *“Queen wine”*, referring to a famous 4 star vintage elvish wine which is produced in the area and is highly prized in

various locations and drop some food for the mule(s), through an intricate rope system attached to the ceiling of the first level. The mules have learned to always go to the sound even if not hungry. As the chain from the cage is attached to the harness of the mules the movement of the mules pulls the cage up or down slowly at their normal encumbered movement rate of 60 /20 . As the elevator itself weighs 1000cn, there is a weight limit of 2000cn, which can be raised by 3000cn per additional mule. The tunnel width limits this to a maximum of 3 mules.

Thyatis and among Karamaikan nobility. The population of 350 tend the vineyards and orchards, and engage in hunting and forestry.

Like Lomenal (see entry above), Mirtari has moderate contact with Rugalov, and major contact with other Vyalia settlements. They have regular contact with Rugalov’s merchants and its markets for the trade of wine and tools, and with Thyatian merchants to trade Elven wine. Mirtari is known for its many Berry beverages (see Berry Land entry above). Although most of the production is traded amongst their own race, about 40% is sold in Rugalov, Thyatis or elsewhere. No Vyalia Elf is unfamiliar with these beverages, and most enjoy them in a social context, not like humans or dwarves who enjoy getting drunk. There is no Inn or Tavern in the village.

MISCHA’S FERRY [B1]

Source: module B10.

Mischa’s ferry stands at the point where the Kelvin-Callarii trade route crosses the Volaga River. it is the first place from Kelvin where the river can be crossed. Mischa herself drowned in the B10 adventure after being attacked by Vampire Bats, and there is no pet cave bear here anymore.

Mischa’s son, Yanosh Tepkos(F3) and his male partner Pyotr Borkov(F1) work this chained pole boat ferry in her name. On either side of the river there is a bell that can be rung by a traveller wishing to cross to summon the ferryman. A notice by each bell advises: *“No ferry crossing at night”*. The ferry can carry up to 10 people. A horse or other regular draft animal counts as 3 people; short or medium wagons count as 6



people. Draft animals have to be moved separately. Fares charged are: 3sp a person/dog/etc, 9sp a horse/cow/cattle/etc, and 3gp a wagon or wagon load. Wagons having more load than the total weight of 8 horses in addition to the wagon (over 10.000cn) must unload and their cargo transported this separately.

Yanosh and Pyotr are gay refugees from Specularum, who feel safe here, although some Thyatians who pass are abusive to them. Pyotr regularly travels to Kelvin for supplies. This couple are a friendly bunch and their cabin reflects this with a small tended garden with flowers and vegetables, and a goat (named Clary) for milk. In case of emergency they rely on friendly guards from nearby Andreas. These guards patrol daily, and a smoke signal (a log of wet wood creating green smoke) from the cabin's chimney is a signal to go there as soon as possible.

OGOS ISLAND

[D5]

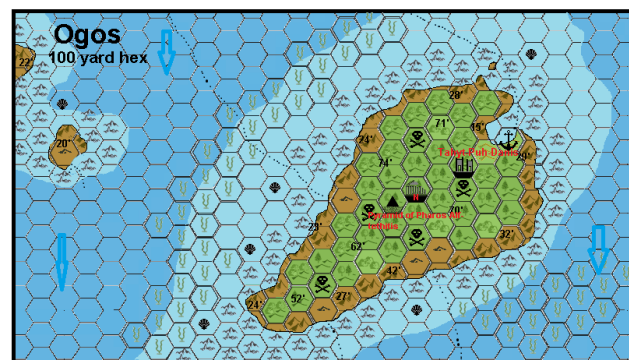
Source: created by author from a blot on Sturms map.

Pyramid of Pharos Alf-Tethitis

This pyramid seems to have no means of entry, although someone (*the DM knows it is Tabytis*) has searched for one intensely.

Pharos Alf-Tethitis was an old Taymoran Pharaoh who appears to have been half-elf and half-Nithian (hence his name) and was not accepted within the Taymoran higher political ranks. Together with Payriasis, a local witch, he intended to build a family in his small domain in the north of Taymor. Payriasis his wife was attacked and turned into a nosferatu by political opponents. These opponents were unaware that she was already pregnant and became aghast when they learned of this fact.

The concept of a living child being born from an Undead mother, was too much for them. Not knowing what powers (if any) the child might hold when born they tried to hunt her down as a Taymoran heretic and terrorist, based on an obscure prophecy foretold this child would be part of the destruction of Taymor. The absurdly long pregnancy, possibly caused by the undead attributes mixed with elven genes, enabled



Payriasus to safely reach the small domain of Alf-Tethitis, when the great disaster of 1700BC occurred. Thousands of Taymoran perished, only a limited number survived and the region of Pharos Alf-Tethitis became the shore of the new sea.

After the birth of her child, Tahytis, Pharos Alf-Tethitis, Payriasus tried to do as much good they could. But a century or so later, even Pharos Alf-Tethitis was infected by Nosferatu Vampirism due to his wife, but even in this condition they tried to do good for the people in the east (the future nation of Thyatis). Their names and deeds were entwined in the region's history and even in its future name.

When Nithia disappeared from the face of the planet, several earthquakes broke the last remnants of the domain of Pharos-Alf-Tethitis away from the shore. Prevented from leaving the resulting island due to the inability of nosferati and vampires to cross flowing water (except by bridge) they slowly retreated into the ruins of their culture. At the time this happened, Tahytis was living somewhere further north on the mainland investigating the Hutaakan and Traldar. When she returned to her, now island, home (later to be named Ogos), it seemed abandoned. All she could do was to try to search for her parents.

Some demon (probably a reincarnated Taymoran soul) sought revenge and planted it on the island. The area became biased to evil, and consequently any cleric who ventures there and attempts *turning* or using an anti-evil ability or spell has their abilities reduced to 5 levels lower than normal. The evil magic repels sunlight causing a darkness

similar to that of a heavy rainstorm, even on the brightest of days. And the demon began to speak tempting words and promises to Tahytis while she searched for her parents, luring her to become evil. Eventually he succeeded as her weakness was the desire to meet her parents again.

Directly after her transformation into a Black Hag, Tahytis animated the dead on the island turning them into ghouls³¹ (ghasts, and agarat, vapour ghouls, elder ghouls, greater agarat) within a few weeks. But she was later defeated by her own daughter, Finnig, and friends right at the moment she intended to breach the outer wall of the pyramid.

What is inside the pyramid is still a secret, and thus up to the DM to determine.

Pharos Alf-Tethitis and Payriasus are probably still active yet would have become a mere shadow of themselves due to long-time blood deprivation and would have turned to Chaotic Evil. If allowed to feed, they would become powerful enemies. If overwhelmed, just before their defeat they would remember their lawful past and deeds and mourn for their daughter. The rest is up to the DM.

Ruins of Tahyt-Puh-Danis

The small village was home to 320 citizens when the disaster struck in 1700 BC which eventually killed them all. It is the bodies of those former inhabitants that were turned into ghoulish undead by the Black Hag; Tahytis.

³¹ See the [compilation work](#) by the author

Temple of Nyx

Although Immortal Nyx is entropic, she is not evil, and this temple dedicated to the night and creatures of the night is the only place not affected by the demonic powers that enmeshed the island. If PCs accept that this Immortal is not evil, she might even help them in one way or another (remember the Immortal restriction of not interfering directly with mortals), which might be guiding them to tools/weapons/and such needed, or supply them with spells if she belongs to their pantheon. The Church of Traladara acknowledges the existence of night (and death), but are fearful and not honour them. In the Church of Karameikos they are seen in opposition to the church's pantheon.

OLORDWAN

[A6]

Source: Sturm's map

This is a dun (palisade ring fort as per PC1) in Haven whose elvish name means "Lost Dream" like the nearby lake, but as in the case of the lake, no one remembers the reason for the name. Or, if the sidhe know, they do not share this information with others. There are 220 humans, secret sidhe, elves and fairies in the settlement engaged in forestry and hunting.

The population has moderate contact with humanoids from the north and Argos the Dragon; and minor contact with Vyalia Elves. Most of their contact is with other Haven Settlements. There is no inn for lodgings in Olordwan, but there is a copper grade tavern that can provide food and drink: **The Boozebubble**. Like other Haven settlements, laws appear loosely followed

but are very strict in respect of violence. Theft of objects is only considered a crime if the object is not returned (or handed over to another citizen). This is due to the sidhe not understanding the principles of ownership, and usage rights.

PETRIFIED FOREST

[C4, C5]

Source: module B10

This is the most infamous and feared magical location in the Dymark region. Deep in the forest is a dismal valley smitten century ago by a magical blight that turned every living thing, plant or animal, to stone. (It is assumed this major magical disaster coincided with, or was caused by, the great Taymoran disaster of 1750 BC, but a DM may decide to use another reason and time). This Petrified Forest is now an eerie and silent place, with little or no colour to relieve the grey stone of the stiff, blighted trees and undergrowth. The trees were transformed while in full leaf, and now form a dense, opaque canopy which draws a shadowy, twilight gloom over the forest floor. Adventurers exploring here will see petrified birds and animals (deer, foxes, boars, etc.). The Gloss-Lunk Goblin Clan lives in this area and think they control it. Several of their wolves and dire wolves roam freely here, feasting on the many rodents.

Patches of tangled, petrified undergrowth rise to an average height of 8 feet and smashing through the petrified leaves and branches requires 40 points of damage for each 10-foot-square area. Running into these obstacles causes 1d6 damage. The dense, dark and tangled nature of the forest reduces visibility to only 100 feet. Although torches need not be used during daylight hours,

underground (dungeon) movement rates and ranges should be used for encounters and combat. In the dark forest, goblins do not suffer the -1 Hit roll penalty caused by daylight they normally would.

Whatever happened so long ago, only slightly affects nature today. The ground is clearly blighted permanently (acting as a *reverse bless spell*) and radiates a fear effect to most creatures. However, sentient creatures and creatures with prolonged exposure to the effect feel only discontent but may ignore the feeling. Precipitation and wind have brought in spores from lower forms of life, which can grow on any petrified stone surface. The only living plant life here are lowlife patches of pale moss and lichen on the tree-trunks and limp, web-like creepers hanging like shrouds from the branches. Small creeks still carry water through this area they have transported some petrified objects away from their original location. Erosion and passing human(oids) or animals have caused small parts of stone-like undergrowth to break off and form a grey dusty layer of crushed petrified leaves and branches, or a sandy grey mud of even smaller parts where wind, rain and further passage erodes what remains.

Several animals have found their way into this disturbed ecosystem. Cold-water piranhas populate the creek waters, feasting aggressively on anything trying to drink or pass through. Several birds (ravens, magpies, crows, and pigeons) have acclimated to the area. Similarly, bats, giant bats, rats, giant rats, and their predators (falcon, owl, (dire)wolf and weasel) enter the area regularly to find easy food. Undead of

various kinds have wandered into the area from elsewhere and, not being hindered by sunlight here, have remained. Other life found in the Petrified Forest includes grey oozes, ochre jellies, and green slime, all feasting on the weak vegetation growing on the petrified surfaces, or on dead animals/creatures.

Within the Petrified forest stands a ruined castle-like structure which has just three high towers (of typical mage design) still intact. One of these towers regularly still emits weird sounds, scents and lights, and weird magical emanations. These are so disconcerting that not even the local goblins dare to investigate or approach the ruins; those who do are rendered petrified, or violently slain on the remnants of the castle walls. The petrified figures around the castle include several young elves and human (possibly adventurers).

A DM could create a very dangerous high-level medusa adventure with one or more maedar (male medusa; see AD&D2e *Monster Manual*), Glypta, gorgons, common medusa, cockatrices and basilisks regularly entering through a still active Earth Elemental Gate in one of the tower ruins, using this as a secretive private mating/hatching area.

The area seems to mimic the fairytale of *Sleeping Beauty* to a certain point, and a DM could include a 'sleeping' princess with ease, although she is not asleep as in the fairytale, but petrified instead. Only a few people can be restored from this state after such a long time (centuries) with special magic. This would require a minimum a 24th level *Flesh to Stone* spell and special clerical *Ceremony*

spells³². The person restored will be from the time before the petrification of the forest (assumed to be 1750 BC).

A DM could also decide the forest was petrified sometime after the Alphatian arrival in 1000 BC, and determine the area has been affected by a variant of the Alphatian spell *Sleep-Curse*³³. However, detailed work will be needed to explain why/when an Alphatian used this spell, and why it varies from the original.

PORCINIUS CLOISTER [C7]

Source: Created by author.

This Thyatian cloister of the Church of Thyatis is 8 miles north of Glevum and was built in 885 AC. It was burned to the ground in 974 AC by a totally ineffective acolyte; Gerwood Septentrionianus. Many were injured in the fire, but luckily nobody perished, so the punishments of banishment from the nation, removal of his possessions and excommunication from the Church of Thyatis were deemed sufficient. The Church has not committed any resources to the rebuilding of the temple, and shows no interest in doing so.

PYREHOUSE ROCK [E4]

Source: created by author from a blot on Sturm's map.

Adventures; A very suitable location for “*The Sea Hag*” adventure from PC3, and also a good location for PC3’s “*The Sunken Ship*” adventure.

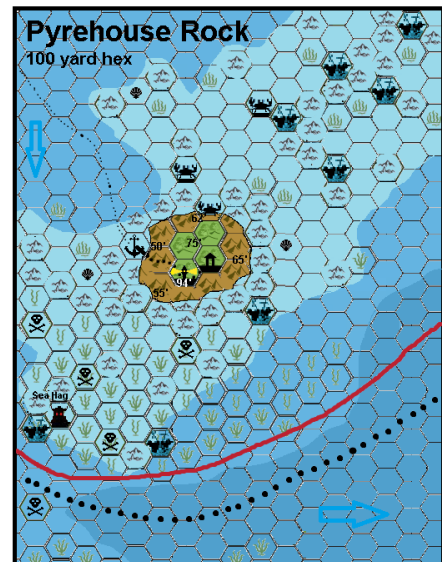
³² See pages 234-244 of “[Pages of Virtue](#)”

compilation work by the author
³³ see “*Dawn of the Emperors*” Alphatia Player’s Guide page 25



Years ago, the vessel of Tom Townes’ parents crashed and sank here during a tidal wave³⁴. The remains of the vessel remain sunk approximately 150 yards south-east of the island’s rocky coast.

Today the Island is occupied by the lighthouse keeper and his family: *Theos Dalardad* (45, Fisherman/sailor), his wife *Salya* (37), sons *Leco* (24), *Torrad* (17), and daughter *Mayliss* (11). During the day the family fish for shellfish, crab, lobster, fish, and pearl, and tradesome of their catch on the mainland.



³⁴ see details in “[The Barrel](#)” in *Threshold Magazine* issue #23

RAK RUINS

[C1]

Source: Sturm's map, , Sturm's Karameikos History maps.

Like the nearby settlements of Dim and Talm (off the western side of the Dymark regional map³⁵), this was one of the last villages inhabited by the descendants of Taymora, the Tal, who inhabited Traladara before the Traldars.

When the mixed Traladaran/Tal population of this region rebelled against the Traladaran king ruling in Marilenev in 450 AC, troops were sent to sack these communities, which were later abandoned after being targeted by humanoid raids.

This part of the Dymrak Lowlands is now supposedly infested by goblins, wercreatures and dragons, and is therefore feared and unsettled by humans and elves. The truth is the Church of Nyx has several settlements here in various ruins, and has forged alliances with local dragons, wercreatures and humanoids, for unknown purposes.

RATAE

[D7]

Source: created by author based on "Dawn of the Emperors" boxed set

Small Thyatian village of about 65 Farming inhabitants, (75% Thyatian, 20% Vyalia Elven, 5% other) Good contact with Calleva, Moderate contact with Vyalia Elves, Machetos. On Machetos Road west; Monument, Calleva, Veralium, Karameikos, Machetos Road east; Glevum to Machetos. Ratae has no Inn, but a copper tavern for

³⁵ See the [Kingdom of Karameikos 1020 AC](#) map by Sturm

food or drinks; **Carborundurum ebique reptans** (*Rats crawling everywhere*), which is famous for rat stew (6sp), salted rat tails (1sp/10), and fried rat (3sp) on the go. Wererats will find themselves comfortable as well as not comfortable here, as all kinds of rats are consumed here and at the same time walking around. There are several Thyatian granaries here responsible for the infamous amount of rats. Due to abundant use of wolfsbane Lycanthropes will be more uncomfortable near the granaries (this due Wererat infestation last year, which have been killed and served). Keep in mind wererats are mostly normal rats contracted any Lycanthropy and turned to a humanoid form. These Lesser wererats are different from the Greater wererats which were humans infected by wererats. For more information on this read PC4 Nighthowlers. Laws; low with attempts to become more strict.

RODEMUS CASTLE

(A.k.a. **THE HAUNTED KEEP**)

[D1]

Source: D&D Basic Rulebook (1981)

Note: "*The Haunted Keep*", inhabited by the Rodemus wererats, was originally described by Tom Moldvay in his 1981 D&D Basic set rulebook. However, there was no map placement as these rules did not cater for wilderness/overland adventures, and the Known World /Mystara concept had not been created. In the subsequent D&D Expert rulebook later that year, there is the first map of the Grand Duchy of Karameikos, and a location for "*The Haunted Keep*" is shown. Accompanying text notes that "*Luln is a base town for exploring the Haunted Keep, also called*

Koriszegy Keep...". In the 1983 edition of the Basic rules by Frank Mentzer, there is no description of a Haunted Keep; and in his Expert rules *"The Haunted Keep"* has the same map placement as in the 1981 edition, near Luln and associated text reads *"Luln is near to the Haunted Keep of the Koriszegy family..."*. Finally in Aaron Allston's GAZ1: *"The Grand Duchy of Karamaikos"*, the map location is labelled *"Koriszegy Keep"*, while text describing the forts in the wilderness refers to *"...the ominous presence of the haunted Koriszegy Keep..."* (and the history of Koriszegy later expanded in *"Karamaikos: Kingdom of Adventure"*).

In 2008 members of the Dragonsfoot forums collaborated on the production of as [complete adventure module](#) based on the Moldvay outline from 1981. Francesco Defferrari (Sturm) has suggested placing the ruins of Rodemus Castle in the Dymrak region.

This ruined castle, of the Rodemus family is now infected with Wererat lycanthropy and in league with goblins. PCs adventuring here are assumed to live nearby, and some townsfolk have been kidnapped by goblins that seem to be using the keep as a lair. The Dragonfoot adventure module describes the location in detail.

RUGALOV RIVER (FORMERLY HAVEN RIVER) [B5, C5, D5]

Source: module B10.

This long river originates from the Lake of Lost Dreams in the Haven region. It has rocky forested banks with a 15' to 45' deep rocky/pebble riverbed. The river's width

varies from 50 to 250 yards, wider at its southern end and smaller at rapids/waterfalls. This river has a strong current of 45' to 80' per round rising to a rate of 80' to 180' close to rapids. The irregular currents, rapids and waterfalls at the Haven Cliffs, make it impossible to use vessels beyond Ryania. Even using a canoe requires a skill check to maintain control every Turn.

On 22 Ambyrmonth 968 AC the Haven River was officially renamed the Rugalov River to honor the work of Lord Rugalov in saving as many people as possible from the flood disaster of that year³⁶.

Refer to the **Lakes and Streams** entry for information on fish found in the river and fishing activity.

RUGALOV AND RUGALOV KEEP [D5, D6]

Source: GAZ1, Sturm's History material, KkoA, PWA1 to 3 and JA

In 968 AC Rugalov Keep stood on the east side of the mouth of the Haven River, opposite the town of Erroton on the west side. This Traladaran fortification was the seat of Lord Ionut Lutescu, Baron of Rugalov. On 15 Vatermonth 968 AC, however, the Redtop Volcano on Fire Island in the Sea of Dread erupted, resulting in a huge storm and tidal wave. This tidal wave devastated the mouth of the Haven River, with the greatest impact on the western side where Erroton suffered greatly, its buildings being destroyed and many of its residents being killed. Lord Lutescu was instrumental in mobilising forces to rescue and help survivors. The town was now a muddy

³⁶ see [timeline](#) in *"The Barrel"* article in *Threshold Magazine #23*

morass of destruction left by the tidal wave and was abandoned, the survivors settling in Coltian, Veralium, Kondrien, or setting up new farms nearby.

One of Stefan Karameikos' earliest decrees as the new ruler of the Grand Duchy in Kaldmont 970 AC was to endorse the building of a new settlement on the western side of the river mouth. To further ingratiate his new leadership with the locals, Stefan fostered the renaming of the river as the Rugalov and the new settlement's name as Rugalov village in honour of the the work Lord Lutescu had performed in rescuing the survivors of the flood. The Traladaran Barony of Rugalov became part of the new nation.

The new settlement stands on the Eastron Road, west of the Fain Flinn's Bridge that now crosses the river and connects to the to the Machetos Road. The nearby Cloister of Zirchev is regularly visited and used to trade seeds and fertilizer. The town has a small harbour just over a mile to the south-east, sparsely used by merchants, but busy with local fishermen. There is a 220 hull point capacity anchoring point in the mouth of the Rugalov River for medium and smaller vessels.

Today Rugalov is a fishing and trading village of 650 inhabitants. 50% of the population is of pure Traladaran descent, 20% is pure Thyatian, 10% is mixed descent while the remainder 15% are Vyalia Elves and 5% of other origins. The village is home to about 20 dwarves and gnomes , and around 100 Vyalia elves of which Thellmusar (male E9, 320 years, LN) is the most important as he is the local voice of the Vyalia here (a sort of mayor).

The current Baron Rugalov is Lord Vlad Lutescu who succeeded to the position after his father's passing in 998 AC. He resides in the rectory next to the small Church of Traladara which overlooks the village and its surroundings. The church graveyard is unexpectedly large, but this is due to the number of locals who died during the great tidal wave disaster. As well as the new family houses, the rebuilt settlement has a Town Hall, seven warehouses and 38 various shops, together with a large Market for all traders to meet two days a week. With the market allowing merchants from Karameikos and Thyatis to meet and trade, a desire for a bridge across the river became stronger due to the Thyatian influence on commerce. Most of Rugalov's revenue comes from trace and from providing services to the garrison stationed at Rugalov Keep, with a smaller amount from fishing, local farming, and logging. There is one silver grade (**Zirchev's Bread**) and two copper grade (**Twisted Eel, Slipping Reality**) Taverns; and two copper grade Inns: **In memory of 968** and **Maestro Burnovich** (though originally related to the family, but no longer since the great war casualties).

No additional laws to the Duke's Law are enforced. Control fluctuates from low to strict (mostly following the rules for a period and then relaxing again). Recently punishments are higher, especially to recurring local Thyatian Vandals.

The duty of the **Rugalov Keep** is to keep a close eye on Thyatian activities and, in case of hostilities between Thyatis and Karameikos, to hold the road and bridge against invading troops.

The Keep is manned by the “Sword of Halav” Battalion of the 4th Division of the Karameikan Armed Forces. This unit is led by a Captain (F8) with three administrative lieutenants (F6); they are in command of 4 Companies of troops with each Company being led by an operational Lieutenant (F6). Each of these operational Lieutenants has 4 Sergeants (F4) reporting to them who are each in charge of a Squadron of 14 troops (F1). The force has 65 horses available to be used as cavalry if needed. Defenses include three ballistae and one catapult. In the event of war, a full-strength Militia Division can be raised from the surrounding villages (as done at the time of the Great War and the abelaat attacks). The 244 soldiers of the “Sword of Halav” live in Rugalov and Rugalov Keep with their families (average total family size of 4). Under normal circumstances, each month half of the Battalion is rostered to be stationed in the Keep for sentry duty and training.

Rugalov population numbers:

The number of people directly connected to the military presence equates to:
 244 (soldiers) x 4 (average family size) = 976.
 Additionally, some offspring of the Battalion over the years are not in the army but live locally with their own families. As a proportion of the current extended Battalion this is approximately 20% = 195. The average total family size of these people is 3, giving a total additional population of 585 for a total of 1561 (976 + 585).
 Roughly doubling the 1561 figure to cater for the already existing local population means that about 3000 people live in the Barony of Rugalov - 650 in Rugalov Village, the others in the Keep, the villages of Kondrien, Verrau, Coltian or on nearby farms.

RYANIA [C5]

Source: module DDA4.

The settlement of Ryania is by the Rugalov River in the woods of the Vyalia elves (see the Lake of Lost Dreams entry). 145 Vyalia Elves and Traldar humans live here and are engaged in orchard tending, hunting and forestry. The Mayor of Ryania is Roderick, Duke Stefan’s Lord Forester of Dymrak (see details in module DDA4: “*The Dymrak Dread*”). The Traladaran adventurer Alexei Schelepin, (see details in module DDA3: “*The Eye of Traldar*”), likely a member of the Order of Zirchev also lives here.

The village has great contact with other Vyalia settlements; and moderate contact with local humanoids. There is also good contact with Rugalov, especially with Rugalov merchants and its market for trading in wine and tools, as well as with Thyatian merchants for Elven wine trade. Moderate contact local humanoids.

Karameikan law is loosely observed with attempts to become more strict. Vyalia Law, with respect to plants, plantations, animals and magic, is more strictly followed.

This site is said to be the original location of the Secondary Effects of Magics law developed between 990 AC and 1000 AC: where a spell on itself may cause no direct harm, yet unintended damages or damaging effects might do so. Such acts of damaging are now officially covered in the Karameikan law as equal to Theft of similar valuables, caused by the caster. Alfheim, Darokin, and Thyatis have similar laws. The final draw to create this law was a forest fire here in Ryania, caused by a fireball cast at some goblins by uncareful adventurers, in 990 AC.



SCALANIA [D4]

Source: created by author

This is a small settlement of 138 elves and humans in the woods of the Vyalia Elven (see the Lake of Lost Dreams entry). They grow fruits and grapes for their major produce: elven wine. The population has moderate contact with Rugalov and local humanoids; good contact with other Vyalia Elven settlements; and some minor contact with Callarii elves. The village has no inn but does have a single tavern.

SEGENYEV [A4]

Source: module B10.

This is a Traladaran dun settlement, on a trail that leads south-west to Sukisyn and north to Skyrtiv. The village was rebuilt and expanded after the events of module B10: *“Night’s Dark Terror”*. It has no inn, but there is a tavern: **The Hardy Oak**.

SERKOS [B1]

Source: Sturm’s map.

This site is a fief of the Serkos, a family of Thyatian knights, followers and vassals of Lord Kelvin. There is a small castle and Traladaran settlement of about 55 farmers and hunters. The inhabitants have moderate contact with Kelvin, and Callarii Elves; and minor contact with humanoids. It lies at the end of a trail that runs south-east to the Callarii/Kelvin Road. There is no Inn, but a copper grade tavern: **Serkos’ Heart** provides refreshments. Karameikan Law is followed strictly.

SIBEON [D1]

Source: Sturm’s map.

Standing near the point that Dim Creek flows beneath a bridge carrying the Eastron Road, this village was originally named Vostik, meaning “road to the east”. It is now the fief of the Sibeon, a family of Thyatian knights, and comprises of a small castle and a Traladaran settlement. There is a copper grade inn: **Halav’s Breath** (suggesting the importance of the nearby ruined shrine of Halav).

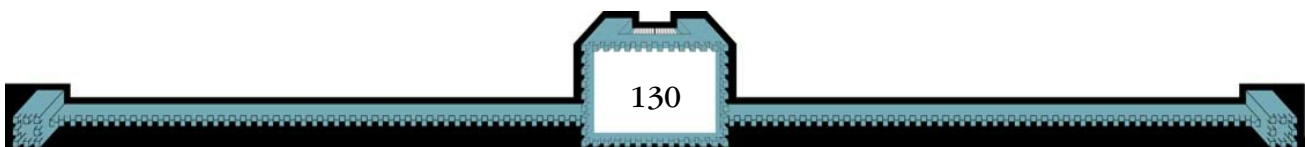
From here, the Eastron Road goes east to Soprotiv and west to Krakatos (beyond the regional map). About 7 miles west along the Eastron Road there is a trail that leads to the Cloister of Petra. Across the Eastron Road from the village, a trail leads south to Kerosinos, and there are minor trails to the south going local farms south.

Sibeon has good contact with all other road settlements and the Cloister of Petra; moderate contact with off road settlements’ and minor contact with Rodemus Castle and Dim. Karameikan law is strictly obeyed.

SIELO (OFTEN “SIELO’S FORT”) [A2]

Source: module B10, Penbaligon Trilogy, Sturm’s Karameikos History maps

This is the site of an ancient Traladaran wooden palisade dun fort close to the Volaga River that dates from before 1500 BC. It was rebuilt and extended after the events of module B10: *“Night’s Dark Terror”* and the *Penbaligon Trilogy*. There are about 80 inhabitants engaged in farming, fishing, hunting and logging. The population has moderate contact with Kelvin and Callarii Elves; and minor contact with humanoids.



The settlement stands on a trail that runs south to Ilyakana and north to Bywater (beyond the border of the regional map). While there is no inn, there is a copper grade Tavern: **The Fence**, and a communal sleeping hall for soldiers where guests may also reside for a few days (at 25sp/night per person).

Laws are enforced as normal with attempts to become stricter.

SKEBOS (AKA SREBOS IN TRALADARAN) [B1]

Source: Sturm's map

This is a Traladaran settlement that welcomed Lord Kelvin right from the start in 970 AC and, as a result, the local Traladaran lord has excellent relations with the Baron. It has a population of 45 who farm, fish and hunt. They have moderate contact with Kelvin, and Callarii Elves; and minor contact with Humanoids.

From the village, trails go south-east to the Callarii/Kelvin Road, and north to Andreas. There is no inn, but a copper grade tavern: **Five Deer** provides refreshment. Karameikan laws are observed as normal with attempts to become stricter.

SKRYTIV [A4]

Source: Sturm's map.

The current name of this village means "Hidden" and it was originally an almost abandoned Cashel (a stone ring fort as described in accessory PC1) with some remaining sidhe, until some Traladarans fleeing from the Thyatian invaders of 900 AC found safety here. Subsequently the locals developed contacts with elves, gnomes and

dwarves of the Haven area and they now provide a vital link between the settlements east of Kelvin and the region of Haven. The villagers consider themselves under the protection of Haven, which indeed has often protected the locale against the harassment of goblins and other creatures.

Skrytiv is currently a settlement of 195 humans, dwarves, gnomes and sidhe who engage in forestry, farming and hunting. As this settlement has welcomed gnomes and dwarves over a long time, they have become an important part of the local culture, and all the dwarves and gnomes here speak Elvish in addition to their native language. The population has moderate contact with humanoids from the north and Argos the Dragon; and minor contact with Vyalia Elves. Their major contact is with other Haven settlements.

The village has no inn, but it does have a reasonably large silver grade Tavern: **Isse-i Oron ruste** (*Where the Mountain crumbles*). The tavern clientele of rugged dwarves is prone to non-lethal bar brawls but make things good the next night. Laws are loosely followed, but there are some attempts to become stricter.

SKULL, THE ISLAND [E4]

Source: created by author after blot on Sturm's map.

This island is noticeable for the fact that it has no true shoreline - there are no beaches around its coast, the land ends and abruptly drops into the ocean. A small conglomeration of 11 buildings that are the homes of several dark-skinned humans, most of whom never leave the island other than to fish in its immediate surrounding waters.



Superstition and old tales speak of wonders of this island, and times where the island was located elsewhere.

Adventure suggestion:

Recently, the son of a former inhabitant, who had travelled to the mainland married a Darokinian woman, returned to the island. The son had become an experienced mage and was intrigued by the tales and superstitions his father recounted to him in fearful accounts. How could the island have been located elsewhere? Why were there no shores? There was only one logical reason that the mage could envisage: the island was a vessel of some sort floating and anchored at present, but also movable.

Arriving on the island, the mage erected a small two storey half-spherically shaped tower on the highest coast. Even though he could have easily subdued the locals and controlled them with his magic when they voiced concerns, he merely ignored them. He began experimenting, exploring and studying, and discovered that the material comprising the island was not stone, but was organic.

It is an individual DM's choice as to what the truth is: is the Island a large dead creature or is it still alive and just sleeping?

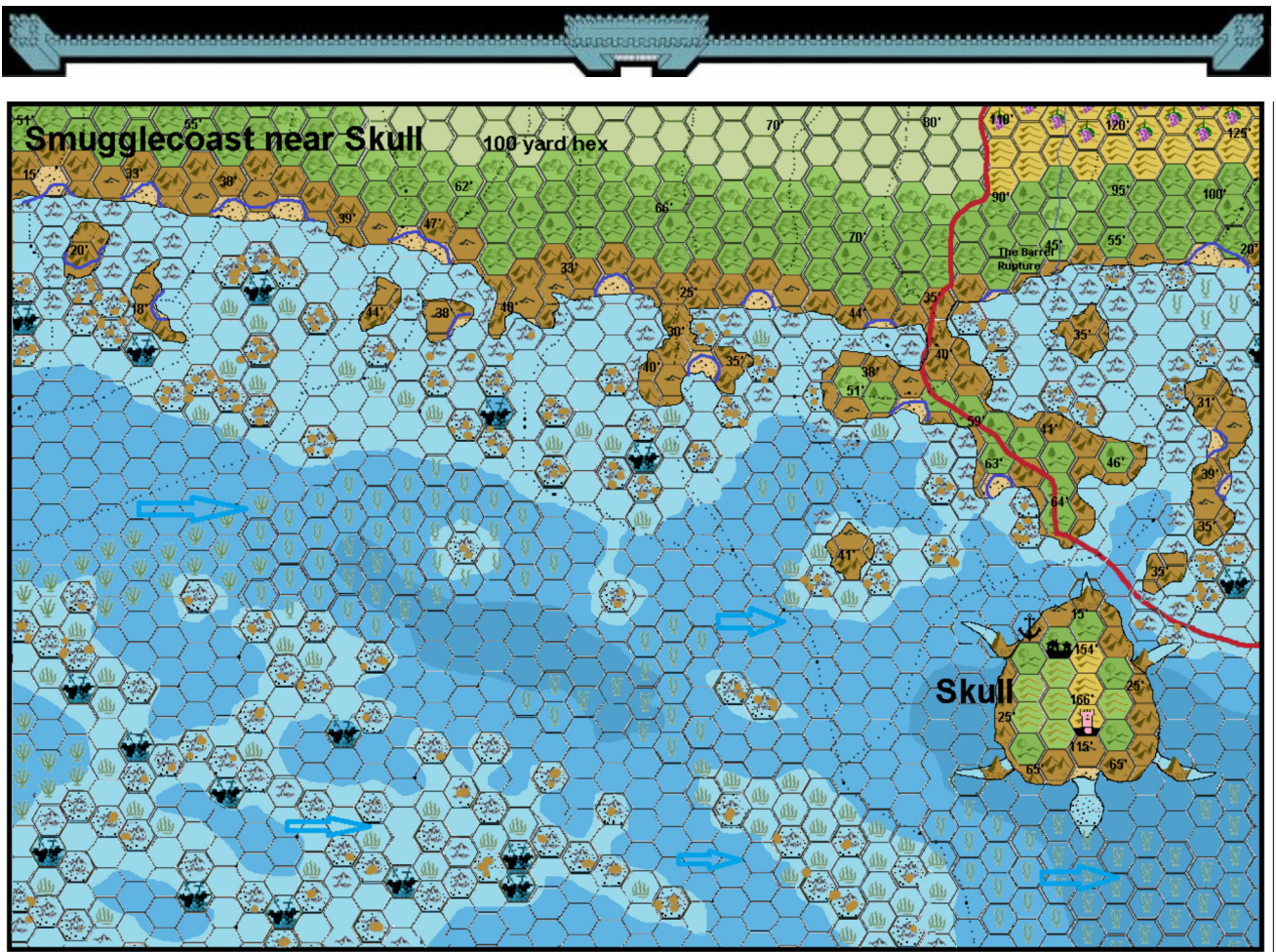
In either case, the island was/is a Zaratan, a grandiose sea turtle of such immense size as to be mistaken for an island, attested to by Real World literature and folklore sources in Anglo-Saxon, Irish, Persian, and Greek literature and folklore, among other cultures. Zaratans³⁷ are notable for their long-life span and impossible size. Zaratan shells are easily mistaken for small islands.

SMUGGLECOAST NEAR SKULL [E4]

Source: created by author from blots on Sturm's map, and vague descriptions in Penbaligon Trilogy.

There are many small caves along the rocky coast here. Inside the caves, solid ground is between 10 and 20 feet above sea level, which rises by 4 feet at high tide and drops by 4 feet at low tide. Smugglers' vessels go out and intercept other vessels on the Trade route, with whom they trade, or steal bringing their gains back to the caves to be hidden for a few weeks at best and then selling them on, avoiding taxes due. Smuggling is considered theft by Karamaikan Law, and the fine/arrest depends on the value of the smuggled/sold goods recovered. Proof of a smuggler's activity is difficult as the coast is long, with many hiding places. Many passing traders also earn money from these activities, and most is done in the dark or under the cloak of magic or cleverness.

³⁷ The Zaratan is catalogued in Jorge Luis Borges's "El Libro de Los Seres Imaginarios" ([The Book of Imaginary Beings](#)), and on page 395 of this author's [Mystara Monster Manual Compilation](#) Book



Adventure suggestions:

PCs could be used to help a smuggler with a problem, become smugglers for specific goods, or be involved in settling competitive smuggler rivalries, or even helping prove the identity/arrest of smugglers. This location can also be used (with a few alterations) for the adventure “*Island of the Dry Skins*” from accessory PC3.

High/Low Tide Times

For ease of play:

- Low tide is at 0700 and 1900;
- high tide is at 1300 and 0100;
- each tide lasting 1 hour;
- on every 2 days following, add 2 Turns (20 minutes) per day for each tide time.

If a DM wishes to replicate real world tidal frequencies, and wish to engage in the detailed calculations, they could use information from TM1: *Western Countries Trail Map* to identify the lunar rise times above Karameikos and determine a more exact time for the tides by placing high tide exactly in the middle of the moons rise and fall, +6 hours low tide, +12 hours High tide, +6 hours low tide, and then adjusting each day as above³⁸.

³⁸ See this [wikipedia entry](#) for mor information on tides

SOPROTIV

[D2]

Source: Sturm's map.

The name of this village means "Resistance" in Traladaran and it has a history of defiance against the conquering Thyatian troops from 900 to 970 AC. The settlement was razed and burned by Thyatian soldiers of the Retebius family several times but most of the Traladaran inhabitants managed to survive and rebuild. In the decades since Duke Stefan became ruler of the nation, it has had a more stable atmosphere, but there have been occasional skirmishes and disagreements with nearby Locrida and officials from the Retebius family who rule the local dominion but have minimal control over Soprotiv. Some Thyatian officials have accused the village of harboring evil cults, but no proof has been found and the locals dismiss the accusations as Thyatian propaganda.

The population of Soprotiv is about 115 farmers, fishermen, orchard tenders and smugglers. The inhabitants have good contact with all other road settlements; moderate contact with off road settlements' and minor contact with Locrida, Rodemus, Retebius Castle, Callarii Elves and humanoids. Standard Karameikan law is observed but with attempts to become stricter.

The village is by the Eastron Road where a bridge crosses the Soprotiv Creek. The main highway runs west to Siberon and east to Andis. About 3 miles west of Soprotiv a trail branches north to Traladaran Shrine for Chardastes clerics and healers. From Soprotiv itself trails run south to Locrida and north to a ruined Temple of Leptar and on

to Rodemus Castle. Minor trails go south to local farms. There is a There is a copper grade Inn: **Hairy Lies**, that has hints to legends of the ruined Leptar temple.

STATUES

Source: created by author

Far west on Tomb Hills:

A large (28' tall) local rock statue from the Traldar/Hutaakan Era resembling an unidentified human male torso.

Central Callarii:

A large (21' tall) marble statue of three dancing elves created over a period of 1100 years (finished 967AC) by the Callarii elves as a memory of their happiness finding this area so long ago.

On Machetos Road close to Veralium:

A large statue (15' tall) of Emperor Thincol of Thyatis standing unarmoured looking to the west (Karameikos) with folded arms. Created 977AC.

East of Tomb Hills:

This is a giant Hutaakan statue (120' tall) of white granite, severely damaged). Its arms lie nearby. There are some doors in the large base, but these have never been opened and have resisted all spells and damage attempting to penetrate them. It is unknown what is hidden below, and why it was built here so long ago.

The statue's face has totally disintegrated, and lies at the base in chunks overgrown by brambles. The statue was possibly a Hutaakan cleric as an arm holds a scroll stick, although the stone scroll has been destroyed, as has the object around the

statue's neck possibly a holy symbol. The damage has probably been made by angry Traladarans who believe the statue is of an old gnoll ruler, and have vented their anger at this symbol of a race they have a long antagonistic history with.

North of Elbai Fields:

A medium sized (8' tall) granite statue of a dwarven miner holding a large crystal rod. ON the base chiselled in Dwarven runes is the name: Gullbrig with a date relating back to 894 AC. (This is a statue of the owner and creator of the nearby Crystal mine).

STORMWIND CENTAURS

[A1]

Source: Sturm's map. created by Havard in "Centaur's of Karameikos"

A clan of centaurs roams the hills south of Penhaligon and the Stormwind Plateau. Having suffered many losses as a result of abelaat attacks, there are now only 54 centaurs (levels 1 to 7), of which 18 are adult males of 3 to 7th level.

The Clan Leader is as always, the oldest and most experienced Centaur of the clan, and that is currently **Cumin** (male Centaur 8, CN, Wicca1, ST 17, IN14, WI14, DX8, CO10, CH7, age 33). Several Traladaran humans who have escaped from Iron Ring slavers or from the Law, live among the centaurs and are fiercely loyal to them.

The centaurs only follow Karameikan law in a strict sense if paid to by Karameikan forces. Otherwise, they adhere to their own law, being strict on theft, and very strict on assault which is severely punished by banishment, whipping and/or branding.

SUKISKYN

[B2]

Source: module B10

This is a Traladaran dun settlement on the Syereb river that flows north to the Volaga. It was originally described in adventure module B10: "Night's Dark Terror". There are now about 35 inhabitants engaged in farming, hunting and logging³⁹.

After the events of module B10 adventure and the Penhaligon Trilogy (1008 AC+) Sukiskyn will undergo some rebuilding and expansion. Additional homes (size as the original map's buildings #3, #6, or combined #13/14/17), with two shops (the size of building #4) are built in the eastern, northern and southern clearings along the roads and in between (with their own small roads) and Palisades erected around all of these. The north and south yards become a market. The pens will have relocated to the extreme north-west, north-east and south-east corners of the area within the palisade. Large tracts of trees will be removed to provide small farms on the northern and eastern side. The western side will also be cleared to a lesser extent and several more houses built along the road but without any palisade. The bridge and building #2 will have been rebuilt and expanded to accommodate the passage of wagons, and by 1009AC there will be a toll of 1 sp a person 2sp a horse and 5sp a wagon. Karameikan law is loosely followed with attempts to become stricter.

From Sukiskyn trails go west to the Callarii/Kelvin Road, north to Hokol, and north-east to Cherkass. The trail east to

³⁹ See [the map by Lucky](#) based on the module's version, for the layout of the site.

Segenyev is widened to provide easy passage for average wagons (3 horses abreast).

SYNIEL

[A7]

Source: *Sturm's map*

This is a typical elven homestead village in the woods of the Vyalia elves (see Lake of Lost Dreams entry). Its name means "Sunset dream". The 350 inhabitants tend vineyards and orchards as well as engaging in hunting and forestry. They have intense contact with other Vyalia settlements, and moderate contact with Rugalov (particularly with its merchants and market for trading in wine and tools), and also with Thyatian merchants for Elven wine trade. Karamaikan law is loosely observed, while Vyalia law is strictly applied (especially in respect to plants, plantations, animals, and magic).

There is no inn, but there is a silver grade Tavern: **Valerias milqu-Ilsunda** (*Valerias kissed Ilsunda*). This name is based on the rumour of both Immortals sharing an intense relationship. The tavern is known to have an underground chamber (almost a temple) of love to all. However cross-race or cross-clan love, is still not tolerated and remains frowned upon by the Vyalia; to them Valerias is an Immortal Elf and not a human as worshipped by non-elves.

SYREB RIVER (UNNAMED BY THYATIANS)

[C2, B2, B1, A1]

Source: *module B10*.

This is a short river originating from Syreb Lake in the southern Tomb Hills. It is 50 to 100 yards in width, and the riverbed is between 5' and 15' deep. The Syreb is mostly used to let logs felled by woodsman to flow

down river, into the Volaga and on to Kelven, or Specularum.

Refer to the **Lakes and Streams** entry for information on fish found in the river and fishing activity.

The river's normal current has a speed of 25' round which will influence the swimming speed and direction of any character or creature in the water. However, once a day the water flow increases - up to 45' close to Lake Syreb and up to 30' where it joins the Volaga. This is at 15:00 close to Syreb Lake and an hour later for every 3 miles downstream. This increased current lasts about an hour. This will thus reach Sukiskyn 8 hours and 4 turns later at 23:40, and at Volaga River 4 hours later, causing a sudden northern push of about 45 to 90 feet to vessels at that moment. In the Volaga river this extra influx of water will pass almost unnoticed due to the increased river width. The stronger currents are due to an Elemental Water Gate opening in the Syreb Lake (see entry for that lake in "Lakes in the area above).

If checking for encounters along this river, there is a 1% chance to encounter a 16HD Water Elemental, 2% a 12HD Water Elemental, a 4% an 8HD Water Elemental⁴⁰, and an 8% chance of 1d10 Water Fundamentals⁴¹ besides any onshore creature encounters.

⁴⁰ See *Rules Cyclopedia* page 179

⁴¹ See AC9: *Creature Catalog* page 24 or DMR2: *Creature Catalog* page 42, or AD&D2 *Mystara Monstrous Compendium* page 45

TARFIL BARROW

[B1]

Source: Dungeon Magazine #27 adventure: "Tarfill's Tomb"

This barrow tomb is the site of the conclusion the *Dungeon Magazine* adventure.

TEQ-QITALA

[A1]

Source created by author

This is a large ruined Hutaakan Temple of Pflarr that dates back to the Nithian era (1000-500BC), and (according to adventurers) contains a Golden Font. Like Xitaca, the temple is hidden in the many crevices and valleys of the Stormwind Plateau. It is almost inaccessible due to the vast mud plain that surrounds it and the Volaga River to the east. There is some evidence that a ford and road leading to the temple did once exist, as ancient remnants have been discovered.

THAYRN

[A6]

Source: Sturm's map.

Thayrn is a typical elven homestead in the woods of the Vyalia Elves (see Lake of Lost Dreams entry). Its name means "*Shieldtree*" identifying it as the place that guards the Vyalia lands to the east from the attacks by goblins and dragons of the Dymrak forest to the west. The settlement is fortified by a ring of chevaux-de-frise around it to hamper humanoid attacks.

The village has a population of 105 that includes hunters and foresters and an abnormal number of warriors, wizards, priests and experienced adventurers due to its position on the border of the wilder lands. The inhabitants have intensive contact

with other Vyalia Elven settlements; moderate contact with humanoids (River wolves, Kosivikh Goblins), Argos the Dragon and Olordwan; and minor contact with merchants and markets for the trade of wine and tools.

The settlement has no inn, but there is a copper grade tavern: Natha-i-Nuinëharma (Slay the River wolves). Karameikan law is loosely observed, while Vyalia law (especially in respect to plants, plantations, animals, magic) is strictly followed.

THRAKIUS (ALYA)

[E1]

Source: Sturm's and my old map, Sturm's Karameikos History maps

The present-day mixed Traladaran and Thyatian settlement of Thrakius was originally a village named Ras that dates from before 1500 BC. It has also been known as Alya, possibly a derivative of Ilya after a famous pirate and adventurer who likely had great political impact on the region.

From 1 AC the village was ruled by the Traladran noble family of Rakov. But following their participation in the Marilenev Rebellion of 971 AC, the village keep was seized by the Thyatian Thrakius clan who took care to exterminate every remaining Rakov family member. The Thrakius are a family of Thyatian extremists ⁴². The small estate includes a large Thyatian villa that belonged to a former Senator who renamed this settlement at the same time Marilenev was renamed into Specularum. Thrakius has

⁴² see Ville Lähde's "*The Specularum series adventures*", as referenced in [Threshold Magazine issue #21](#) and "[The War Conceived](#)" at the Vaults of Pandius.

good contact with all other road settlements, Kerosinos, and Sibeon; and moderate contact with off-road settlements. There is a copper grade inn: **The Eel and Diamond** here (where the locals have tales of smuggling with living eels).

The Thrakius family has a great dislike of Traladarans, which in the past often got out of control with heated and violent resentment. Many rambunctious Thyatian youth in the region are supported and encouraged by the Thrakius in acts of vandalism. These crimes have included: the destruction or desecration of Traladaran shrines and temples, the burning of farms owned by known Traladaran heroes, beatings of Traladaran locals, harassment of markets, scaring and chasing animal herds, brawling in bars, and damaging Traladaran vessels.

Karameikan law is strictly enforced, and to keep it fair and equal to all, those arrested are handed over to Anton Liakos, a loyal constable of the Korrigan clan. Anton arranges the transport by prison wagon of all arrested suspects to Specularum for their cases to be dealt with there. This policy has been ordered by the Karameikan Court in 1005 AC following many serious complaints. Once in the city, it can be up to three weeks before the case is heard by a court.

The Thrakius dislike the Korrigans for meddling with the way they believe the law should be enacted. A small group of Thrakius lawyers and always follow the transported prisoners to court to ensure the suspects receive the punishment the Thrakius believe they deserve. The criminal (in the eyes of Thrakius) Traladarans are likely to receive

the highest punishment possible, while the few arrested Thyatians (such as the youths who engage in anti-Traladaran vandalism) are often “proven” innocent.

The Dark Knight, Thrakius Furion Gryphon, has been allied with the Thrakius family (after which he was named) since his childhood, and has regularly spent time here. It has been a place where he felt respected and had others who had a similar outlook to his own. It was from here that the Dark Knight often searched for Sascha Mischnikov⁴³ with Thrakius family members helping.

THUNDER MOUNTAINS [A4, B4, B3]

Source: modules X1 and B10, 3050 BC, 2300 BC, 1700 BC maps Agatbokles, Sturm, Chimpman, Penbaligon Trilogy

The Thunder Mountains⁴⁴ are a heavily eroded southern spur of the Zargash Mountains⁴⁵ which branch south-west from the Altan Teppes⁴⁶ mountain chain. The Zargash range forms the west and north side of the Valley of Haven. Gold is still mined⁴⁷

⁴³ see [“The Barrel”](#) in *Threshold Magazine* #23

⁴⁴ Thyatian name; source; module B3 Green edition). In dwarven their name is Karr Rast-Karagg (Dead Barren Mountain).

⁴⁵ Zargash is the Traladaran name (source: module B10); the Dwarves knew it as Dronrast, (*Thunder Mountain*) probably due to the mountains’ high level of metal content which attracted lightning in thunderstorms. Much of the metal has now been mined and the lightning strikes are rare, and was the source of Traladaran naming of the southern spur.

⁴⁶ In 2300 BC these were named the Kuurmaresha Mountains.

⁴⁷ Source: area W12 on the 3-mile hex map of module B10 (just outside the Dymrak regional map).

in these mountains. The Thunder Mountains stretch south from the Zargash into the Dymrak Forest and the forested hill area called the Witchlands, where much eroded material from the mountains has been deposited.

During the Taymoran Era (around 2300 BC), the area was mined by dwarves, Taymorans and Traldar to excavate useful ores and stone. Small groups of dwarves still actively mine this region (relatively easily due the large eroded sections). They look for rocks suitable for use in building stone fortifications like city walls and towers or castles.

The geological disaster of 1750BC severely damaged the Thunder Mountains. Many mines and caves collapsed, opening the range up to the effects of rapid erosion, resulting in the loss of the former mountainous aspect as strange rock formations remain as evidence of the earlier peaks .

The line of the Thunder Mountains runs roughly parallel to a similar small, further south chain from the Taymoran Era, the Tiri Mountains. That range were destroyed and engulfed in the 1750 BC disaster. The few surface remnants of the Tiri chain are now the Grape Hills west of Rugalov, and (off the coast) Pyrehouse Rock and rocky islands by Smugglecoast.

TOLATIQEK

[A4]

Source created by author

A large ruined Hutaakan Temple of Ordana dating back to the Nithian era. According to stories related by some adventurers, it contains a rarely used Mithril Font.

TOMB HILLS

[C1/23, D1/23]

Source: created by author

Author's note: Due to inconsistencies in canon sources regarding the direction of flow of the Syreb River, I had to introduce this range of hills to provide sufficient changes in elevation to allow the water flow to behave consistently. I have utilised some fanon sources where some hills seemed to be in existence. Based on Karamaikan history and their tradition (from the pre-1750 BC Taymoran Empire) of burying their dead in tombs, I have incorporated any tombs in these hills, hence their name.

Tombs present in this location are very large, and may have several levels reflecting the map image of a branched tree, with a single entrance giving access to all the burial sites within. The bodies are interred in open and closed-off side niches that are 6' long, 2' high and wide, all along the corridors. Each tomb thus houses many corpses, and some have never been consecrated by the Ceremony Burial ritual and as a result undead have been spawned.

As the tombs are open (or easily opened due to the old worn-out doors) many other creatures have taken residence in them (spiders, slimes, oozes, jellies, stirges, rats, bats, giant rats, wererats, giant bats, wandering ghouls); sometimes temporarily

wandering humanoids (at least one kobold tribe is known to reside in one of the tombs); and even nosferati from the Church of Nyx. The ease of access into the tombs means they are prone to (mostly Thyatian) plunderers.

Some of these tombs are still in use, although the Church of Karameikos and Thyatian influence over the decades has moved to the use of graveyards close to the Karameikan settlements, and even the Church of Traladara has accepted this newer burial method as also being good for the soul.

VERALIUM **[D6]**

Source: created by author based on Thyatian Gazetteer, and on Sturm's Karameikos History maps

This was originally (dating from before 1500 BC) a small Traladaran village named **Vetu**, after a local family. With the construction of the nearby Blackpoint Keep in 310 AC, the village became a town, and renamed simply as "The **Keep**" as no clan occupied it. With the Thyatian occupation of Traladara in 900 AC, the town was renamed **Verallium**, and is now occupied by about 120 farming inhabitants, (65% Thyatian, 20% Vyalia Elven, 10% Traladaran, 5% other) .

Veralium has good contact with Rugalov; and moderate contact with Vyalia Elves. It stands just off the Machetos Road which runs westwards past a statue of Thincol of Thyatis, and a Temple of Ixion, the Rugalov Bridge with its statue of Fain Flinn (Seen by the Thyatians as some seemingly important hero). To the east, the Machetos Road runs by Camelodunum, Calleva, Ratae, and Glevum to Machetos. A minor road runs south from Veralium to Blackpoint Keep.

Located on the shore of Lake Veralium is a copper grade inn: **Elven iugis aquae** (*Elven water in the hills*) which sells bottles of crystal-clear mineral water from the lake, as well as gin brewed from local juniper on the hills. Regional laws are followed with attempts to enforce them more strictly.

VERRAU **[E4]**

Source: Sturm's map

This is a Traladaran village whose name means "green river". Verran has a history of friendship with Vyalia elves, who occasionally visit it to trade. It has a population of about 110 farmers, fishermen and smugglers. Verrau has good contact with "The Barrel", Kondrien, Rugalov and Andis; and minor contact with off road settlements, sea folk, merchant vessels, Callarii Elves and humanoids.

A trail runs north from the village to join the Eastron Road. To its south is the harbor providing a safe anchoring point for small vessels of up to 50 Hp in total, and access to the sea lanes. There are minor trails going east and west to local farms. Verrau has a copper grade Inn: **The not so secret harbor**. Karameikan law is loosely followed with attempts to become stricter.

VOLAGA RIVER
(NAMED HIGHREACH RIVER BY THYATIANS)
[A1/2, B1]

Source: modules B10 and X1, GAZ1 1, Dungeon Magazine #59

The Volaga is one of the major rivers of Karameikos and has its source in the Eastern Mountain spur and the Castellan River subsequently merges with it. It is between 150 to 350 yards in width, and has a depth

ranging from 5' to 25'. Fish of all sizes live in the Volaga (50% small, 30% regular, 18% large, 2% giant). Refer to the **Lakes and Streams** entry for information on fish found in the river and fishing activity. of catching junk from local humanoids or settlements upstream. These objects are valued at 1d6-2 cp (0 or lower =0).

Beyond Sielo's Fort, the Volaga is not suitable for vessels other than canoes or flat bottomed boats due to the many fords and rocks upstream. The river current runs at 25'/round and will influence the speed and direction of swimmers and vessels. The river is mainly used to let cut logs flow down river to Kelven, or Specularum.

If a DM intends to use the *Dungeon Magazine* #59 adventure: "Voyage of the Crimpshire". the location where the Crimpshire sinks is marked on the regional map. The area is regularly visited by Water Ogres (see above). As described in that adventure the surviving characters have to walk through the moor back to Kelvin, as they are unaware where exactly they are.

As described in the entry for the Syreb River, a daily phenomenon occurs where the Syreb flows into the Volaga. For about an hour, an increase in the speed of the Syreb's current causes vessels at that point to receive a push northwards of about 45 to 90 feet before the current returns to normal. Locals take advantage of this increased flow by sending logs down stream. Vessels are advised not to cross the Syreb mouth between 04:00 and 05:00 or risk suffering log impacts.

The DM can calculate the effects of such an impact where: each of the 1d8 logs make a

hitroll to the vessel with a THAC0 of 8, each causing 1d8 hull points damage below the waterline, thus -1 hullpoint per log each turn thereafter due water intake. Log impact danger at other times on the river can be prevented by using lookouts with pikes pushing the logs aside. An average of 1d8 logs will pass each hour. Any lookouts must only hit AC12 with a pike (or polearm) and succeed a strength check to push a log aside in time to prevent damage. (the Crimpshire from the *Dungeon Magazine* adventure neglected to use lookouts and this was the reason it sank--or will sink when the DM uses this adventure).

WITCHLANDS [A4, B³/₄/5, C4/5]

Source: Sturm's map, "[The Witches of Dymrak](#)" by Håvard, Fan text information, Russian legends.

The Witchlands are a section of the Dymrak Forest that lie north and west of the Petrified Forest, east of Segenyev, west of the Rugalov River, and south of the Haven Cliffs, encompassing the southern tip of the Thunder Mountains and the hills and woods there. Up to 50 witches live here in small individual homes spread out over the area. They are attracted here by the many standing stones and magical locations, but mainly by the many functionable plants growing in the region that can be used for brews, potions and such. They also enjoy the solitude and absence of Thyatian attacks on them, which means they do not need to masquerade as mages.

At least 7 witches live in Segenyev and help the populace. A few witches are indoctrinated by demonic voices and slowly turn evil (potentially turning into hags over

time), but most are reasonably friendly and abide by the Church of Traladara.

In *“The Witches of Dymrak”*, Håvard describes nine hags of which Grizelda is the best known. This describes Grizelda as battling with herself against the evil forces trying to turn her into a real hag, and other moments trying to do good with her powers.

Grizzelda, Esmeralda and Gelfhora are mentioned by Håvard and Agathokles as three important witches or hags of the Dymrak forest. Elsewhere in Karameikos, three witches (Karelana, Sorelena and Trilena) are mentioned in module B7: *“Rabasia”*. Two strange sisters, Rosabella and Rosalinda, appear in module B5: *“Horror on the Hill”*; they are supposedly a priest and a wizard living alone in the wilderness, but could in fact be witches. A crone of chaos (a Mystaran type of hag) appears in B8: *“Journey to the Rock”*, while a hag is a prominent NPC near Threshold in *“The Sound of Madness”* - Adventure Two in the *“Karameikos: Kingdom of Adventure”* boxed set.

XIT-LAQITA [C2]

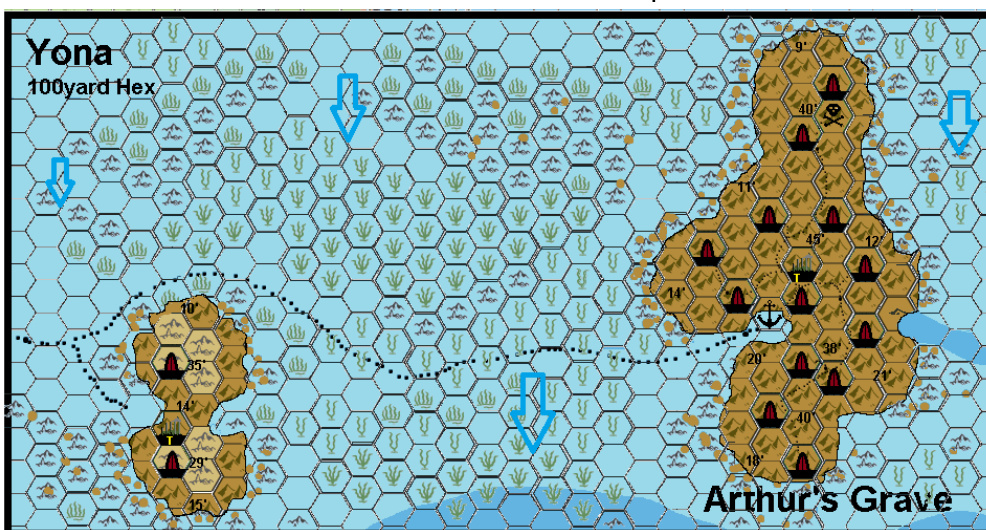
Source: created by author

A totally overgrown and as of yet undiscovered ruined Hutaakan village that was once home to about 200 farmers and fishermen. It can be assumed that there was once a trail leading from here to Leqtorlei. There is no knowledge of undead wandering out of the site, but these might be enclosed within. Various lower forms of life, like green slime, ochre jellies, and grey oozes, are regularly present in the region.

YONA AND ARTHUR’S GRAVE:
THE BURIAL ISLANDS [E1]

Source: created by author from a blot on Sturm’s map.

See the Tomb Hills entry for a description and conditions of these burial places from the ancient Traladaran tradition. These islands incorporate many tombs that honour this rite. As in the Tomb Hills, some of the many corpses have never been consecrated by the Ceremony Burial ritual, resulting in the creation of undead. Here, the undead are unable to leave the islands and become a menace.



Since the Thyatian invasion the use of these island tombs has increased, but almost stopped in 975 AC under Duke Stefan’s rule. Some of these tombs are still in use in 1010 AC, although the Church of Karameikos with Thyatian influence

over the decades has encouraged the use of graveyards close to the Karameikan settlements, and even the Church of Traladara accepted this burial method as being good for the soul. Some stubborn Traladarans still prefer tombs.

Arthur's Grave holds an underwater cave where Hamish McGregor (see accessory PC3) created his underwater vessel (PC3 adventure: "*Voyage to the Bottom of the Sea*"). His prime vessel was used in that adventure, but an unfinished copy still resides here in a dry version of the secret laboratory described in PC3. It only requires expert manual labour to make all the hatches closable with water-tight lids. Such an enterprise should only be undertaken in secrecy, as neither Karameikos, Thyatis or Minrothad would be amenable to such potentially dangerous undertakings.

It is the DM's decision whether to allow PCs to engage with the secret vessel, finishing the hatches, obtaining the necessary fuel, and stocking it with plenty of potions/scrolls of water breathing to launch the ship. Further thought must be given to where the PCs might continue their (political or otherwise) adventures using this submersible, perhaps becoming a secret unit of the Karameikan armed forces.

ZACKINTHOS [D6]

Source: created by author from a blot on Sturm's map

Zackinthos is an intriguing location, less than a mile south of the mainland. Outwardly it appears as a very luxurious and opulent setting offering rest and relaxation to all the famous and important Thyatians who visit it on a more or less regular basis. *"It is very*



cosmopolitan - you never know who you might meet here!" But beneath the surface there are more puzzling and darker things going on.

Visitors to the small village of Zackinthos on the main island can only arrive through the harbour below the monument to the ruler, Senator Plutarchus, that stands on the island's southern coast. In the village are comfortable and plush accommodations for the visiting guests. Around the island are a large shrine of the Immortal Nyx, a temple of Ixion, a Shrine of Vanya and one of Valerias. On the east side of this island is a large sandy cove where guests can relax and indulge their pleasures. Two strong keeps containing ballistae, catapults and oozebombs stand guard at each end of the cove keeping away all unwanted guests. The Thyatian Laws on the island are seemingly strict yet are in fact

low with some attempts to become more strict (if required).

The western part of the island is connected to the main one by an artificial rocky crossing that is 100 yards long and 20 yards wide. The castle of Zackinthos stands here at the end of the rock ledge. Its ruined predecessor on the south-west corner of this smaller island that was burned to the ground three years ago. The castle is the home of the settlement's ruler, Senator Monetis Plutarchos (C116 Thanatos, 36hp, CE) and his wife Corrupta Incidius (Mu15, 31hp, CE), together with her bodyguard General Crepitus Proelium (F17, 67hp, LE). A large regular and rectangular green area is noticeable in the centre of the island, which might suggest the artificial nature of the isle and hint at the many chambers underneath.

About 200 yards west of the second island is a small rock that, unknown to the residents of Zackinthos, is the only place where a small vessel could carefully hide, allowing its passengers to swim and climb onto the smaller island unseen, to undertake whatever tasks they have been charged with. This is a serious weak spot in the defence and control of the island, and this depends on the actions of the PC's to stay like this. A DM must try to keep this way of secret access or departure, or needs to find new ones.

The lavishness and comfort of the Zackinthos retreat have inspired a fiction that even the Immortals themselves (incognito of course) visit the resort to listen to what is going on in the Mortal World and perhaps engineer some outcomes. Immortals do not need to make such visits, they can monitor happenings on Mystara directly. In the

meantime, the visiting Senators and other luminaries play their political games of lies, deceit, intrigue, conspiracy, theft, and even murder, just to get what they desire. It is said the island has so many secrets playing on it, that if written down could make another equal island.

Adventure suggestions:

Zackinthos is a very interesting location for "James Bond", "The Prisoner" or "XXX"-like espionage type of adventure (with magic replacing technology). Who is really in control of the island? What secrets lie beneath the surface? Do the same people always come here? Is it the same person that leaves? Those overseeing the island are currently unaware of its weak spot where uninvited visitors could access the village and its environs via the small rock off the smaller island. A DM could conduct some intriguing operations with PCs either being "invited" to spend some time on the island, or perhaps being paid to infiltrate the setting and discover its secrets. Keep in mind it is secrecy, lies, theft, deceit, intrigue, and above all cleverness to be used on this island.

Martha Andrejev⁴⁸ could be used as the main link and advisor to any PCs through her knowledge and background in illegal activities in Karameikos and elsewhere together with the contacts she has made. A DM could have the PCs secretly working for the Karameikan State or for a cabal of influential Traladarans. Whatever the course of events, things will never be quite what they seem...

⁴⁸ from "[The Barrel](#)" article in *Threshold Magazine* #23

SOURCES

Canon material:

B1-9; *"In search of Adventure"*
 B10: *"Night's Dark Terror"*
 DDA4: *"The Dymrak Dread"*
 X1: *"Isle of Dread"*
 TM1: *"The Western Countries Trailmap"*
 TM2: *"The Eastern Countries Trailmap"*,
 GAZ1: *"The Grand Duchy of Karameikos"*
 GAZ6: *"The Dwarves of Rockhome"*
 GAZ7: *"The Northern Reaches"*
 GAZ9: *"The Minrotbad Guilds"*
"Dawn of the Emperors"
"Karameikos: Kingdom of Adventure"
 PC1: *"Tall Tales of the Weefolk"*
 PC2: *"Top Ballista"*
 PC3: *"The Sea People"*
 PC4: *"Night Howlers!"*
 The *Penhaligon Trilogy* novels (*"The Tainted Sword"*, *"The Dragon's Tomb"*, and *"The Fall of Magic"*) by D.J.Heinrich.

Fanon material:

["3.2 miles/hex map of Karameikos"](#)
["Map of North-eastern Karameikos"](#)
 by Agathokles (Giampaolo Acosta),
["Kingdom of Karameikos"](#)
[- Traladara 1020 AC, 3.2 miles per hex"](#)
 by Sturm (Francesco Deferari),
["B10 Eastern Karameikos"](#)
[- 3 miles per hex Replica Map"](#)
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["South East Karameikos map"](#)
 by Robin,
["B10 maps in Campaign Cartographer and GIF formats"](#)
 by Alan Jones



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INFINITE REGRESS

INFINITE REGRESS

A short adventure for any party

by John Atom

INTRODUCTION

Infinite Regress is a short one-room puzzle/adventure wherein the players must find their way out of an illusion crafted by a powerful wizard. It is entirely system neutral except for a few stat blocks in the end which assume the 5th edition ruleset, and it is compatible with a party of any class composition or level. The adventure takes place inside an inn located in the Grand Duchy of Karameikos (the choice of town or village is left to the DM). It is intended to serve as a minor challenge for the PCs while they rest between adventures.

By some ill luck or circumstance the players are trapped inside a mirrored hallway (in reality an illusion created by the wizard Hipparchus) that is essentially an infinite loop. No matter what direction the PCs walk, they will end in exactly the same hallway. To leave they have to solve an easy and relatively obvious puzzle involving just a tad out-of-the-box thinking.

The adventure will introduce a new NPC (the wizard Hipparchus), a new monster (the Peeping Doppelgänger), and a new spell (Summon Peeping Doppelgänger).

BACKGROUND

In recent weeks, a wizard by the name of Hipparchus has been spotted traveling around the less populated areas of Karameikos, offering his services in exchange for gold, and most unusually, information about local lore.

A powerful yet clumsy wizard, Hipparchus (aptly nicknamed, Hipparchus the Forgetful, for reasons that will become apparent later on), has left his Alphatian homeland to travel the world and increase his knowledge and understanding of the “magical arts.” While a renowned and feared mage in times past, these days Hipparchus seems concerned with nothing but the scholarly pursuit of magical knowledge. No one knows to what end. Speculations of those who've met him vary wildly, from the exaggerated claims that he's trying to create a new kind of weapon, to hand-wavy resignations that the infamous mage may simply have nothing better to do in his old age. Similarly, no one knows why Hipparchus left Alphatia.

ENTERING HIPPARCHUS' ROOM

This adventure assumes that the PCs will reside in the same inn as Hipparchus, who being used to certain luxuries, will likely have booked the most expensive room available. The DM must supply a motivation for the PCs to enter Hipparchus' room. This can be accomplished in a number of ways, but the simplest one is to have the innkeeper begrudgingly mention that "that damned wizard forgot to pay his bill again." The innkeeper may ask the PCs if they could "kindly stop by the wizard's room and remind him of the bill."

The DM may also choose to throw this challenge randomly at the players if they decide to go 'snooping' around on their own.

The wizard always leaves his door closed, but unlocked. If the players knock on the door before entering (the DM should call out their rudeness if they don't!), they'll hear a distant-yet-crisp voice from inside the room mutter, "come in...."

The Infinite Hallway

Once the PCs enter Hipparchus' room, they'll find that it is unlike any other room inside the inn. Gone is that warm and hospitable feel of the hardwood floor, and gone are the fragrant smells of fresh stew and bubbling ale. Instead, the PCs find themselves in a narrow hallway (10 ft wide, 50 ft. long) with granite floors and large mirrors covering the entirety of walls on either side of the hallway. If the adventurers look up, they'll notice a chandelier hanging from the ceiling, approximately 15 ft. up.

Finally, there's a door at the other end of the hallway, identical to the one from which they entered.

Immediately after the PCs walk in, the door behind them will close shut with a thundery echo that reverberates for a few seconds. Inside the hallway, the PCs will notice some or all of the following effects:

- **Magical Nature:** Any wizard or wizard-type class will immediately sense that there's something magical about the room they just entered. No skill checks necessary. However, should the players inquire further about the room:
 - A relevant spellcasting check (medium difficulty) will further reveal that everything around them is an illusion.
 - A relevant spellcasting check (hard difficulty) will also reveal that everything around them is an illusion, except for the chandelier. The chandelier in the ceiling is real.
- **Infinite Reflections:** The presence of infinite reflections (caused by the parallel mirrors) will induce an "extraordinary sense of chaos" that overwhelms the PCs while in the hallway. They suffer a -1 penalty on all rolls that involve the use of sight (this includes attack rolls).
- **Infinite Regress:** This is the main feature of the Infinite Hallway. If the PCs enter through one of the two doors inside the hallway, they'll just end up in another, perfectly identical hallway. No matter which direction they walk or how many doors they go through, they'll always end

up in the same exact hallway. An infinite loop of exactly the same room.

- If the PCs change the hallway in any way (drop an item on the ground, break the mirrors, etc.), that too will be replicated once they go through the door to the next identical hallway.
- The only exception to the above is the PCs themselves. If one party member stays behind, another party member won't find them replicated in the next room. However, they will be able to catch up with each other if they retrace their steps.
- **Enter the Doppelgängers:** Eventually the players will seek to smash the mirrors hoping for a way out. The glass mirrors will shatter easily, falling apart like a cascade of glistening raindrops. Once the dust settles, the PCs will find out that their reflections have not vanished. Instead, the "reflections" – exact copies of the PCs – stare at them wide-eyed for a second or two, before they attack. They're not reflections, but *Peeping Doppelgängers* (Stats identical to the PCs; see end for more info.).
- The hallway is now twice as wide (i.e. 20ft by 50ft.). Otherwise nothing changes in the composition of the room. There is another mirror behind the one the PCs broke, another set of doors leading to another identical hallway, double the size. The players may decide to break another mirror, left or right, leading to yet a larger hallway. In principle, the PCs can continue doing this indefinitely.



Doppelgängers

Escaping the Infinite Hallway

After their first encounter with the Doppelgängers, the PCs will naturally want to examine this newly created space behind the mirrors, looking for a way out. They'll find that it is identical to the original hallway, except that there is NO chandelier in this new section of the ceiling. The PCs may continue to break mirrors (fighting more Doppelgängers) enlarging the size of the room, but nevertheless, there is only one chandelier hanging in its original position. This is because the chandelier is part of the inn (i.e. the wizard's room), rather than the illusion. Hipparchus was too lazy to create a permanent artificial light source for his Infinite Room, so he left the real one in.

Solution

Since the chandelier is real, blowing out its candles will plunge both the Infinite Room as well as the real room into darkness. Hipparchus will surely notice the sudden change and wonder what happened. He'll try to reignite the candles. The players won't be able to see the wizard, of course – to them, the candles will simply turn on again – however, when Hipparchus is close to the chandelier, the players will hear a faint, distant voice coming from that direction (“since when is there a breeze in here?...”). It will be brief, but the PCs should be able to piece it together. The presence of the chandelier in both environments allows some of the sound to go through. And it works both ways. If the PCs take the opportune moment and shout towards the chandelier (they have to be loud!), the wizard will hear them. Eventually Hipparchus will realize what's going on and dispel the illusion.

Alternatively, if the players keep blowing the candles off every time Hipparchus turns them back on, the old wizard will eventually (maybe after 5-6 tries) figure out what's going on and dispel the illusion. He's forgetful, perhaps a little aloof, but he's certainly no idiot.

Hints

There are a few hints that will point the players towards the solution and inform them about the nature of the illusion (assuming they didn't pass the initial checks). Should the PCs not get or notice this, the DM should do their best to 'nudge' them towards

the right direction instead of letting the players wander in the Infinite Hallway.

First, the absence of the chandelier behind the mirrors should be an obvious giveaway, but it is possible the players will not think much of it. The DM may try to bring subtle attention to it. For instance, the PCs may hear (or think they hear) a faint whistle coming from it, if only for a split second (Hipparchus is keen on whistling when stuck on a problem).

At some point the PCs may choose to capture a Doppelgänger alive with the hope of interrogating it. If they do, there's a 50% chance that the Doppelgänger will simply disintegrate into ashes, and a 50% chance that it will say (in a semi-robotic voice): “Master Hipparchus, experiment 442 observation. Begin recording... Pause recording... Update, experiment on temporary hold due to following reasons: 'where the hell did I put that tome?' End recording.”

CONCLUSION

Out of the Infinite Hallway, the PCs finally get to meet the infamous old wizard. Hipparchus – an olive skinned man with thin white hair tucked underneath his sepia-colored robe – will be standing at the edge of the room, holding a heavy tome by the candlelight. His physical appearance is somewhat disproportionate: the deep wrinkles, sunken eyes, and receding hairline betray the vast passage of time on his face; yet his firm-postured body and muscular forearms possess the vigor of a much, much younger man.

Hipparchus will apologize profusely for the inconvenience he caused. The Infinity Room was part of an experiment he was conducting and eventually lost interest once he realized his initial “hypotheses” were unsound. However, in his enthusiasm to plan the next experiment, he had forgotten to dispel the illusion. Classic Hipparchus!

The PCs will find Hipparchus to be obliging and pleasant-mannered, albeit enshrouded in mystery. He won't really talk about himself, his travels, or his work – though he has a polite way of turning questions down. As a form of reparations for the ordeal, Hipparchus offers the PCs his magical services (Identifying, Enchanting, Writing Scrolls, etc.), completely free of charge while he's in town, provided the PCs understand he's a busy man and won't abuse that privilege. Note that if the PCs take him to task, there's a 30% chance he'll forget about it (though nothing's stopping them from asking again).

Additionally, Hipparchus will offer the spell **Summon Peeping Doppelgänger** to the PCs. It's another one of the wizard's creations, originally intended as a means of record keeping during experiments (Hipparchus hates taking notes). However the spell has a few 'glitches' which Hipparchus does not have the patience to fix. The details of the spell are given in the next section.

Hipparchus plans to stay in the village only for a few more days, before he embarks for the next step in his long journey.

**Hipparchus
the
FORGETFUL**

(HP:
20d6+40)

**Human,
Wizard**
(Divination),
Lvl 20

Alignment:
Unknown

Str: 16 (+3),
Dex: 10 (0),
Con: 16 (+3),
Int: 20 (+5), **Wis:** 13 (+1),
Cha: 15 (+2)

AC: 20 (Custom Magical Robe)
Speed: 30ft.

Background: Hermit

Proficiency Bonus: +6

Proficient Skills:

Arcana +11,
Investigation +11,
History +11,
Nature +11

Saving Throws:

Int +11,
Wis +7

Darkvision,
60ft (from Enchanted eye-glasses)



Spells:

(Spell Save DC 19, Spell Attack Mod + 11):

Level/ Slots	Spells
1st Level (5 slots)	Mage Armor, Detect Magic, Charm Person, Magic Missile
2nd Level (4 slots)	Locate Object, Detect Thoughts, Phantasmal Force
3rd Level (3 slots)	Clairvoyance
4th Level (3 slots)	Locate Creature, Greater Invisibility
5th Level (3 slots)	Scrying, Legend Lore, Cone of Cold
6th Level (3 slots)	True Seeing, Chain Lightning, Flesh to Stone
7th Level (2 slots)	Plane Shift, Finger of Death, Symbol, Teleport
8th Level (2 slot)	Telepathy, Incendiary Cloud, Clone
9th Level (1 slot)	Foresight, Meteor Swarm, Power Word Kill



NEW SPELL

Summon Peeping Doppelgänger

3rd level Conjunction

Casting Time: 2 minutes

Range: 10 ft.

Components:

V, S, M (a bucket of mud or wet clay)

Duration: 1d4 days / caster level

This spell summons a Peeping Doppelgänger. Initially, the Doppelgänger exists in its natural form until commanded by the caster to assume the appearance of another humanoid creature. This command need not be specific – for example, the caster can ask the Doppelgänger to take the form of the first humanoid that enters the room, whoever that may be. However, the humanoid must be one that either the caster or the Doppelgänger has seen.

Upon transformation, the Doppelgänger will permanently assume the appearance, equipment, and stats of the humanoid it is mimicking, but it will not possess the original’s magical abilities. Thus, the doppelgänger is able to mimic all physical attacks and moves, but it cannot cast spells or benefit from any magical bonuses or effects (this includes weapons, most class or racial abilities, etc.). For example, a longsword + 1 will simply be a longsword in the hands of the Doppelgänger.

The Peeping Doppelgänger may be used only for the purpose of surveillance or observation, as it has an uncanny ability to blend in with the environment. Immediately after the creature is summoned, the caster must give it detailed instructions regarding

its mission and hiding place. The hiding place can be something as simple as crouching behind a closet, or as elaborate as the example used in this adventure – but in either case, it must be tied to a single location. In this case, the DM and players must come to a mutual agreement about what constitutes a “reasonable” hiding place for the Doppelgänger.

The Doppelgänger will remain in its hiding place and record everything it sees or hears for 1d4 days per caster level, or until dispelled. At any point during its lifespan, the caster may visit the Doppelgänger and receive a detailed report of everything that has happened. If the Doppelgänger is discovered by anyone other than the caster, roll a d20 for the following effects:

Roll	Effect
1 - 6	Doppelgänger immediately disintegrates into ashes.
7 - 9	Doppelgänger spills the beans on the caster and his/her intentions, then it disintegrates into ashes
10 - 15	Doppelgänger attacks discoverers
16 - 20	Doppelgänger confuses discoverers with the caster and gives the report to them.

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Fade to Red

Part 2

by Argentmantle

“Fade to Red” is the second episode in an adventure path that takes place over the course of several issues of *Threshold* magazine and as separately released PDFs. The first part of *Fade to Red*, with the Introduction and Chapter One, was published in *Threshold* Magazine issue #23 which can be downloaded from the [Vaults of Pandius](#)

CHAPTER TWO: A MURDER AT EVERY CORNER

A return to any of the sites of peoples disappearance or discovery of their exsanguinated bodies can provide the party with some valuable clues. These clues will help lead them to investigate the sewers in Chapter Four, possibly skipping Chapter Three. It is entirely possible for a party to skip over this section since they have been provided with information that leads them back to Axe Street or the sewers.

The Locks

If the PCs investigate The Locks where the body of Alexandru Olteanu was discovered, they’ll note nothing of importance. He was found in one of the lock control rooms. This room is a mechanically inclined character’s dream: with rusty gears, levers, pulleys, winches, and gauges. There is a large manhole covered entrance to the sewers in the floor of the room.



The City of Slagovich



High District

The High District contains three crime scenes in it. It is also the home of the Tarasovs and their respective families.

Home of Iulio Musat

The home of Iulio Musat sits on one of the more modest streets, it has a small flower garden in the front. The scribe was probably abducted from here 23 days ago. The yard and frontage are well gardened, the scribe or someone in his family must have spent hours keeping the garden manicured and blooming. The brick path through the garden leads to a door that has been nailed shut. It looks like whoever Iulio's survivors were have left the city. It seems like a scuffle had occurred in the garden in front of the house, corresponding to where the guard believes that he was attacked. A Wisdom (Perception) check with a DC of 20 or Intelligence (Investigation) check DC of 15 will note a small piece of cloth in one of the bushes. This piece of fabric is of more inferior quality and has awful bits of dry sewage on it.

There is an entrance to the sewers about seventy feet down the street.

Vintage Street

This street runs through one of the more affluent sections of the city. Twenty days ago, Nelu Dalca was abducted from the road in the dark of night after leaving one of her client's homes. Determining which of the houses was that of her patron is nearly impossible. No one is sure where she was taken. There is a manhole near one of the homes.

That same townhouse with the manhole in front of it is the home that belonged to the Tarasovs. The kidnapers were not supposed to hunt or drop bodies in the same area. However, the orcs got lazy with their amount of success. The young couple was kidnapped in front of their home just four nights ago.

If the party investigates the manhole, they can move down the rungs and find a piece of silk, torn from an expensive man's shirt. In fact, scattered around the area at the bottom of the ladder are some torn pieces of clothing, a very expensive jeweled dagger, and a woman's shoe. There are also some discarded ration packages that look to be Hulean. On a DC 15 Intelligence (Investigation), the party will note there appear to be three sets of adult human tracks, two women and one man, in the sewer mud. They can make out that there were several humanoids as well as, oddly, a human child.

Vlaicu Estate

Located on Jewel Road, near Vintage Street, is a gorgeous but small mansion. This is the home of the Vlaicu family. The path to the house is blocked by a gate and a pair of guards in the livery of the Vlaicu family. They will insist that anyone loitering moves along and are under orders not to let anyone 'unexpected' onto the grounds.

The characters will be politely told that the Vlaicu family is mourning the death of their daughter and her husband. They will ask the characters to respect their wishes for privacy and direct any questions to the city guard. These guards are used to working in the city and are quite civil and polite. If the characters try to sneak by, they will use the

Steel Seed A Fine Piece of Asset

Nelu Dalca was pretty enough to work as a companion for many of the wealthy families in Slagovich. However, she was also knowledgeable, though she lacked a formal education. Initially, she did work as a prostitute; however, she managed to step away from such base pursuits. One of her previous patrons allowed her access to his collection of books and through which she educated herself. This education, though basic, granted her a keen mind to get a glimpse into the workings of etiquette, decorum, and politics. She put this knowledge to good use and had started to teach the young scions of some of the families on using their position and charms to influence others. She is also an expert on the elaborate etiquettes of the Inheritors.

The young woman did have reason to fear for her life, though she didn't know it. Her benefactor was secretly an Inheritor operating in Slagovich and was grooming the young woman to become an Inheritor. She had squirreled away a considerable sum of gold with the church of Freyja to purchase a raise dead scroll that was used on her behalf. She immediately changed her identity and is laying low while she debates staying or moving to one of the other city-states or nations of the Savage Coast.

If the party decides to investigate her house or try to figure out her patron, she might decide to find out a bit more about the group or even make herself known. She has bleached her hair before dying it red and going by the name Corinna Proca. Unfortunately for the PCs and their investigation, but fortunately for her psyche, she was clubbed over the head and did not wake up while in the sewers.

minimum amount of force and subdual damage whenever possible.

Tarasov House

Down Jewel Road and then Ruby Avenue is the impressive Tarasov House. This large townhouse is repainted an immaculate white when the vermeil haze even starts to tint it pink. It sits behind a wrought red steel fence that stands as a mute testament to the family's wealth. At the center of the fence's frontage is an impressive gate that is flanked by a small guardhouse.

In the guardhouse there are a pair of guards in the silver and red colors of the Tarasov and a guard in blue and white of Slagovich. The guards will explain that the family has returned to their estate outside the city and that if the party would like to contact them, the best way is via a letter sent to the estate. The guards are like the Vlaicu guards and are polite to a fault. They will gladly give the address for correspondence to the Lord and Lady. If the party would like to leave their condolences, they will gladly take their names down in the list of people who had called upon the house when the masters were absent.

The Tarasovs have left the city and are contemplating their next steps, thinking that the Vlaicu family is behind the deaths and kidnappings of the families' heirs. At present, the party has limited means to contact and very little business with the family. This will change in future adventures.

Slums

The slums of Slagovich are located far enough from the docks to not share in the wealth of the cities trade. The buildings range from very modest but well-maintained homes to dilapidated, run-down shacks that serve as both shop and house. Usually, neighborhoods or wards would have swung one way or another but given the very nature of Slagovich's disparity of wealth and the highs and lows of mercantile life, the conditions vary building by building and street by street. People here tend to look the other way when something happens and are even less likely to assist the town guard in doing anything but finding their way out of the area. This has started to change a little bit with the rash of vampiric murders that have happened in the confines of the city.

Near a Storm Gate

Three weeks ago, the body of Iulio was discovered naked and lying face down near one of the many storm gates. An examination of the area will yield nothing as the muddy street. If the party examines the storm gate, have them make an Intelligence (Investigation) check with a DC of 15. If successful, they'll discover that the gate has been forced open from the inside just enough for a medium-sized humanoid to get through. A roll of 20 on the Intelligence (Investigation) check will have them discover several muddy prints in the sewage on the walks, these prints appear to be that of a clawed humanoid, actually a gnoll, who has wrapped their feet. This is a widespread practice in Hule, although the custom is not well known outside of the country.

Freeman's Way

The small home of Stela Antonescu sits along the front of Freeman's Way. The building is cheaply made, though it does look like someone has worked rather hard to keep it from falling down over the years. From here, Stela Antonescu was abducted eighteen days earlier with her body dumped two days later. The widow has worked very hard to keep the home repaired for herself and her adopted daughter. Her husband, brother-in-law, and sister-in-law were killed almost a decade ago during Hule's attack on the city. She worked as a tailor to support herself and her niece, Catalina.

If the party investigates the home, they'll find Catalina working in the small shop stall that makes up the front of the house. The woman is very quiet, shy to begin with, and burdened by grief. She believes that she was at fault for not locking the small house's door.

Upon investigation, which she is willing to allow, an Intelligence (Investigation) check DC 15 will reveal that the window was forced open and the kidnappers came through it. They will also find a claw mark in the wood. Her body was discovered on the street in front of the house. If they investigate further, they will find several booted footprints that lead back to a sewer grate.

Builder's Row

On the morning after Stela Antonescu disappeared, the body of Nelu Dalca was discovered on Builder's Row. This is one of the roads with houses in relatively good condition, though modest, in the slums. The courtesan's body was found near a storm

drain that is connected to the sewers below. If the party investigates the drain, they'll discover that it looks like the pipe was forced open enough for someone to push the body through without even coming on to the surface. On a successful DC 10 Intelligence (Investigation) check, they'll notice that several of the bars have been filed loose. They'll also find a dagger of Hulean manufacture.

Sawhorse Road

The row of houses down Sawhorse Road seem to a textbook example of the homes of the slums of Slagovich. There is a small house in the shadow of a larger rundown house that fits the description of the house Michel Polnar disappeared from ten days ago. If the party investigates the exterior of the home, they'll discover a large storm gate behind the house. Examining the interior of the house is an entirely different matter.

Michel Polnar was an experienced caravan guard who was a little paranoid. The front door of the house is trapped with a simple statue pull trap that pulls a large statue onto the unlucky entrant.

Statue Pull Trap (*Mechanical Trap*)

This trap uses a tripwire to pull a heavy stone statue onto the person opening the door.

The tripwire is two inches off the ground and is rigged around the statue and a peg at the bottom of the door. The DC to spot the tripwire is 10. A successful DC 10 Dexterity check to remove the tripwire

harmlessly. On a failed check, the trap triggers.

Anyone who inspects the door can quickly determine that a peg has a piece of wire around it. As an action, a character can remove the cable, safely disarming the trap. They can also choose to open the door from the hinges, triggering the trap safely.

When the trap is triggered, the statue is pulled onto someone coming into the house. Any creature in the doorway must succeed on a DC 15 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor of the area is filled with the remnants of the broken statue and becomes difficult terrain.

Beyond this, the party will immediately note that the place has seen a scuffle. The table is knocked over, the cutlery and crockery are shattered and scattered, the chairs are broken, and there is the distinct smell of death in the place, but the source is not readily apparent. There is a door that leads into the bedroom of the house. Investigating the front room will yield the characters a fair bit of curiosities and a few things of value:

- 8 small bags of spices. These were probably pilfered from the caravans Michel has guarded totaling about 20 gp if sold to a spice merchant.
- 4 trade bars of silver worth 15 gp each.
- 11 small curios collected from the Savage Coast, Hule, and Sind. Each is worth about 5 gp if sold at the bazaar or half that if just merely sold to a shop.

The total amount of treasure for this hoard is 135 gp.

The bedroom of the house is a wreck, there is blood splatter on the wall, and there is the gory sight of a **decaying orc** on the floor near the foot of the bed. Apparently, Michel gave the kidnapers a fight. Investigating this room and the corpse will yield some valuables and a few clues:

The orc has the same basic outfit as the orc kidnapers. The body is clad in a black suit, black leather armor, a black bat-winged shaped cloak, and boots that have been darkened with soot. The orc was armed with a great club that it is still clutched in his severed hand. The hands and face of the orc were painted with white face paint, but the rather wet process of decay has caused them to run.

There is a suit of chainmail, fitted for a solidly built human male, and a short sword discarded on the floor. The short sword is functional and well-balanced, clearly something someone depended on.

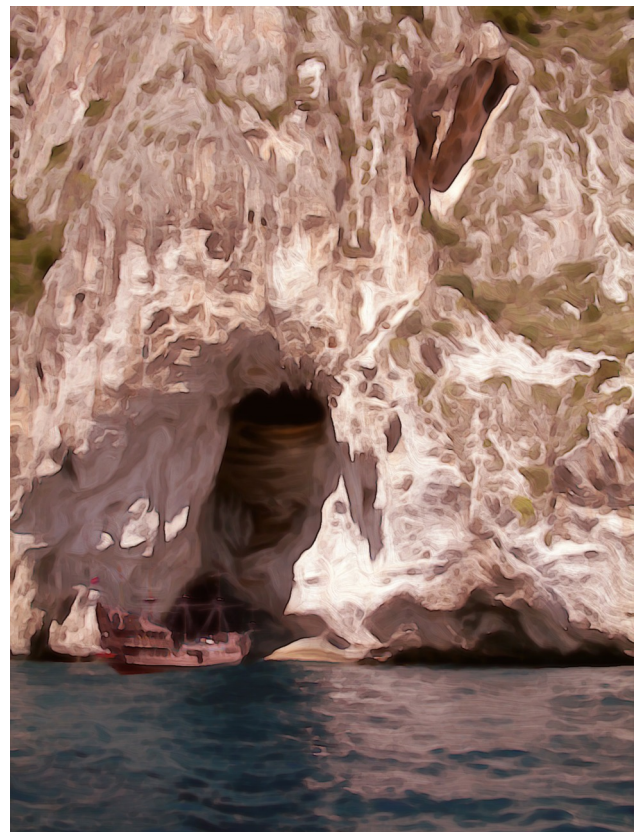
Searching the room can yield the party a bit more loot. On a DC 15 Intelligence (Investigation) check, the party will discover Michel's savings under a floorboard:

- 67 gold coins.
- 2 chunks of yellow quartz worth 50 gp each.
- A pair of onyx dice worth 25 gp.
- A map detailing the various caravan routes around the Savage Coast, Hule, and Sind, worth about 100 gp.
- An 8-ounce piece of cinnabryl.

The total amount of treasure for this hoard is 292 gp.

The party should receive a minor milestone experience for this discovery. For a first level party, this should be 25 experience points each.

If the party alerts the city guard of their findings, the guard will overlook any loot that the party may have taken. They'll immediately start looking for humanoid in the city. The rumors of a vampiric murderer will begin to subside. If they go down this path, they should receive an additional experience reward for a major milestone. For a first level party, this should be 75 experience points each.



Slagovich entrance

Docks

The docks of Slagovich are a marvel of magic and engineering. A massive cavern in the cliffs is large enough for ships to enter. Here, they can spend a not small amount of gold to have the Slagovich lock workers fill the cavern, eventually moving the vessel. Through a vertical shaft, a ship can gain entrance to the locks and artificial harbor of Slagovich. These docks see ships from every nation of the Savage Coast and beyond throughout the year, delivering a variety of cargoes.

The docks themselves are maintained by the merchants and government of Slagovich, and a large number of buildings have sprung up around it. The many different buildings around the docks cater to mercantilism and the needs of sailors. With the constant stream of people in the area, it is well patrolled and rather well lit.

Seedy Dragon tavern

The Seedy Dragon is a large but rather average building on the docks. It caters to sailors from around the Savage Coast and the Gulf of Hule with an extensive offering of wine, ales, and spirits. The tavern is not as 'low-class' as its name might suggest. Many of the staff wear 'sailor's garb' and speak with 'fake' foreign accents. The bar is also gaining a reputation for a drink called Dragon's Breath that is a mix of various spirits and juices from Yavdlom that produce a misty cloud at the top of the glass when mixed. The staff doesn't know much more than that Petar was a regular who stopped coming a little less than twenty days ago.

They will say that he left shortly before closing, as usual, and hasn't been seen since.

There is a spill gate near the Seedy Dragon that leads to the sewers. If the party searches it with an Intelligence (Investigation) DC 15 check, they'll discover that the lock has been broken and there are scratches on the inside of mechanism, like it was picked by amateurs.

Spice Dock

The body of Michel Polnar was found naked at the front of the Spice Dock a week and a day ago. Ships carrying spices and other small but valuable cargoes are unloaded here. Also, it is a dock used by ships carrying people of importance who can quickly disembark. Unfortunately, the traffic that moves through the docks has obliterated any evidence that might have been in the area.

There is an old spill gate to help with overflows from the central harbor. The entrance has a lock dangling on it that has



Slagovich canals

been opened. A chain has been used to hold it closed.

The Wharf Pen

The Wharf Pen is a small wooden building that is stuffed with frontend offices for several of the major shipping concerns of Slagovich. The stalls each contain an 'office' for ship's pursers and accountants to tally up what is owed to captains. Illya Sandros was working late twelve evenings ago and failed to show up for work the next day. It was two days later that her corpse was discovered behind the building.

There is a small entrance to the sewers behind the building that a man, or orc, could squeeze through.

South Gate

The South Gate area of Slagovich is home to a bunch of business that caters to the arriving and departing caravans of the merchant city. Though not as prosperous as the areas around the harbor, it is still better off than the slums. It is here that the body of Petar Diaconsecu was discovered and that the guardsman Dragomir Stansasila was abducted.

The Amber Grease Restaurant

The Amber Grease may be a restaurant in the loosest definition of the word. Really it is a small shack that the halfling owner Bello Fireheart uses to fry fish and potatoes. He sells these fish and chips to many of the natives returning to the city or those about to leave as a 'taste of home.' This simple fare nets the halfling a good amount of coin.

Bello doesn't know anything more than that the body was discovered against the back wall of his establishment.

The body of Petar Diaconsecu was discovered behind the little shack, sixteen nights ago. It is not far from a sewer grate at the edge of the road. Unluckily, the party won't find anything more than that as Bello pours the grease, scraps, and trash from his little enterprise down the grate. It's a filthy greasy mess.

Beggar's Luck Street

Not far from the south gate is Beggar's Luck Street. It is filled with well-maintained buildings and seems to be a burgeoning little street. This is the road that Dragomir Stansasila was last seen walking down after his shift sixteen nights ago, the same night that Petar's body was found.

The street has enough traffic that no clues will be found; however, there is a sewer gate nearby. The sewer gate stinks to high-heaven and party will note that is partially off its hinges. This is because after knocking the guardsman unconscious, he woke up and fought back against his kidnappers at the entrance, kicking the metal bars, before they pummeled him into submission. There is the badge of a guardsman laying in the muck that party can find on a DC 10 Intelligence (Investigation) check. If the party succeeded with a 15 on the check, they will discover a set of lockpicks covered in grease. The pouch they are contained in is made from camel hide, a beast common in Hule and Sind. A hand raised in benediction marks it as having come from the coffers of the Sanctified Land.



Radia Lighthouse

Standing above the entrance to the caves that give Slagovich access to the sea, Radia lighthouse stands as a beacon to the ships of the Savage Coast. It also serves as a daily reminder to the people of Slagovich of the importance of commerce in the region. The Radia is not just a lighthouse for trade, it serves as the home to a small cloister of priests of Ixion. They maintain the tower and conduct their services in the connected buildings.

The body of Dragomir was discovered two weeks ago along the side of the steps leading up to the lighthouse. The guardsman had been tossed from the steps when he was unceremoniously dumped. The guard has examined the area thoroughly and found no clues. The party might note that in the rather long stairs that lead to the lighthouse, there is a sewer gate. The gate looks like it rusted in place. If they investigate the entrance, they'll discover that the gate is actually quite useable. An Intelligence (Investigation) check with a DC 15 will let the party find that the gate appears to have been recently used, with scrape marks on the walls.

West Gate

The West Gate section of the city handles many of the caravans that make their way in and out Slagovich. The buildings are better than those in the slums, but only marginally. The real wealth comes from the seaport and business conducted there. This section of the city is also home to a disproportionate number of inns and taverns that cater to foreigners.

Barrier Street

Whether the street is named after the wall along the edge of the city or the fact that the Great Wastes of Sind are not too far to the west from Slagovich is a mystery. This street is packed with narrow houses that seem to be located right on top of each other. Immediately behind the road are the stables of the Tawny Mare Inn.

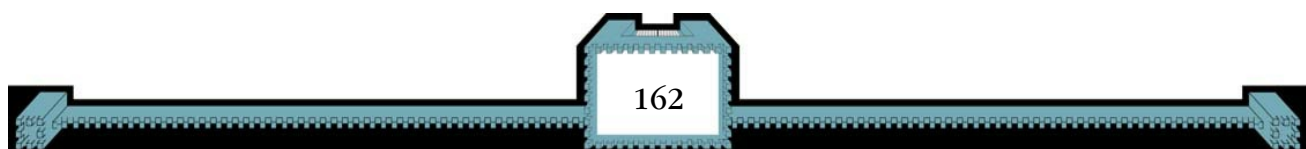
Cocis House

Next to one of the houses is a small memorial of flowers and tokens. This marks the location that Marica Cocis was discovered thirteen days ago after being abducted there three nights earlier. If the account of the guard and her husband is to be believed, she was found as if trying to climb back in through the window.

An investigation of the area was conducted by the guard immediately after discovery of the body. However, they didn't yield any results. The orcs were busy when the body was ready to be dumped, leaving the gnolls to do the work. The gnolls decided to play a ghastly prank, posing the body like it was trying to get back into the house.

There is a gate to the sewers behind the house, near the stables of the Tawny Mare. This entrance has been forced open recently and cleaned of the manure and muck that one would expect to find. There are several sets of muddy footprints leading in and out of the passage.

The family of the deceased is home. They will answer the door and basically insist that they have spoken to the guard about the



murder. Ulthor, the husband, is quite insistent about allowing his family peace and may be frantic if the party presses. Ulthor is concealing the fact that his wife had stolen a great deal from the Koroni's. One thing that they will note is that the interior of the house is very well furnished for anyone but a wealthy merchant or minor noble. This is because Marica was stealing from the Koroni family and selling bits of jewelry or pocketing coins.

Stable Street

Stable Street is the next road over from Barrier Street. The street is home to the cities common stables and the inns that provide such services to their patrons. The inns and business have a reputation for catering to the tastes of those from the Savage Coast.

The Tawny Mare Inn

The Tawny Mare is a massive 3 storied wooden building. Out front of the building is a large hitching post that the stablehands and grooms take horses of customers around back for care, shelter, and rest. The interior is a brightly lit tavern on the lower floor and quiet, well-appointed rooms upstairs. The inn has already returned to regular business, having rented the room Conrad Sandyman disappeared from a week ago. Also, they've cleaned the area his body was discovered two nights later. This was quite thorough, removing any evidence that might have been found.

The staff of the inn is worried that their establishment might get a reputation for being unsafe and will quickly dismiss the party's question.

The party might look nearby the inn. On a DC 10 Wisdom (Perception) check, they will discover a rope made of camel hair with a grappling hook that has been discarded in the alleyway leading to the stables. This is definitely of Hulean manufacture.

There is a sewer gate that is described above under the Barrier Street section above.

West Wall

The walls of Slagovich are ten feet thick, and about twenty feet tall, except at the towers that dot the perimeter. The stone was quarried nearby and mudded in place over the years with some of the older walls being torn down to provide used stone for new sections. The western wall is no different than the others, and it is here that the body of Gaius Martellus was discovered three days past. The space where his body was discovered has been walked over by many booted feet.

Not far from the space is a sewer grate that leads below. The party won't find any extra clues.

Merchant Ward

The Merchant Ward is actually nothing more than a street with an impressive title. The street is home to shops, restaurants, offices, and stores that cater to the wealthiest members of the city's population. The shops all have glass windows with bars that showcase and protect their wares. Small patches of landscaping and lawn give this street a peaceful air in the bustle of the city; all to help nobles and merchant spend their gold a little faster. The streets must be swept daily and the guard patrols this area often, keeping the lower classes from bothering their betters.

Precinct House

Duty in the Merchant Ward is a posh one for the city guard. Unluckily, two nights ago, this sleepy little guard house has become the dumping spot for the bodies of two young nobles. The Tarasovs were dumped on the marble steps of this small but magnificently decorated watch station. The area has been thoroughly 'investigated' by the guard. There is a small shrine dedicated to Halav, and another dedicated to Ixion and Tarastia set up on the yard where people have left flowers and notes for the families after the murder.

If the characters spend an undue amount of time here, they'll be approached by members of the city guard who want to know their business.

A pair of guards, bedecked in more ornate and generally more expensive versions of the town guard uniforms approach. Both have slightly overweight builds. Apparently, this duty is pretty cushy. One of them loiters

back, hand on his sword, clearly trying to be intimidating while the other speaks. "What are you doing here? What business do you have here?"

The guardsmen are quite suspicious, thinking maybe that the party might be agents of the vampire. The letter that Celestyna provided them will naturally alleviate this suspicion. The PCs can talk their way out of any trouble on a DC 15 Charisma (Persuasion) check, or they intimidate the guards on a DC 10 Charisma (Intimidation) check, leaving them to continue their investigation.

Not more than twenty feet from the entrance to the precinct house is an entry to the sewers. It is slightly concealed from the streets, which probably explains why the guards didn't examine it, requiring a DC 5 Wisdom (Perception) or Intelligence (Investigation) check. If the roll is a 15, they'll note that the sewer grate is slightly ajar.



Gnoll

This is a gnoll sewer sneak who is observing things to make sure that the clandestine activities aren't discovered and the sewer connection remains unknown. The gnoll is not paying close attention and is more concerned with a carving that the gnoll has been working on, possibly allowing a perceptive and sneaky party or character to sneak up to the gate. Have any party members attempting to sneak up make a DC 10 Dexterity (Stealth) check. If successful, the gnoll doesn't spot the character before they can get up to the cover, the gnoll realizing he's caught will open the sewer cover and attack. This will give the party surprise on the first round of combat. If they fail, the gnoll tries to immediately flee, but a piece of his clothing is caught on the grate. He will spend the next round freeing himself and then attacking as per usual.

If the battle is joined within sight of the guard, these watch members will react bravely by retreating to 'get help'.

After the battle, the guards will come back, bringing reinforcements from inside. These guards are pretty much built like the two encountered earlier. They loiter, talking about how they are ready to defend the city against humanoids from the sewers. Onlookers will immediately start to pool about. One of these onlookers is Nelu Dalca/Corinna Proca, an agent of Inheritor who was actually the victim of a previous murder, see the *A Most Valuable Piece of Asset sidebar* above. If the PCs have been involved in previous investigations, they'll note her brilliant red eyes match those of one of the murder victims. She'll attempt to not be obvious but is curious about the situation. She, like most of the onlookers,

will start to dispel the rumors of a vampire attacking the city.

Since the party will most likely investigate the gnoll they'll find the following:

The gnoll is wearing a suit of black studded leather that is well fit to him and carries a scimitar and knife that he was using to carve a piece of wood an effigy of the Master of Hule. This should give the party more than enough evidence to start thinking that Hule is behind the attacks. If the PCs have not discovered the map of Player's Handout #2, one of the gnolls carries a map that seems to lay out the old sewers of Slagovich. The plan has notes about times when guards patrol past written in Hulean on the back.

As you finish your examination the gnoll, a rather portly guard, dressed as a sergeant but with more flourish than the regular guards come out of the precinct house. He'll come over to the guards and demand an explanation. He seems to want to find out why he was disturbed and less concerned about the situation of dead gnoll on the yard. He grunts a bit, realizing the situation, whispering to the guards. After a quick discussion, he'll turn to the party, "You're the ones who discovered this?"

The guard sergeant is a little lordling named Georgi Saleski, party members from the city will recognize the name as one of the more successful merchant families in the town.

"Well, hmmph, I'm pleased with the success of these private investigators hired by the city at the behest of the Saleskis. You should probably consider investigating the sewers further while we secure the area."

Georgi will insist that the PCs take a reward, a pouch of gold coins, for their services as a bonus. It is apparent that Saleski is trying to make it appear his family is involved in solving the attacks. He'll insist that the onlookers depart so that the scene can be secured. He will ask the PCs to leave, either via the sewers or to disperse with the crowd so that the guard can clean up the mess.

The pouch from Georgi contains 25 gp.

The party earns experience for the gnoll and a minor milestone. 50 xp per party member.

Precinct House ENVIRONMENTAL ELEMENTS

The alleyway contains several elements that might help the players describe their characters' actions. The well-manicured lawn and swept streets of the ward don't leave a lot of exciting loose environmental elements in the area. There are the steps and railing that lead up to the precinct house, the manhole cover, and the manhole itself.

Scaling the Precinct House

Scaling the Precinct House encounter is a relatively straightforward affair. The first option is to allow the gnoll to make a regular perception check to note any party members who sneak toward them. Adding an additional Gnoll Sewer Sneak is an excellent way to increase this encounter's difficulty. Assuming the gnoll has coated their weapon in poison is a unique way to add a bit of variable amount of danger to the battle. Certain poisons like Carrion Crawler Mucus or Drow Poison are especially thematic since they disable the victim, making kidnapping much easier.

Steel Seed: The Saleskis

The party might have their first run-in with the politics of Slagovich with their encounter with Georgi Saleski. The Saleskis are landowners in the city and the surrounding farmlands, accounting for a significant amount of the food that is produced locally. The party could embarrass him, take his money and agree, or question a bit but play along. All three of these actions have pros and cons that might be important later in the campaign.

If they choose to embarrass him publicly by loudly proclaiming that they are working for the Church of Halav, they'll make a powerful enemy. The crowd will laugh, but the scion of the house will quickly cover his words with that the Saleski family is a patron of the church.

If they choose to take his money and agree, he won't be angry, but the Saleskis and their agents aren't liked by everyone. This includes the Tarasovs, another powerful family in Slagovich. The Saleskis are also known for their abuses of the legal system, having had their 'lessers' evicted from properties, disenfranchised, or fined into nothingness.

The final option for the PCs is to question a bit, maybe quietly tell him that they are not working for him. He'll take this as a hint not to press further, thinking they might be completely ignorant about the politics of the small nation-state.

The Tombs

The characters may want to examine some of the bodies of the murder victims. The priestess will attempt to dissuade this since the dead of Slagovich are interred in above ground mausoleums called oven vaults. These brick tombs or crypts are sealed with the deceased within. Since they sit fully exposed to the sun day in and day out, they quickly reach a high temperature, effectively slowly cooking the body within until it breaks down. After this grisly process is complete, the remains are returned to the family, friends, or just buried in an urn. Considering that most of the bodies have been in the vaults for at least a week, the corpses might be rather ghastly.

CHAPTER THREE: A BLOODY AXE

The characters may decide to return to the scene of the most recent crime on Axe Street. The alleyway doesn't yield any immediate clues to the party. However, not far down the street is an entrance gate to the sewers beneath Slagovich. On a successful Intelligence (Investigation) or Wisdom (Perception) check DC 15, they will note that several of the boards have been pried loose from the rickety construction of the Gentle Emporium.

At the same time, there are two shops in the immediate area of the alley and gate: the Gentle Emporium and the Brewman's Bower. During the day, the party will be able to enter these two stores that cater to the lower social rungs of the city.

If the party investigates during the day, use the Brewman's Bower and Gentle Emporium sections below. If the party decides to stake out the area, use the Breaking Up Breaking and Entering section instead.

The Brewman's Bower

The whole building looks to be in a state of reconstruction or renovation. The sign out front has been repainted with a smock and tankard. The exterior walls have a few new boards along their flanks, and the door looks to have been freshly replaced. The roof is made of a copper that has tarnished a bit in the humid air, turning black and green, though places look to have been freshly polished out. There are a few frames in front

**Steel Seed:
Brewer's Bower
& Yarseath Broadbrew**

The halfling proprietor of the Bower is surprisingly well connected throughout the city. If tavern workers overhear anything, it's likely that the halfling has heard it too. This is especially true of the girls who work at the dock pubs and taverns, though it extends into even into the higher-class establishments. Yarseath is a master tailor and leatherworker who can fashion outfits that are very fashionable and show enough skin to help increase tips. So, quite often, successful tavern workers shop here. He has also made a large number of clothes for the 'working' girls and guys of Slagovich but doesn't confess to it initially. Yarseath is also more than willing to create leather or cloth armor for the adventures, especially if they strike up a friendly relationship with the halfling.

In truth, Yarseath is a good brewer but a far better tailor and leatherworker with an ear to the rumor mill of Slagovich. He could make a valuable source of information for the party while they are in the city.

of the shop, possibly for some additional construction.

Upon entering the shop, the party will discover that the halfling owner, Yarseath Broadbrew, has been reasonably successful over the last couple of years, specializing in clothing and equipment for tavern workers, brewers, winemakers, and distillers.

The interior of the store looks to be the reason for all the new construction outside. The racks are lined with clothing of all sorts for people in the trade of selling or making libations. There are also shelves with various tools and devices to help people brew beers, distill spirits, and craft wines. There is the faint waft of pipe smoke mixed in with the smell of new leather, fine wood, and cloth.

Across the store, sitting on the counter is a rather stout halfling with thinning brown hair. He looks at the group and gives a smile with his pipe between his teeth. Gracefully, for his size, he hops off his perch and walks up with a wave. "Friends, I'm Yarseath Broadbrew. You new to tavern work? Or new to Slagovich?" He says with a bit of an Espan accent.

If the party looks over the contents of the store, they'll find everything from tavern wenches' clothing to leather aprons for protection while distilling to a host of pieces used to fit hoses and barrels during the processes. There are also collections of well-made glasses, cups, and tankards. Oddly, some of the clothing and leather work is astonishingly well made.

The halfling is quite chatty, asking as many questions as the PCs ask. Mainly, he is concerned about tavern keeping, winemaking, distilling spirits, and naturally, his passion for brewing.

If questioned about his background or the shop, he'll explain that he worked as a brewer for forty years and realized that there was an untapped industry out there. No one seemed to cater to the specific needs of

those sorts, so here he is. He was from one of the Baronies and moved to Slagovich four years back. Since then, well, “you can see the trade has been good for me and the city.”

If they question him about the night of the attack on Celestyna, his response is one of disappointment:

He'll shrug his shoulders and frown a bit, “No, friends, I'm sorry. I mean, I heard about it when the guard came by after the attack to ask me the same.” He pauses to take a puff off his pipe, “I'm a bit of a heavy sleeper after I have had a few and the Dragon has a new bottle of rum. So, I was passed out upstairs. Guess I was lucky enough to have not been getting home when that all happened.”

If the party explains they were the ones who saved the cleric, he'll nod, smile and be genuinely impressed.

“Well, that's good, my thanks for helping keep the streets around my house safe...” He laughs a bit, “Hel's garters, I'm surprised you didn't hear me snoring upstairs.”

He's not overly suspicious and is more than happy to answer any questions the party puts to him. He doesn't know too much other than rumors and the like which he hears from his customers from the taverns.

Once the halfling senses the party is done with the questioning, he'll motion to wave them out with a smile, pause and then quickly invite them back over:

As you're about to leave, the halfling takes a puff of his pipe then his eyes seem to narrow and immediately waves you back over. “Wait, wait... now thinking back, I do remember a strange thing about a week ago. A man and, maybe a gnoll, though it might have been the ugliest lupin I've ever seen came into the place. They looked around like they were in the wrong place. I got a bit suspicious after they asked if I was from Hule. They talked amongst themselves in that language for a bit, made up some excuse, and showed themselves out. I swear to Terra I hadn't been drinking that day and was as civil as I am now. I think they went over to the Gentle Emporium after. That be helpful to you?”

That's really the only information that he has.

The Gentle Emporium

The Gentle Emporium is not in the best of shape from the exterior. There are gaps in the walls that one could peer through in the right light. The wood is treated just well enough to keep it from rotting away and clearly, the place requires some repair. There is a sign out front that shows it to be a general store with the name carved out below. The roof is made from brickwork that is slowly crumbling away, showing off the apparent low regard the owner has for the property.

The store is owned by Antonio Vasilescu who doesn't share his halfling neighbor's success. He sells a variety of wares, mostly for Hulean transplants to the city. He does his best to keep in relatively cheap items, sometimes this is done by buying used items and others

by merely purchasing the most inexpensive goods available.

Just to add insult to the injury of the appearance of the place, the thin door sticks as you open it to go inside. The smell of incense trying to hold back the scent of mold and age immediately accosts you as you enter the dark shop. No windows help to push back the dark, leaving only a pair of lamps one in the front and one at the back of the store to dispel any questions about the merchandise.

Across the shop, a swarthy man looks up at the party and smiles at the group. He is dressed in the standard attire of a Slagovich commoner, just Hulean in complexion. In slightly accented Slag, “Hello, welcome to the Emporium, something I can help you find?”

The party may have suspicions about Hule by this point. A Wisdom (Insight) check DC 10 will note that the man is clearly uneasy. The party could be trouble for him. He eyes them a bit suspiciously as they come into the store.

Asking him questions about the night of the attack on Celestyna, he’ll reply quickly,

“I was sleeping upstairs and heard nothing.”

If questioned about his identity, the man will quickly reply:

The man smiles again, “Antonio Vasilescu, from here in Slagovich,” he says in accented Slag.

Another Wisdom (Insight) check or just PCs with common sense will recognize that this is a lie.

The party may try to get further information out by trying to Persuade or Intimidate the man, he’s close to breaking, only requiring a DC 10 check. Showing him the letter from Celestyna will net the same results. He’ll break and immediately spill his guts, probably oversharing:

Like a dam breaking, the man starts to blather, “My name is Aatif al-Nawaz. I’m from Hule, please I just wanted to escape the clergy there. I didn’t want to be a holy man there. I’m not like the rest of them.” He pauses, probably just enough to breathe. “I came here and have sold wares from my homeland to my fellows who have also escaped. And now, now, I think that some of them are trying to kill me.”

If pressed he’ll reveal that he knows that there is a human and gnoll from Hule here in the city, recent migrants he thought, but they came here to buy a lot of familiar and cheap Hulean foods. ‘For friends,’ they had explained.

The pair were very gruff and smelled funny, like filth of the city (sewers). They paid with gold coins, something that few of his customers have, and paid in advance, something that none of his customers do.

“They are coming tonight to get more stuff, and I think they are going to kill me. Please, please! Help me. Save me, I don’t want to die, and I don’t want to go back to Hule. I’m a good follower of Ixion, now.”

The man is no longer lying and genuinely fears for his life.

This fear is rightful as the Huleans were very much going to abduct him as another vampiric murder victim. However, now the conspirators are not bothering with such niceties. They'll settle for just murdering him in the night.

He'll beg with the party:

"Please, please, keep me safe. They said they'll be here tonight during the darkest hours."

Antonio/Aatif doesn't have any real wealth to give to the PCs for their services as guards, but the motivation to get to the bottom of the attacks should be reason enough. He doesn't want to leave the shop as it is his only source of income and is afraid the town guard might string him up for being Hulean. Assuming the PCs stay the night at the shop, move to the 'A Gentle Tap in the Night' section. They can wait outside and, in that case, use the 'Breaking Up Breaking and Entering' section.

If the party turns him over to the guard for protection or report him for being Hulean, he'll be taken in by the guard and disappear into the dungeons of Slagovich. They can still await the second meeting at the Gentle Emporium and start to disrupt the Hulean plans. If they wait in the shop, use the 'A Gentle Tap in the Night' section. If they wait outside, use the 'Breaking Up Breaking and Entering' section.

The party might find some allies willing to shelter Aatif, and that is the Temple of Halav or by the Temple of Ixion at the Radia.

Celestyna will accept the PCs decision if they have him stay at the temple. The Temple of Ixion will allow one of their faithful, Aatif, to remain in the safety of the temple for a couple nights for a small donation of 10 gp per night. Aatif doesn't have the means to pay for this so the PCs will have to pay for his protection.

If the party leaves Aatif to his fate, his fears are realized. The proprietor is found dead the next morning in a gruesome manner. He was brutally tortured before his head was cut off. If the PCs were snooping around the area or asked Yarseath Broadbrew, they'll be questioned by the guards. The guards will not have any reason to disbelieve the PCs, so they'll get let go. (This assumes the PCs didn't kill Aatif and torture him.)

If the party learns Aatif's story, they earn a minor milestone.

25 xp per party member.

A Gentle Tap in the Night

If the party chooses to stay inside the shop, three gnoll sewer sneaks will come in the night.

If Aatif is with the party, he will stay in the bedroom of the upstairs apartment. During their investigation of the exterior, they may have discovered the loose boards on the wall of the shop and boarded them up. If they did not, the gnolls will try to sneak through the boards and gain entrance to the shop. If the party blocked that route of attack, the attacking gnolls will try to burst through the front door. If that way is barred, the gnolls will give up and retreat into the darkness and then the sewers.



Assuming the attackers do get into the shop, the gnolls will move together, concentrating their attacks on a single foe to quickly bring them down. The gnolls will use their size and strength to push the shelves or racks at the PCs to disrupt their lines and move to attack weaker targets or spellcasters. Their sudden rush action should be used to rapidly move around or through the party's lines to flank or surround a party member. Gnolls will fight to the death and expect no mercy from the party.

Key to the Gentle Emporium

E1 Storefront:
The sometimes stuck door leads into this dark room. Here a pair of lamps on the front and back wall provide all of the available illumination over a variety of clothes racks, shelves, and counters that are filled with all sorts of Hulean goods. The scent of burning oil, age, and mold all seem to blend together to before they come to your nose. Behind the main counter of the small room is a wooden chair.

E2 Storage and Stairs:
Leading from the main room of the shop is a door that leads into a small area that is home to a few items, some barrels, and crates. Another small oil lamp on the wall illuminates the area. There are a set of stairs that lead up to the second story of the build.

E3 Stairs and Kitchen:
This small room is lit by another oil lamp. It is also home to a dining table with remnants of a meal or perhaps the start of meager meal already laid out. There is a small stove tucked in the corner flanked by a shelf that holds a few cooking utensils, pots, and some ingredients.



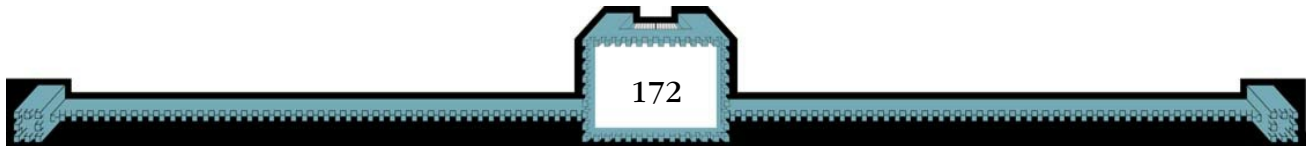
Lower floor

E4 Bedroom:
This room is a bit larger than the kitchen and is home to the shopkeeper's bed. There is a door in the other wall. A single dresser with a few bottles on top of it sits next to the bed. A lone oil lamp shines in the room.

E5 Living Room:
This is the only room in the whole building with a window. It's only ten feet deep and twenty across but it is home to a bookshelf with a couple of books on it, a writing desk and chair that are pushed up under the window, and a rocking chair. The room is also adorned with a tattered rug on the floor to ward off some of the cold.



Upper floor



Gentle Emporium Environmental Elements

The store and house above are full of environmental elements that can help the players describe their actions.

Storefront Environmental Elements:

The store area includes the main and interior doors, two lamps, several shelves, a large counter, two large racks of clothing, and a chair behind the counter. Additionally, the shelves are stacked with various things like bags of food stuffs, cheap knick-knacks, a few pieces of leather, and similar small merchandise.

Storage and Stairs Environmental Elements:

The backroom is home to some rope that was used to secure any number of boxes. It also contains packages, crates, boxes, an oil lamp, the stairs going up, and some additional or replacement stock for the store.

Stairs and Kitchen Environmental Elements:

The kitchen area features the stairs going down and a door leading deeper in the building. The room has a table with a partial meal on it, an oil lamp, a shelf with pots and pans, some cooking knives, and other utensils. There is also a stove in the corner.

Bedroom Environmental Elements:

The bedroom of the store/house has a door at each side, one leading to the kitchen, the other leading to the small living room. It has a bed with a blanket and pillow on it, dresser full of clothes, and a single oil lamp.

Living Room Environmental Elements:

The living room has a door that leads back into the bedroom. There is also a window looking out over the street below, complete with shutters. There is a bookshelf with a rocking chair opposite. Under the window is a small chair and desk with a few papers, some ink, and a pen on it.

Breaking Up Breaking and Entering

If the party decided to wait outside or only approaches during the night, the trio of gnomish sewer sneaks will attempt to sneak through the alleyway and go up to a loose group of boards on the wall of the shop. If so, one of the gnomes will work as a lookout while the other gnomes open the hole to sneak through. Use the passive perception scores of the gnomes to determine if the gnomes can detect any party members sneaking up. Aatif, if still at the store, will wait in his bedroom for his fate. The party can fight the gnomes in the street or chase them into the store.

In both encounters, the gnomes will abandon any attempt at overcoming the PCs to attack Aatif.

If the party runs into significant difficulty with the gnomes, a random patrol of city guards can be used to rescue them. Aatif is relatively worthless in combat but can serve as a distraction while the gnomes focus their attacks on him.

Each of the gnomes is wearing a suit of black studded leather and carries a scimitar and a dagger. If the PCs have not discovered the map of Player's Handout #2, one of the gnomes carries a map that seems to lay out the

old sewers of Slagovich. The plan has notes about times when guards patrol past written in Hulean on the back.

Aatif will thank the characters for saving him. The man has little to give beyond his gratitude. After this near fatal encounter, Aatif will finally decide to flee Slagovich. The merchant will be heading somewhere further away from the reach of Hule.

The DM can use the alley map and environmental elements again for Breaking Up Breaking and Entering encounter.

Scaling Up the Encounters

Scaling up both a Gentle Tap in the Night or Breaking Up Breaking and Enter can be done at the same time. Exchanging one of the gnolls for a gnoll pack lord adds a bit more damage to the monsters in this encounter for a second level party. A DM may also add additional Sewer Sneaks or perhaps some Orc Kidnappers to make the battle more difficult.

Since the Huleans have scoped the place out, sending a second team of Sewer Sneak Gnolls to scale the back of the building and attack through the windows can spread the party out, forcing them to fight on two fronts without adding too much many extra bodies to the encounter. If Aatif is with the group and hiding upstairs, he'll run downstairs to avoid these attackers adding even more confusion to the fray.

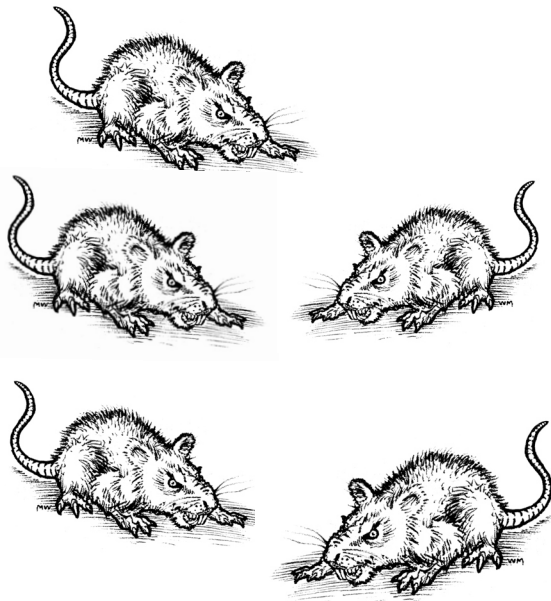
600 xp for each party member and a major milestone.

CHAPTER FOUR: INTO THE DARK

The PCs may have gained a level in the events of the previous chapters. Unless they have immediately headed straight to the sewers, they have most likely earned a significant portion of the experience necessary to adventure toward second level. Considering the fast pacing for some of the events in this adventure, it is recommended that the training rules for downtime not be used for characters advancing for level 1 to level 2, if the party earns enough experience for additional advancement then the DM should feel free to use their preference for training. The encounters in the sewers are still scaled for a first level party but still pose a challenge to a second level party. Upon entering the sewer system for the first time read or paraphrase the following description:

The sewers of Slagovich are just as disgusting as you thought they might be. There are the usual filth and general nastiness that one would expect for a city this size all dripping, oozing, flowing, or coagulating in these passages. The sound of dripping and moving water is sometimes interrupted by the noises from above. There is a general cool dampness to the air that is anything but pleasant that bears an unpleasant tang. The smell can only be described as incredible. Unluckily, it is not incredible in a good way at all. Breathing in through your nose is more like walking into a wall with every breath. Small things like worms, rats, and insects of all sorts skitter, crawl or ooze across the ground. All you can hope is that they are not searching for their next meal in the mess.

The passages are made from old stone, it was probably once gray but has long since weathered into a fairly hideous brown color that varies with patches of moss, mold, liquid, and other wastes from the city above. There is a foot and a half of stone on each side of the passage with a two-foot wide ditch in the middle that collects the bulk of the foulness. Figuring out the depth of that little cut is a bit more difficult, as the water is too murky to peer through. The ceilings range from seven to eight feet, and the corridors are usually just five feet across. There is a little bit of ambient light that leaks in through grates, gates, and manholes above but not enough to see by. If they're going to explore the sewers, the party will definitely want to bring a torch or twelve.

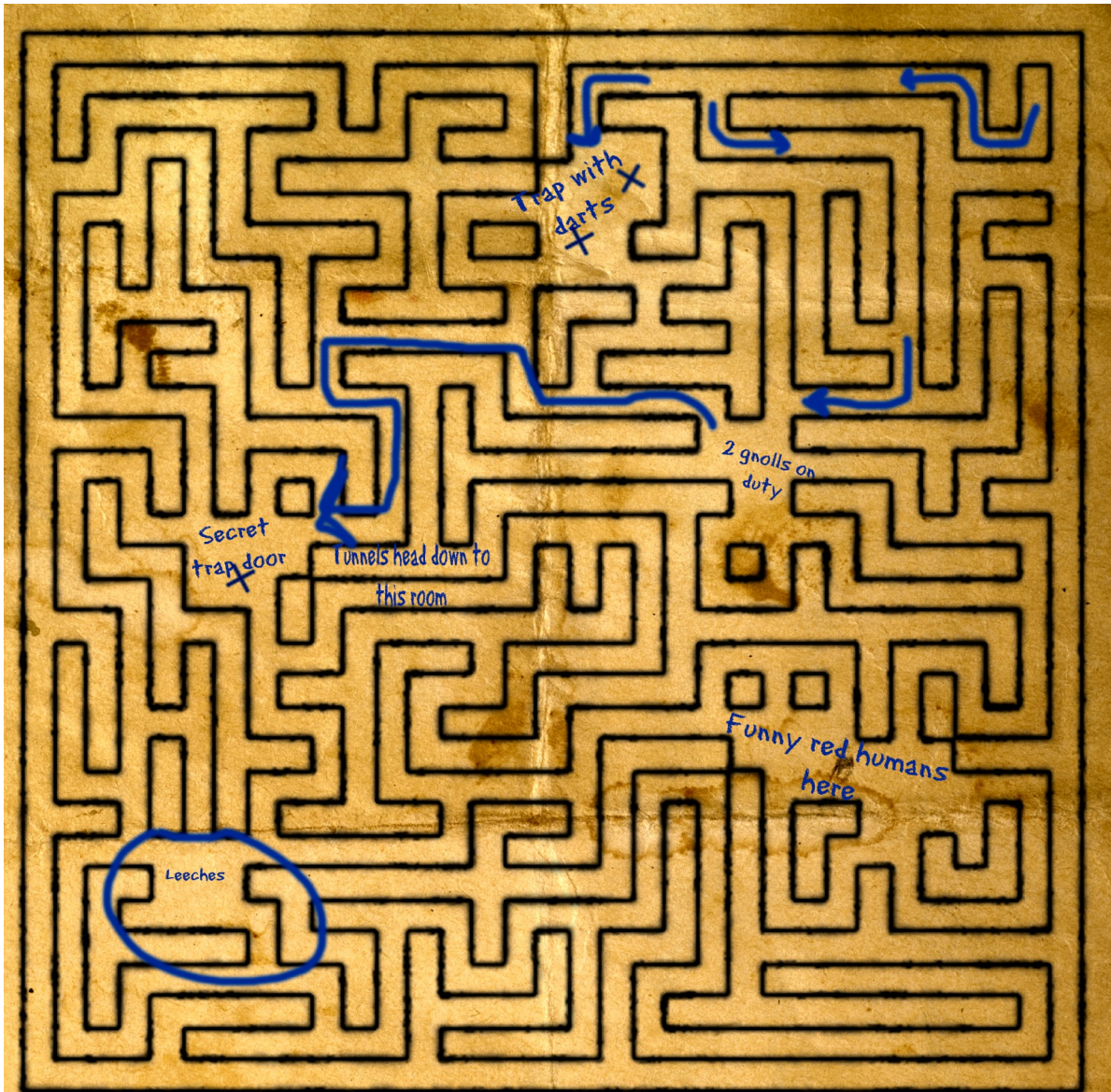


Sewer Random Encounters

Besides the encounters noted in the rooms below, the sewers are home to a variety of dangers and inhabitants. The DM should feel free to roll on the table below, choose one of these, or add their own encounters to give the party additional experience points or treasure as needed:

Roll Encounter	
1	1 Homeless Afflicted
2	2 Thugs
3	6 Rats
4	1 Ghoul
5	3 Giant Leeches
6	1 Mud Mephit
7	8 Giant Rats
8	Corpse infested with a swarm of rot grubs
9	2 Giant Centipedes
10	1 Gnoll Sewer Sneak
11	2 Orc Kidnappers
12	1 Carrion Crawler

Moving through the sewers is a test for anyone with less than a strong stomach between the stench, sights, and things living down here. The DM should feel to speed up or slow down this process, allowing the party to work through the maze with as much or little difficulty as they see fit. The sewers can be mapped out in a single game session or just an hour or two.



Is this
Yeenoghu?

Lead guards to trap room or gnoll guard room if followed

I copied this pretty
picture of a gnoll in head
quarters.

Remember not dump bodies same spots

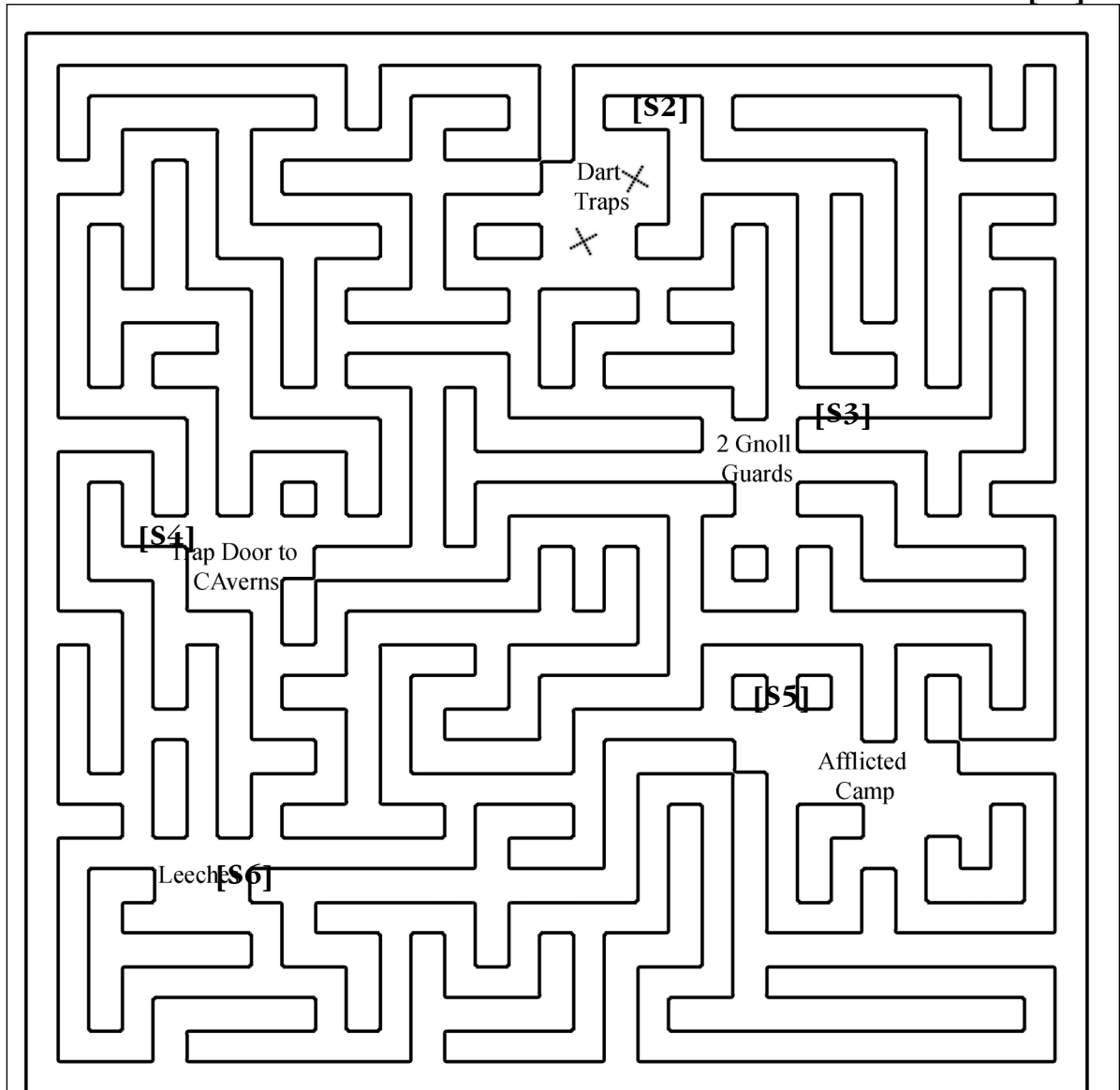
Get good food
for humans from
traitor human

Red humans have dust
magic

Players' map of the Sewers

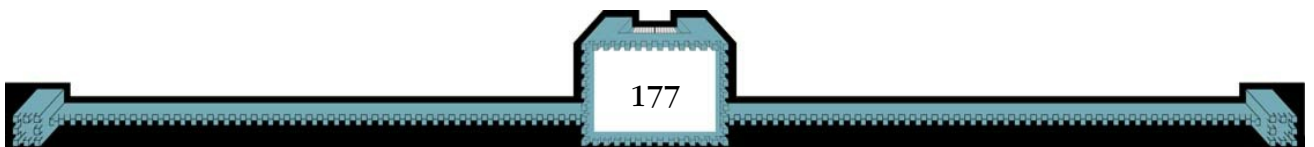


[S1]



□ = 10 Feet

DM's map of the Sewers



Key to the Slagovich Sewers

The following is a list of the encounters on the Slagovich Sewers map.

S1 Entrance:

Entering the sewers is everything you expected it to be. Except for the stink, which is even worse than what you dreamed up. The passage opens up away from you deeper in the sewers, hopefully the sewers are better laid out than the city above.

S2 Trapped Room:

The passage opens up in this room and branching out in different directions with many passages to choose from.

As the party moves across this room, they'll have a chance to notice a tripwire across the floor in the muck.

Poisoned Crossbow Trap

This trap consists of a tripwire strung across the and connected to a pair of hidden heavy crossbows. The crossbows are aimed to hit the center of the room, basically fire in front and behind the tripwire, striking anyone who disturbs the tripwire and anyone immediately behind them.

Trigger. A creature that walks through the tripwire triggers the trap.

Effect. The trap makes two attacks against the triggering creature. Each attack has a +8 attack bonus and deals 5 (1d10) piercing damage on a hit. This attack can't gain advantage or disadvantage.

Scaling the Sewers

The halfling proprietor of the Bower is surprisingly well connected throughout the city. If tavern workers overhear anything, it's likely that the halfling has heard it too. This is especially true of the girls who work at the dock pubs and taverns, though it extends into even into the higher-class establishments. Yarseath is a master tailor and leatherworker who can fashion outfits that are very fashionable and show enough skin to help increase tips. So, quite often, successful tavern workers shop here. He has also made a large number of clothes for the 'working' girls and guys of Slagovich but doesn't confess to it initially. Yarseath is also more than willing to create leather or cloth armor for the adventures, especially if they strike up a friendly relationship with the halfling.

In truth, Yarseath is a good brewer but a far better tailor and leatherworker with an ear to the rumor mill of Slagovich. He could make a valuable source of information for the party while they are in the city.

Creeping around the sewers and other such disgusting places is a good way for someone to get sick. One method of scaling the adventure for a higher level party is to have them be exposed to a disease after being injured.

Sewage:

If wounded by a piercing or slashing attack while in the sewers, a character must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours.

(Poisoned Crossbow Trap continued)

Anyone hit by the bolts must make a DC 10 Constitution saving throw. On a failed save, the creature takes 7 (2d6) poison damage and is poisoned for 10 minutes. On a successful save, the creature takes half as much damage and isn't poisoned.

Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the tripwire. A successful DC 15 Dexterity check using thieves' tools disables the tripwire, and a check with a total of 5 or lower triggers the trap.

S3 Guard Room:

When approaching this room, the party can make Wisdom (Perception) checks, if successful at DC 10, they'll overhear laughter in front of them and make out a little bit of light.

You enter the room and see a pair of yellowish furred, dog-headed humanoids sitting on chairs that look like they were fashioned out collected trash. These gnolls don't know the party, don't care to get to know them, and immediately reach for the crossbows they have sitting in their laps.

These gnolls are guards for the conspirators, they just aren't doing a good job of it. When the party searches their corpses, they'll find the following:

- leather armor
- shortsword

The gnolls have a few coins in their purses totaling 7 gold, 4 silver, and 6 copper coins between the two.

(Scaling the Sewers continued)

If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

Guard Room:

Additional gnolls can be added to this encounter to provide a quick way to increase the challenge for a larger or tougher party. Another way to increase the difficulty is to swap the gnoll sewer sneaks out with gnoll flesh gnawers. These gnolls hit harder than the sewer sneaks. Increasing the difficulty of the guard room can also be done by adding a gnoll pack lord.

Leech Breeding Pit:

An additional giant leech or swarm can be enough of an adjustment for a party one member larger or with a little more power than a starting group. A couple of hungry leeches can replace the giant leeches or be added to the mix for an even more experienced group..

S4 Trapdoor Room:

The passage seems to slope down for a bit before you realize that it has opened up into a larger room again. What strikes you as strange is that muck and filth here seem to be pushed to one side of the room. This leaves the center of the room still flooded by whatever liquid makes up the sewage.

If the party investigates the room they'll need to make a DC 10 Wisdom (Perception) or Intelligence (Investigation) check to notice a trapdoor in the floor. This trapdoor is locked. A creature proficient in thieves' tools can pick this lock with a DC 15 Dexterity check. If successful, they discovered a way into the caverns through the entrance that leads them to C1.



S5 Abandoned Afflicted Colony:
 You enter a room as the passage opens that looks like it was used as a makeshift home for several people. There is a simple fire pit and a few sleeping mats that are elevated out of the water. There is a collection of broken pottery and spoiled food near the firepit. Finally, on second glance, you notice a body. The corpse appears to be a red colored male human with scales, claws, and bony spurs protruding from his partially decomposed body. He was wearing tattered clothes. This might have been somewhere that Afflicted stayed, keeping out of sight of the city above. There doesn't appear to be anything of value.

This area was used by a small enclave of Afflicted until the Huleans moved in. The gnolls and orcs attacked these poor souls, killing the one whose body the PCs discovered. If the PCs search the area, a DC 15 Intelligence (Investigation) check will allow them discover a single book of poetry that might be worth a gold coin since it has been dried after being soaked in water.

S6 Leech Breeding Pit:
 You notice that the water in this room seems to move a bit more than liquid in the other rooms. It's with more than a bit of disgust that you notice that it is because there are things moving in the putrid fluid. Looking down, you see that the creatures are leeches, swimming to and fro. Across the room, two rather large leeches slither and swim in the gooey sewer water.

There are two giant leeches and a leech swarm in this room. They'll attack the PCs instinctually but are too slow to give effective chase.

This room is empty besides the writhing mass of leeches and the party will be hard pressed to clean out the leeches before another swarm moves toward the target.

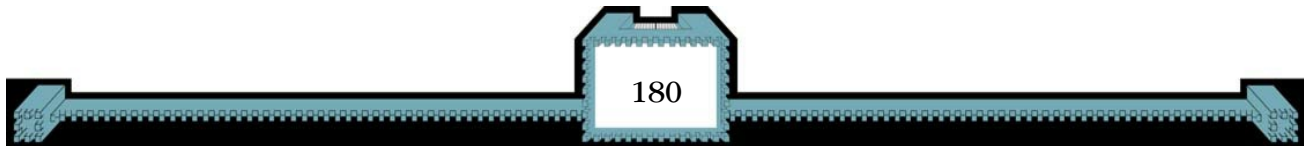
SEWER ENVIRONMENTAL ELEMENTS

The sewers are an awful place. There is muck, liquid, refuse and garbage everywhere. The following gives some suggested elements for the encounters listed above.

S3 Guardroom Environmental Elements:
 This room is like much of the sewers with enough filthy solids floating in a vile liquid, complete with other trash that is scattered about. The slippery floor under the muck might be enough to put the gnolls on poor

footing. Here however, the characters have a couple more options, literally the two chairs made out of salvaged trash.

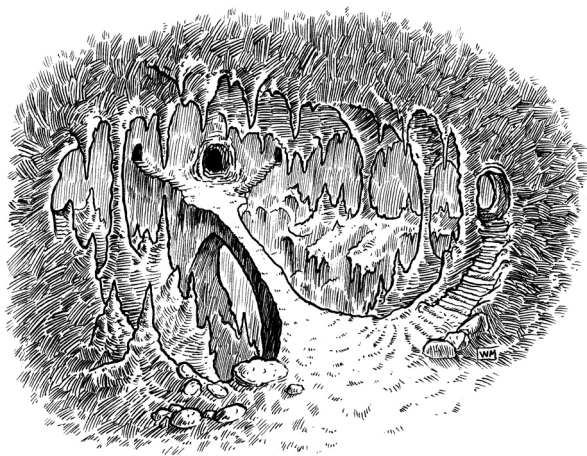
S6 Leech Breeding Pit Environmental Elements:
 This room is full of a noxious liquid that is full of moving leeches. There is an ample scattering of trash, slippery floors, and more than enough garbage to rebuild the city out of scrap.



**Steel Seed:
The Sewers of Slagovich**

The maps in this adventure are not at all inclusive of any significant fraction of the city's sewers and the maze of other tunnels that riddle the area. The DM should feel free to add more passages and rooms to the structure or craft entirely new paths for exploration. The party could easily earn a large amount of coin by cleaning out the tunnels of threats of all sorts. They would be compensated fairly handsomely for the otherwise disgusting work.

The sewers have been built, torn out, replaced, and changed over the last five hundred years to accommodate the growth of the city. This means that there are no comprehensive maps of the underground region. This is something that city would like to correct. Additionally, there are caverns of all shapes and sizes deeper down and the city government would pay handsomely for maps and notes on those subterranean spaces.



**CHAPTER FIVE:
WHAT LIES BENEATH**

Upon entering the caverns from the sewers, the party should be rewarded with a major milestone and a long rest. Though the caverns are labyrinthian and would take decades to map and explore completely, the party will be just exploring three rooms, including the passage and two rooms that were hewn into the stone by ancient Nithians.

The caverns were carved by the crashing of waves over thousands of years. It shows that no sane hand, though perhaps an insane one, would carve these passages. The scent of the sewers is washed away by a new smell, the scent of stone and sea. In fact, the crash of the sea below is barely audible in the meandering passages.

C1 Passage:

Choosing the right path is easy, as the various humanoids have left an almost marked trail of blood, tracks in the dust, and even a few scraps of clothing. Various passage splinter off to go into unknown reaches but there is a clear path that seems to lead to the root of the murders in Slagovich.

If the party stays the course, they'll eventually work their way down a couple miles of caverns that slope up and then down, lead off in every direction. Eventually the passages twist back on themselves into a single route. This route leads them to the Hulean's base of operations. As they approach the entry to the headquarters, they'll start to overhear voices echoing down the stone walls. These noises soon carry the sound of Hulean words interspersed with laughter.

The party can attempt to sneak up to the doorway of the headquarters, which is in fact a doorway that was carved into the stone and sealed with a stout wooden door hundreds of years ago. The party will need to roll a Dexterity (Stealth) check of at least 10 to remain undetected.

You've walked for what seems like a league under Slagovich when finally, at the limit of your vision, you can make out the faint outline of a rectangular shaped door. The door seems to be warped a bit maybe from the sea air or the passage of time but the frame around it is clearly shaped by something other than hand of nature.

The door is not locked or barred.

C2 Hulean Headquarters

When you're past the door, you can see into a rather large cavern that is partially worked and shaped with right angles and stairs. The workings of a makeshift camp or living quarters have been set up here. There are straw sleeping mats, some with real pillows and blankets strewn about. There is a firepit and a few bags of flour, packages of meat, wheels of cheese, and even some vegetables near it. At the far side of the room is another doorway that is carved from the stone and far more ornate than the one you just entered. Of course, between yourselves and that other door are a couple of small groups of orcs and gnolls wearing black who were enjoying the peaceful camp life. Unfortunately, those humanoid will not be inviting you to simply pass by.

If the party has been relatively quiet, they'll most likely have surprise during the first round of combat. After that the fight might degenerate into a simple slogging match between the orcs and gnolls and the adventurers. The party will need to use their heads to get by this group and end the threat to Slagovich.

There are 2 **orc kidnappers**, 2 **gnoll flesh gnawers**, and 2 **gnoll sewer sneaks** present.

On the fourth round of combat, the **gnoll cleric of Ranivorus** will come join the fray from the far room. Adding his abilities to the party's foes.

Once the combat has been resolved, the party will have a chance to look around for treasure, tend their wounds, and press forward.



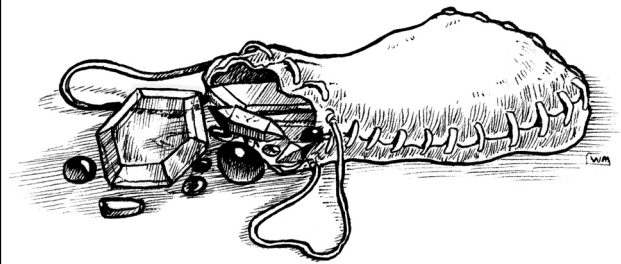
C3 What Shouldn't Be Here:

The battle to get here was challenging to say the least and the reward when you open the door doesn't seem to be quite what you expected. The room in front of you is beautiful. Lovely symbols or pictures adorn the walls. Whether they are a language or just decoration you have no idea. Some are painted over, with symbols to some fell god or another. In the center of the room are a pair of large stone tables that look to have been made for either sacrifices or perhaps to do research. Across the room appears to be an archway that was caved in, sealing off whatever lay behind under a mountain of stone. Investigating this will have to wait, because standing in the room is a lone balding human with a mace in hand. He snarls, screaming that he will slay the infidels as he attacks in a blind rage.

This is actually an anticlimactic fight, the final villain being a single Acolyte who should succumb to the party's attacks rather quickly.

Searching through the spoils of the entire headquarters takes a bit of time. The items found around the camp, beyond the possessions listed on the monster descriptions are as follows:

- Coins: 87 Copper, 60 Silver, 153 Gold
- Sundry supplies (50 gp)
- 1 collection of popular bard's tales (25 gp)
- 37 gallon(s) of ale (74 sp)
- 2 bottle(s) of fine wine (20 gp)
- 1 banded agate worth 10 gp
- Magic +1 flail bears the detail of a gnomish serpent's coming out of its mouth as the flail heads. It psychically encourages acts of malevolence.



An investigation of the room will turn up nothing tangible, the characters have never seen the writing which adorns the walls, and they find that they can't really think about it except when they are looking directly at it, and they generally have a problem even trying to focus on it. Any attempts to copy the symbols runs into a series of unfortunate events. They'll be able to vaguely describe it. Pens will snap, ink will smear, chalk will go powdery, and charcoal blemish across the whole of the rubbing. The more drastic steps the party takes will result in more drastic actions to keep the language from being replicated. This includes such drastic things as fingers breaking, limbs cramping, and anything else to keep the room from being 'rediscovered'. This is the power of the Spell of Oblivion that was worked on the Nithian culture. However, in the Savage Coast, the spell wasn't quite as effective as other places in the world. The party will leave the cavern knowing that they found something, just not remembering exactly what it was. They'll be tempted to go back but there are few means they have at their disposal to actually work around the Spell of Oblivion.

One thing that they will remember is that there was a map of the area on the walls. On it was pictured quite clearly the famed cinnabryl mines of Slagovich.

Cavern Environmental Elements

There is a thin coating of dust around the whole of the caverns without much else.

C2 Hulean Headquarter Environmental Elements:

The roughly hewn room that the Huleans are using for their base is full of environmental elements that can inspire players. There are stairs, two doorways, sleeping mats, discarded clothing, four loaded crossbows, a firepit, two unlocked strong boxes, barrels of ale, boxes, and even wheels of cheese for the party to use to keep the gnolls and orcs in their place.

C3 What Shouldn't Be Here Environmental Elements:

This room is relatively empty except for the door the party entered through, a sleeping mat of the priest and his personal supplies of some food in bags, a waterskin, and three bottles of wine. The two stone slabs might be a good place to take the high ground in the fight. Of course, the scattered debris from the collapsed archway might be useful too.

Scaling the Caverns

The battle that takes place at the end of the module is a Deadly encounter for a first level party, Dangerous for a second, and Hard for a party of third level adventurers. Adding additional gnoll sewer sneaks or orc kidnappers can add a few extra monsters without tipping the scales. The other option is to change the Acolyte in C3 with a more powerful spellcaster.

Steel Seed: Expanding on the Caverns

If a party of elves went about mapping the caverns, more than one would probably pass on from old age before the task was complete. The caverns under Slagovich are truly a DM's paradise with plenty of twisting passages, forgotten rooms, and caves that might lead deeper still and reveal their time guarded secrets. If the party wants to venture back down into the caverns, the DM should be able to craft many exploration missions that take them underground. Are there more Nithian rooms, maybe something from the Oltecs, did the original Traladaran colonists hide things down here, maybe there is a hidden stash of smokepowder, or a pirate's stash? That's up to you and your players to find out.

EPILOGUE

The party will have questions, the players may have questions, and some will be answered in the next adventure, some in adventures after that. For now, they'll have a long walk back to Slagovich through the caverns and be able to prove that the Hulean 'vampires' who had threatened the city have been put down. They can bask in the fruits of their labor and the hard won spoils of their adventures.

The one thing that the party might have is the picture that they found drawn by a gnoll on the map they found. How did the gnoll manage to copy it down? What exactly is going on?

Producing any sort of evidence, maps, from the flail to the heads of the Hulean cleric or the gnoll is enough proof for Celestyna. The Temple of Halav will make good on any payment the party is owed and the priestess will even put in a good word with some of the noble families and even the Margrave. Of course, the whole city turns an angry eye to the Huleans for this round of treachery.

The next adventure, "*Red Ore Dead*". will take the party around the rest of the city-state, dealing with a problem with the cinnabryl mines, finding out what happened to some of the Knights of Halav, and quite possibly igniting a war along the Savage Coast and in the city. Look for it in *Threshold* Magazine issue #2.

For more Savage Coast material check out the forums at www.thepiazza.org.uk and check out many of the great fan products, theories, and materials at the Vaults of Pandius: www.pandius.com.

APPENDIX: MONSTERS

Acolyte

Medium humanoid (human), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR 10 (+0) DEX 10 (+0) CON 10 (+0)

INT 10 (+0) WIS 14 (+2) CHA 14 (+2)

Skills Persuasion +6, Religion +2

Senses Passive Perception 12

Languages Hulean, Slag

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy

1st level (3 slots): bane, cure wounds, sanctuary

Actions:

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 5 (1d8) bludgeoning damage.

GNOLL CLERIC OF RANIVORUS

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (Chain Armor)

Hit Points 33 (6d8 + 9)

Speed 30 ft.

STR 14 (+2) DEX 14 (+2) CON 12 (+1)

INT 10 (+0) WIS 14 (+2) CHA 10 (+0)

Skills Intimidation +2, Medicine +2, Survival +4
Senses Darkvision 60 ft, Passive Perception 12
Languages Hulean
Challenge 3 (450 XP)
Spellcasting. The orc is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The gnoll has the following cleric spells prepared:

Cantrips (at will): guidance, mending, resistance, thaumaturgy
 1st level (4 slots): bane, cure wounds, guiding bolt
 2nd level (3 slots): aid, flame blade

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions:

Multiattack. The gnoll makes two attacks with its flail and uses its Incite Rampage if it can.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft, 1 creature. Hit: 5 (1d4+2) piercing damage.

Flail. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+2) bludgeoning damage.

Incite Rampage (Recharge 5–6). One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

Giant Leech

Medium beast, unaligned
Armor Class 12 (natural armour)
Hit Points 27 (5d8 + 5)
Speed 15 ft., climb 15 ft., swim 15 ft.
 STR 15 (+2) DEX 15 (+2) CON 12 (+1)
 INT 2 (-4) WIS 10 (+0) CHA 4 (-3)

Skills Stealth +6
Condition Immunities blinded
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Amphibious. can breathe air and water.
Fire Disruption. A leech that takes any fire damage, it must make a Constitution save, DC 20, or stop grappling.

Actions:

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft, 1 creature. Hit: 5 (1d4+2) piercing damage.

Bleed. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. If the leech hits with this attack, the target must make a successful DC 10 Dexterity save. If successful, the target suffers 4 (1d4+2) points of piercing damage. If the save fails, the leech attaches to the victim. While attached, the leech swarm doesn't attack. Instead, at the start of each of the leech's turns, the target loses 7 (2d4+2) hit points due to blood loss and the leech regains one hit point.

The leech swarm can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to attempt to brush off the leeches with a DC 5 Strength check.

Hungry Leech

Medium beast, unaligned

Armor Class 10 (natural armour)

Hit Points 27 (5d8 + 5)

Speed 15 ft., climb 15 ft., swim 15 ft.

STR 17 (+3) DEX 13 (+1) CON 12 (+1)

INT 2 (-4) WIS 10 (+0) CHA 4 (-3)

Skills Stealth +6

Condition Immunities blinded

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amphibious. can breathe air and water.

Fire Disruption. A leech that takes any fire damage, it must make a Constitution save, DC 20, or stop grappling.

Actions:

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft, 1 creature. Hit: 5 (1d4+3) piercing damage.

Bleed. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. If the leech hits with this attack, the target must make a successful DC 11 Dexterity save. If successful, the target suffers 5 (1d4+3) points of piercing damage. If the save fails, the leech attaches to the victim. While attached, the leech swarm doesn't attack. Instead, at the start of each of the leech's turns, the target loses 8 (2d4+3) hit points due to blood loss and the leech regains one hit point.

The leech swarm can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to attempt to brush off the leeches with a DC 5 Strength check.

Gnoll Sewer Sneak

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (Studded Leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR 12 (+1) DEX 14 (+2) CON 12 (+1)

INT 8 (-1) WIS 10 (+0) CHA 8 (-1)

Saving Throws DEX +4

Skills Stealth +3

Senses Darkvision 60 ft., Passive Perception 10

Languages Hulean

Challenge 1 (200 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions:

Multiattack. The gnoll makes three attacks: one with its bite and one with its shortsword.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft, 1 target. Hit: 4 (1d4+2) piercing damage.

Short sword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Sneak Attack (1/Turn). The gnoll deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the gnoll that isn't incapacitated and the gnoll doesn't have disadvantage on the attack roll.

Sudden Rush. Until the end of the turn, the gnoll's speed increases by 60 feet and it doesn't provoke opportunity attacks.

Orc Kidnapper

Medium humanoid (orc), chaotic evil

Armor Class 13 (Hide Armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR 16 (+3) **DEX** 12 (+1) **CON** 16 (+3)

INT 7 (-2) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Intimidation +2

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Hulean

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions:

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) bludgeoning damage.

Swarm of Leeches

Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 - 7)

Speed 15 ft. climb 15 ft. swim 15 ft.

STR 9 (-1) **DEX** 11 (+0) **CON** 9 (-1)

INT 2 (-4) **WIS** 10 (+0) **CHA** 3 (-4)

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 30 ft., Passive Perception 10

Languages --

Challenge 1/4 (50 XP)

Amphibious. can breathe air and water.

Fire Disruption. A leech that takes any fire damage, it must make a Constitution save, DC 20, or stop grappling.

Senses Blindsight 10 ft., Passive Perception 8

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny worm. The swarm can't regain hit points or gain temporary hit points.

Actions:

Bite. *Melee Weapon Attack:* +2 to hit, reach 0 ft, 1 target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Bleed. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. If the swarm of leeches hit with this attack, leeches will attach to the target. While attached, the leech swarm doesn't attack. Instead, at the start of each of the leech's turns, the target loses 5 (2d4) hit points due to blood loss or 3 (1d4) hit points if the swarm is below half health.

The leech swarm can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to attempt to brush off the leeches with a DC 5 Strength check.

UNLIKELY ALLIANCES

Ranivorus was furious as he paced back and forth. His taloned feet scraped against the floor of this small cave on the mortal world. Every stride he took tore at the stone beneath him. His thoughts were like a tempest, the madness stirring the storm clouds of thought. Loki, no, it was Bozdogan he called himself in Hule, had caused this mess. Loki's infernal meddling and scheming with Hule had put his chosen gnolls into a dangerous position. The method of their creation could be found out. If the path of doing a thing could be gleaned, could its undoing be learned as well? If someone learned how to undo the gnolls, would his fate be the same? The yellow furred large gnoll yowled in frustration, his muzzle twisted with a smile.

The sun outside the cave was relentless, the light didn't bother him per se, but he had no love of the thing. If he did not love it, most likely the mad gnoll hated it. Why was he here? Yes, yes, the summons. He had debated turning his formidable packs of gnolls on Hule, but that would serve little good without a plan to defeat Loki's nation of sycophants. It might also bring about an even deeper fracture inside the Sphere of Entropy. Oh, mother Hel, or was it Nyx? He shook his head. Yes, one of the mothers of the Sphere and Father Thanatos would be angry if he warred openly against Loki like, wait, wait, no Bozdogan, that. He had even asked Thanatos to mediate the problem, but the great Hierarch had only laughed and dismissed him away.

The sun outside is getting brighter, I hate the sun. Yeenoghu, or was he Ranivorus, grew more impatient. He was not wrong though, the sun had become brighter, and any but an immortal would have gone blind. A few instants longer and the fiend noted that the sun grew so intense that a mortal standing nearby would have their eyes boil and run down their cheeks with the fat burned within. WAIT!

Suddenly standing in front of the fifteen foot tall gnoll was a man with golden skin and eyes that flamed with the fury of the sun. At his waist was bound a sword that was licked with a corona of the sun itself. The Hierarch of Energy looked at the fiendish gnoll with contempt but stayed his hand and his words.

Ranivorus moved his hand to the hilt of his flail and girded himself to attack the Hierarch of Energy. He cackled madly and prepared to give up this manifestation form with a furious fight. Die well, I will, he thought just before Ixion held his hands outward and open, trying to appear as unthreatening as possible. The fiery being spoke a moment later, his words echoing the same contempt that he showed through his eyes.

"Be still, pup. If I had to destroy this form of yours, I would have already burned you with the fury of the sun," the creature of energy spat at him.

"Why have you asked me here Ixion if not to do battle?" Why indeed, a most curious question. Was this one of Loki's tricks? Perhaps Nyx had taken the night off and let Ixion have the dark places of the world too. The thoughts boiled up again, but Yeenoghu

tried to stay as focused and coherent as he could, trying not to lose the matter at hand.

“No, my fellow, since we’ve dispensed with required animosities of our spheres, shall we get to the matter at hand?” The question was rhetorical and if Ixion had waited the Immortal Patron of the Gnolls would’ve barked an affirmative, “I’ve become aware of a certain situation under Slagovich, as have you, I suppose?”

“Yes, I know of such a place. I know what is in that place. I...” the gnoll-lord was cut off by the hiss of Ixion’s voice.

“No, you do not. That place, like others in that wretched red land, escaped our notice. We should’ve burned it. But it escaped our notice.” The fiery eyes stared at the gnoll. “And your children are at risk of being destroyed by it.”

“Yes.” The gnoll didn’t add anything else, not for respect of the Hierarch of Energy but just because the other Immortal would cut him off. He would find a way to get back at the disrespect, but open conflict would leave him banished from Mystara to form a new manifestation.

“Then you understand that this cavern contained a Nithian outpost, and that outpost might perhaps be the place where the gnolls were created?” The energetic being toned down his brilliance, trying to be less menacing, displaying that he could be friends for a time with the loathsome Immortal of Madness.

“Yes.” Another single word answer.

“Then, our goals align for a time. And on this rare occasion, I would like to propose a truce between us to deal with the threat.” The words being spoken felt like poison being drunk by Ixion. Hearing them was just as painful for Ranivorus, standing there. It looked for a moment that the gnoll had been punched in the face.

“To what end?”

“The destruction of the cavern that holds so much threat to both of us and the rest who do not even know it yet.”

Yeenoghu nodded, “Yes. For a time it will be.” Yes, for a time, he would do what he needed to preserve his children.

SHADOWS OF VENGEANCE

Far from that clandestine meeting and not long after the Princess of Darkness walked down the concourse of Pandius. She wore the swaths of inky blackness around her form like a gown that seemed to flow on its own. A radiant elemental moved aside as she strode past, besides respect for the Queen of Night, it knew that even here Nyx could utter a word and plunge him into a realm of perfect darkness. What disconcerted the being more was that Nyx was grinning, her fangs twisted in a smile. Her smile would probably end poorly for something.

Nyx’s meeting with Tarastia had gone well, she had spoken with the Judge about certain things on Mystara, precisely the matter of things surrounding a strange occurrence

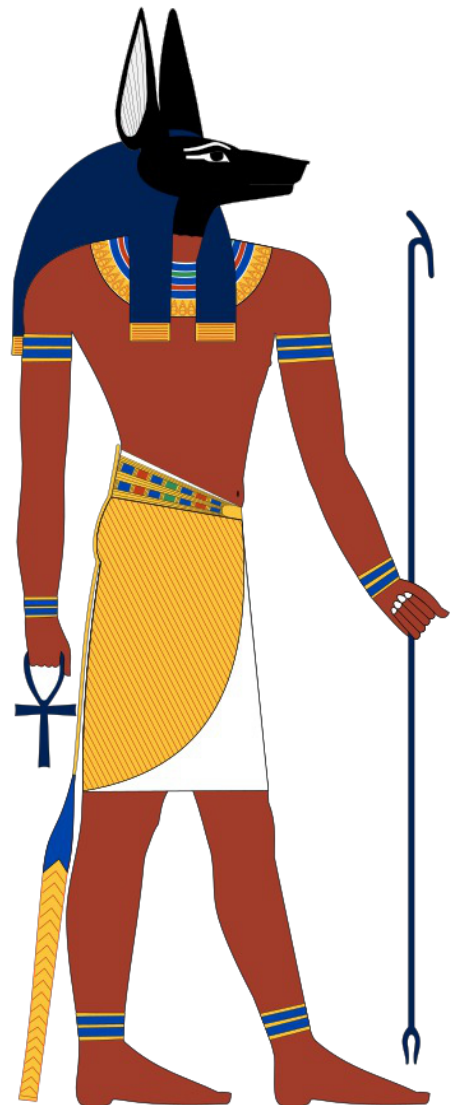
called the Red Curse and especially how justice had been so twisted by Ixion's actions. How could one punish so many innocents, so cruelly in the act of "justice?" These things might seem trivial in the eyes of most Immortals, but not trivial to the Princess of Darkness or Patroness of Justice and Revenge. The Patroness of Darkness noted the energy being that had made way for her; she acknowledged its presence with a nod before continuing her return to the portal to her own domain. Tarastia had been at first unsure at the appearance and news that Nyx had brought her, but the Hierarchy of Entropy was no stranger to persuasion, and she had many months to prepare. In the end, the patroness of revenge was called to action by a much more personal story. All she had to do was show Tarastia one of her children, a woman who had been turned vampire, one who had crusaded for Ixion and was abandoned by the Sun Lord and his paladins in the darkest places of Mystara.

from the lands for a reason, if he had hoped there might have been redemption. He focused his senses on the world within the world and the Nithians there, living in Ka's museum of time.

Yes, he would have to keep a close eye on things in this Savage Coast. There was much risk but the possibility of much reward. How magic could leap forward if the world could see just a little bit of the old powers.

A DOG'S EYE VIEW

The jackal-headed humanoid shifted in his library; an odd sensation swept over him. It was like a time long past, when Nithia had been strong. This wasn't as strong but the feeling was the same, somewhere, someone had taken an interest in the ways he had helped build. Was it Thothia? He wondered, expanding his senses. It was not Thothia or his favored Lupins, yet it was near many of them. The lands of the Savage Coast, a most curious thing. He would wait and see what became of this. Nithia had been scoured



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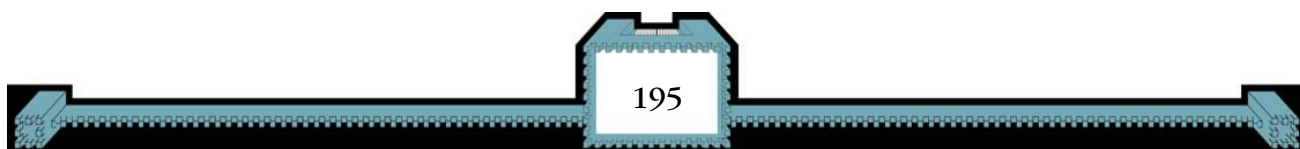
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NEXT ISSUE

An issue focused on the strongholds that dot the Mystaran landscape. Cities, castles, towers, and secret lairs, refuges or obstacles.



Cover not yet finalised

STRONGHOLDS

Anticipated contents include:

- *Warriors of the Eternal Sun, part 3*
- *A mini Gazetteer of South-eastern Karamaikos part 2*
- *The many Mystaran sub-settings, part 3*

...and much much more!

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[†]Refer to "Call for Contributions" (page 5) for next issue deadline dates.

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