

THRESHOLD

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



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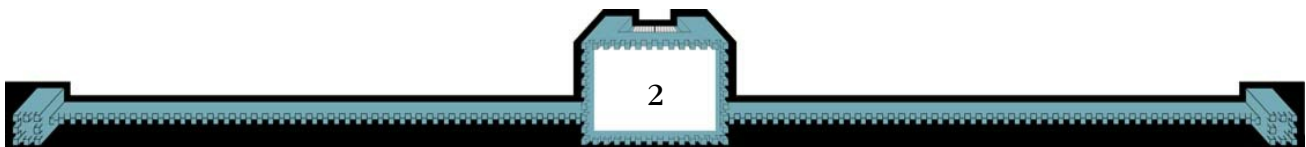
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Thanks To: The Mystara Community, for your support, hard work, and dedication to Mystara.

The aims of *Threshold* magazine:

- to provide a venue for community members to present material
- to promote the Vaults of Pandius and the material there
- to increase the exposure of existing and new articles



Vaults of Pandius - 25th Anniversary!

It's really been a long road! The Vaults of Pandius, the online treasure trove of Mystara materials created by fans, celebrates its 25th anniversary. I personally recall when I discovered its existence, less than one year after it was created, and how this discovery eventually persuaded me to get a new PC and an internet connection. The story of this wonderful site from 1996 until now is described by Shawn himself in the first article of the issue. Then Havard guides us through the gems of the fan production which makes the Vaults the wonderful place it is.

If the Vaults is 25 years old already, Mystara is 40 years old, as the first depiction of the Known World appeared in 1981 in the first edition of X1, as described by Thorfinn in the next article.

And starting from this issue, our illustrious Mystaran (and Calidaran) cartographer will guide us through the extraordinary history of Mystara Mappers, starting with Geoff Gander, the very first one who created an online map (which was indeed the scan of a hand-made map), back in 1997.

In the rest of the issue Agathokles presents two fantastic works: The first one is his adventure "Cry Wolf!" set in the village of Vandevicsny, Karameikos, a classic from the Vaults, while the second one, "The Isle of Dawn and the Isle of Night", is a new article building on module M5 and the works done by James Mishler on the Isle.

Then there is the second part of my own Mystara Generator, in this instalment a catalogue of the monsters and creatures of Mystara products and also a generator of Mystara animals. Lost Woodrake revisits "The Talking Whisker", a tavern in Thyatis city which was his first creation for the Vaults, while LoZompatore casts a dark light on Hule, with an Entropic perspective of the Great War between Hule and the Known World!

Then Brian Rubinfeld takes us again to the ominous lands of Returned Blackmoor, which appeared previously in issues #20, #22 and #26, describing its scary monsters. Special mention and thanks also to the illustrators, Dario Odillo and Robin, who provided wonderful original illustrations for the monsters of Returned Blackmoor, and the other illustrators in the art credits who have contributed to another fantastic issue of *THRESHOLD Magazine!*

The next issue of *THRESHOLD*, to be published at the end of 2021, will focus on "Trade routes and Darokin", the next most voted theme in our recent poll (see [this topic at The Piazza](#)), after the Vaults anniversary theme of this issue. To join the next issue as authors or illustrators please send your proposal to the Threshold mail (check Submission guidelines and mail on the last page of the issue) or post in [the proposals thread of The Piazza forum](#), soon to be updated with the call for issue #28.

Even if we usually have no shortage of articles, we always need help for proofreading and editing the submissions. We currently have two active editors, therefore the issues schedule has been scaled down to two issues a year. 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. Helping Threshold magazine certainly needs some time commitment, but is creative and rewarding work!

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!

Francesco Defferrari (Sturm)
Editor, *THRESHOLD* Magazine Issue #27

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).



This Issue's Contributors

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

Allan Palmer (a.k.a. AllanP) was first introduced to D&D a long time ago (but not quite in a galaxy far away) by a work colleague who set up a gaming group using the last version of the “blue book” rules. While dabbling with RuneQuest and Traveller along the way, he developed a liking for what would become the world of Mystara as the BECMI box sets were released. He has always been fascinated by maps. He is an IT professional and when not indulging in hobbies of panelology, retro tv watching and family history research, uses his various PC skills to consolidate the writings of others into the issues of *THRESHOLD Magazine*.

Brian Rubinfeld: despite never being as intense of a fan as much of the fandom, Brian has had a fondness for Mystara stretching back as many eons as the stars! Whether coming up with zany ideas or diving into the earthiness of the setting's lore, he always finds something to love about the Known World and beyond. When not writing for Threshold, Brian is an amateur writer and game creator looking into freelance options, as well as currently working in a pharmacy.

Dario Odillo, class of 73, has always loved the Mystara setting, and considers it the most original and with the purest D&D spirit. After artistic studies and a past as advertising designer, he has always admired the illustrations of Elmore, Brom and above all Easley, feeding day after day his passion for artistic drawing. In the past he collaborated with his drawings helping an Italian community of a well-known skirmish game. At home, in addition to being invaded by a myriad of miniatures and manuals, he alternates his free time between painting, drawing and the conquest of Alphatia.

Håvard (aka Håvard Blackmoor) does not, contrary to popular theory, have six arms. When he is not writing about Mystara at The Piazza or is working on his Blackmoor Blog, he goes out raiding neighbouring villages like any true Norwegian. He also runs The Comeback Inn, a forum dedicated to Dave Arneson's Blackmoor.

Lost Woodrake's first encounter with Mystara in the early 90's was GAZ12: “*The Golden Khan of Ethengar*”, which led to the next gazetteer and downhill from there. He hadn't played in Mystara for many many years, but that doesn't stop him from still actively imagining the place.

Michele “LoZompatore” C. played BECMI for most of his life, starting way back in 1987. He likes, most of all, mixing and matching canon and fanon material about Mystara to see how many new adventure

hooks can be churned out. In the little spare time he has away from Mystara he helps other guys in designing oil and gas pipelines around the (real) world.

Shawn Stanley is the webmaster of the Vaults of Pandius, <http://pandius.com>, the official website for the *Dungeons & Dragons* setting of Mystara. The representation of the Vaults underneath Pandius in this issue should not be taken as a conscious or subconscious view of his work on the website.

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 Deferrari)** 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.

Thorfinn Tait hails from the Orkney Islands in northern Scotland, though he has lived in Japan for many years now. Growing up with BECMI and the Known World, he learnt to type by compiling a database of Mystara's timeline. He joined the Mystara online community in 1997, but his true contributions began with the Atlas of Mystara project starting in 2005. Recently he has made the jump to become a published fantasy cartographer, working on Bruce Heard's Calidar series. You can follow his work on his cartography site (www.thorfmmaps.com) and the Atlas site (mystara.thorfmmaps.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 #28 - Trade routes and Darokin

The second issue of 2021 will focus on trade, the lifeblood of nations and the fortune of the Merchant Houses of Darokin!

Proposal Deadline: August 15th, 2021

Manuscript Deadline: October 15th, 2021

Issue Published: December 2021

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

Call for proposals for main themes of forthcoming issues:

Issue #29 - Vampires and Undead

The first 2022 issue will focus on horror themes and undead!.

Proposal Deadline: February 15th, 2022

Manuscript Deadline: April 15th, 2022

Issue Published: June 2022

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 & Alphiaia"](#)
- [#12 - "Ages Past"](#)
- [#13 - "A Crucible of Creatures"](#)
- [#14 - "the Shadowdeep"](#)
- [#15 - "Mystara space"](#)
- [#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"](#)
- [#24 - "Adventures & Campaigns 3"](#)
- [#25 - "Strongholds"](#)
- [#26 - "Heroes, Villains & Organizations"](#)



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 Master'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 - [“Karameikos: 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 source
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
WotI - [“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



Vaults of Pandius

The Official Mystara Homepage

A Brief History of the Website

by Shawn Stanley

The first iteration of the website was little more than a collection of links. At the time, that seemed like the easiest solution to be able to access your bookmarks from wherever you happened to be on a computer. Hosting was a problem though, as it would remain for some time. The page of links was hosted thanks to a friend who had access through his father to part of the public website where his dad worked.

Back then, there were already websites collecting materials from the Mystara Mailing List (MML) — the most widely available platform for the Mystara community. There were also Mystara and Savage Coast/Red Steel Message Boards on AOL, but not being in the United States, they weren't an option.¹ If I remember correctly, there were 3 websites collecting materials from the MML, but they weren't being as thorough as I thought a repository of information needed to be, so I decided to throw my hat in the ring and create my own site, which I humbly called the Mystara Home Page. The website was created on 27 June 1996, although it was only announced on the Mystara Mailing List on 6 July 1996. The

site was hosted on GeoCities:

<http://www.geocities.com/TimesSquare/5304/2> [Defunct link]

As the material on the website grew³ I added a number of additional GeoCities websites and also a Tripod website to be able to contain everything, although the only access point remained through the main address. The multiple websites were becoming a bit unwieldy and the increasing number of popups and extraneous code added to pages by GeoCities was an annoyance.

Most importantly, however, was a move by Yahoo-GeoCities in 1999 to give Yahoo rights to the intellectual property on websites contained on GeoCities sites.⁴ I took the site down on 2 July 1999 to ensure that this would not be an issue. The solution, however, was already being worked on.

¹ The material from these boards has now been returned and is available at the [AOL Message Board archives page](#) on the Vaults of Pandius.

² This address does not lead to a related website on the Wayback Machine or any of the other GeoCities clone sites that exist. Since the website was moved from this address in 1999, and I disassociated myself from this site and all of the other GeoCities sites that I had; as well as the Tripod site; the address was given to another GeoCities user. That website is what appears on the Wayback Machine and also on the other Geocities clone sites.

³ As of 15 August 1999 the size of the website was 17 MB with 1,149 files.

⁴ The news story pointed to during MML discussions at the time is [still available here](#) on the Wayback Machine.

A Brief History of the Vaults of Pandius Website



The Vaults in August 1999

The solution was offered by one of our community, Gordon McCormick, and the good people at slashnull.org, who hosted the website.⁵ For free. With full hosting services and everything. The website was announced on the MML on 7 July 1999. It might also be of interest to note that the Wayback Machine has several captures of this website from 12 October 1999 to 25 September 2004.

<http://dnd.starflung.com> [Defunct link]

In 1999, Wizards of the Coast were identifying websites for each of the campaign worlds which were not the core campaign

⁵ The *Mystaran Almanacs*, 3E project, and Reviews site were also hosted on starflung.com, just to help round out the awesome service that Gordon provided for us for so long. Those websites were: almanac.starflung.com, mystara3e.starflung.com/home.html, and reviews.dnd.starflung.com.

worlds being directly supported by the imminent 3rd edition of Dungeons & Dragons. The website was chosen as the official website for the Mystara setting on 15



The Vaults in January 2000

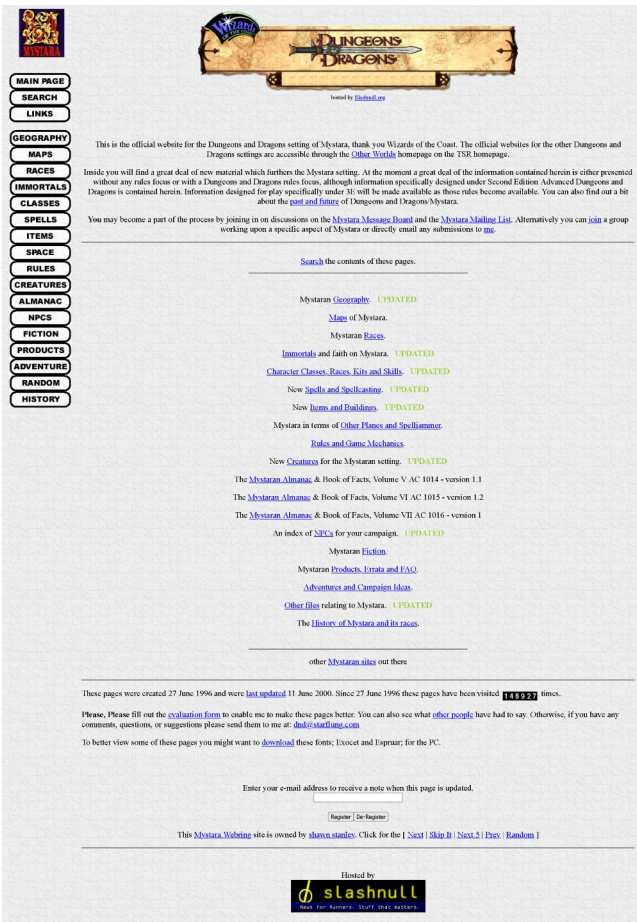
December 1999.

During 2004 it became necessary to find a new home for the website, and another member of our community, Jenni A. M. Merrifield, together with her husband, offered to host the website.⁶ Again this was done for free. With full hosting services and every-

⁶ The *Mystaran Almanacs* and 3E project pages were also moved to <http://www.mystaranet.jamm.com/almanac> and <http://www.mystaranet.jamm.com/m3e> respectively. The *Mystaran Almanac* ended up on the Vaults of Pandius, while [3 pages from 2005 of the 3E project](#) are captured on the Wayback Machine. There are 4 captures of the Vaults of Pandius on the Wayback Machine during this time, but it appears from [this analysis](#) that there are no remaining captures of the Vaults of Pandius on the Wayback Machine from 26 March to 18 June 2005 at .

A Brief History of the Vaults of Pandius Website

thing. On 2 October 2004 the new website was announced.



The Vaults in June 2000

<http://www.mystaranet.jamm.com/vaults7>
[Defunct link]

The website did not remain for long, and by this time, with the size of materials expanding and my willingness to impose on the goodwill of others dwindling, I decided to move the website onto a commercial service with its own domain name. On 15 May 2005 the new home of the website was made available.

⁷ This address does not lead to a related website on the Wayback Machine.

Vaults of Pandius

The Official Mystara Homepage



Search
FAQ
Atlas
Rules
Resources
Adventures
Stories
Links

UPDATED
UPDATED
UPDATED
UPDATED



Welcome to the official website for the Dungeons and Dragons setting of Mystara. Inside you will find a great deal of new material which furthers the Mystara setting. The official websites for the other Dungeons and Dragons settings are accessible through the Wizards of the Coast [Other Worlds](#) page.

You may become a part of the process by joining in on discussions on the [Mystara Message Board](#) and the [Mystara Mailing List](#). Also available now is what is affectionately known as the MNS - the Mystara News Server. Alternatively you can [join](#) a group working upon a specific aspect of Mystara or directly email any submissions to [me](#).

Affiliated Mystara sites

[Review Site](#)



These pages were created 27 June 1996 and were [last updated](#) 08 March 2002. Since 27 June 1996 these pages have been visited **160539** times.

Please fill out the [evaluation form](#) to enable these pages to improve or just see what [other people](#) have had to say. You can also send any comments, questions, or suggestions to me at: dnd@starflame.com

Enter your e-mail address to receive a note when these pages are updated:

This [Mystara Webring](#) site is owned by [shawn stanley](#).
Click for the [[Next](#) | [Skip It](#) | [Next 5](#) | [Prev](#) | [Random](#)]

The Vaults in March 2002

<http://pandius.com>

Since then the website has continued along,⁸ with the tenth anniversary being commemorated in 2006.⁹ In April 2009 I started falling behind a little bit, only doing partial updates throughout the rest of 2009. There were no updates in 2010, and things only started back up slowly near the end of 2011 — it took until August 2014 until I had finished catching up with all of the places which I trawl for information. The update pages throughout the years, linked to from [the main update page](#) contain a record of what has been added when. Since about April 2002 this has been a more complete listing rather than a vague summary — although it is only more recently that there has been a logic to the order of things listed on the page. Now, with each update, the items at the top of the notice are the oldest items, progressing sequentially to the newest items at the bottom of the list.

The Name of the Website

At the beginning, as noted earlier, I humbly, and perhaps unimaginatively, called the website *Mystara Home Page*. At some stage before October 1999¹⁰ the name changed slightly, to *Mystara - The Dungeons and Dragons Homepage*. The change was in order to obtain more appropriate and better placings in Internet search engines. However, the name itself was not very evocative.

⁸ As of 14 January 2006 the size of the website was 151 MB with 5,720 files. As of 17 July 2018 the size of the website was 4.52 GB with 12,421 files. At the impending 27 June 2021 update the size of the website will be about 13.9 GB with over 37,000 files.

⁹ See [this image](#) courtesy of Thorf

¹⁰ The earliest capture of the website on the Wayback Machine.

In September 2000 I was having a private email correspondence with Travis Henry where the website was being discussed. He suggested that the name should be more concise, catchy and with a Mystara-specific connotation. He then put forward the idea of some sort of “Name the Site” contest for the MML and Mystara Message Board (MMB), but then went on to say:

“In the meantime, here’s a modular list of suggestions — though I think someone else might come up with something better:

Something like:

“Codex”, “Scriptorium”, “Vault(s)”, “Archive(s)”, “Annal(s)”, “Chronicle(s)”, “Legend(s)”, or “Revelations”

followed by something like:

“of Mystara”, “of the Immortals”, “of Pandius”, or “of the Old Ones”

Of these modular combinations, I like “Revelations of the Old Ones” and “Vaults of Pandius” the best.

I like “Revelations of the Old Ones” (shorthand: “RotOO”) because it ties into the hint in the Gold Box that each DM is perhaps really an Old One of their own campaign. The title would then suggest that each article reveals how that DM (or Old One) envisions Mystara. I like “Vaults of Pandius” (shorthand: VoP or “the Vaults”) because it ties into the fact that the “in character” Council of Mystara (p12, WotI: Book I) has its headquarters in the city of Pandius, and therefore its

members surely keep much of Mystara's valuable items and lore in their personal and collective treasure vaults within in the city... just as you and the rest of the "out of character" Council of Mystara will keep much of the Mystara web-community's valuable lore in the "treasure vault" of the official site.

Also, I simply like the way "Vaults of Pandius" sounds when one speaks it aloud."

So, despite the egalitarian suggestion of a public contest, Travis won the contest before it was even started by putting forward a name which successfully captured my imagination and even foresaw the shorthand usage of the name into the future. Thank you Travis.

The Logo

In March 2000 I was approached by Michael Wiemholt with regard to the images on the website. Ultimately in 2001 he delivered the images still in use today on the website. In the 22 June update the ship image with the buttons on the side was introduced, and in the 17-18 September update the Vaults of Pandius logo with the moon, representing Matera, was introduced.

In 2008 Roger Girtman started a thread on The Piazza regarding a TSR style sigil for the Vaults of Pandius. Michele Caprita created a version as did Roger Girtman and Shane G. Though for some reason I didn't use it on the Vaults until 2 September 2013.

Statistics

With the move of the Vaults of Pandius onto a commercial hosting site I got access to a whole bunch of statistics capabilities with Awstats — more than I can readily compile easily. That being said, there are some statistics which are easy to compile over the period of time from 15 May 2005 to the present.

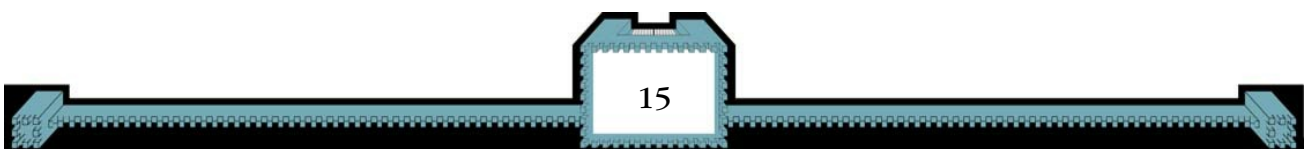
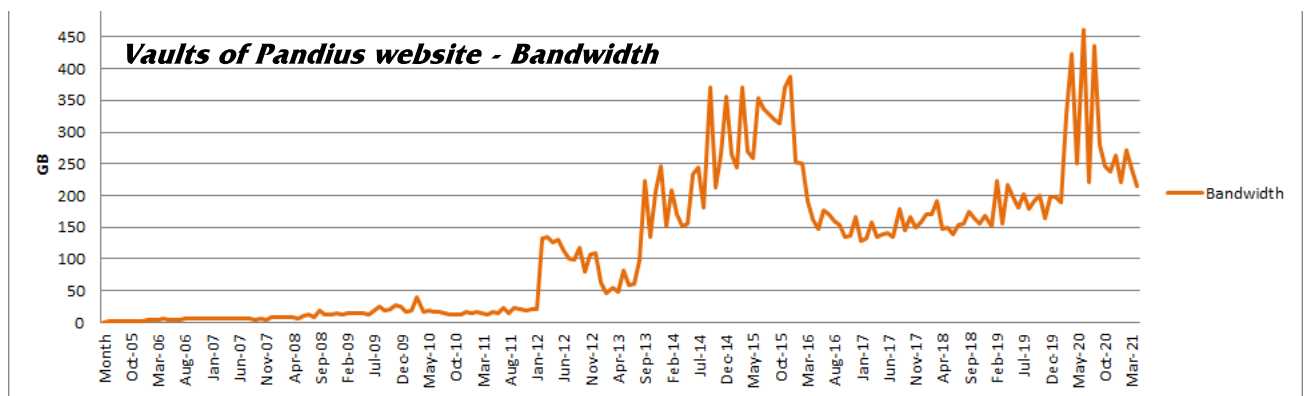
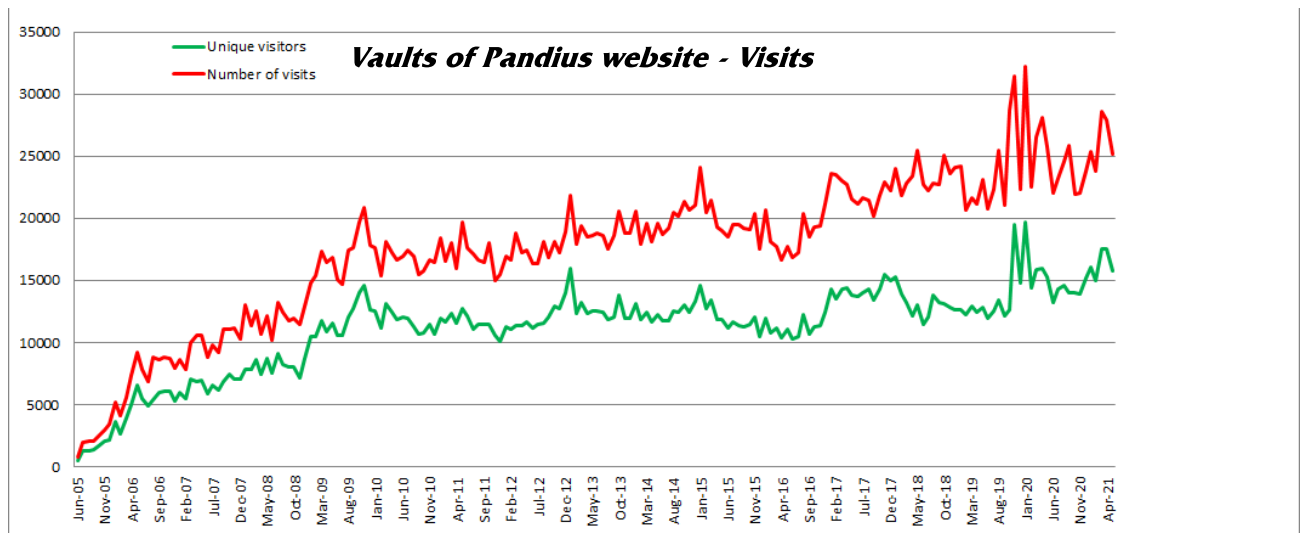
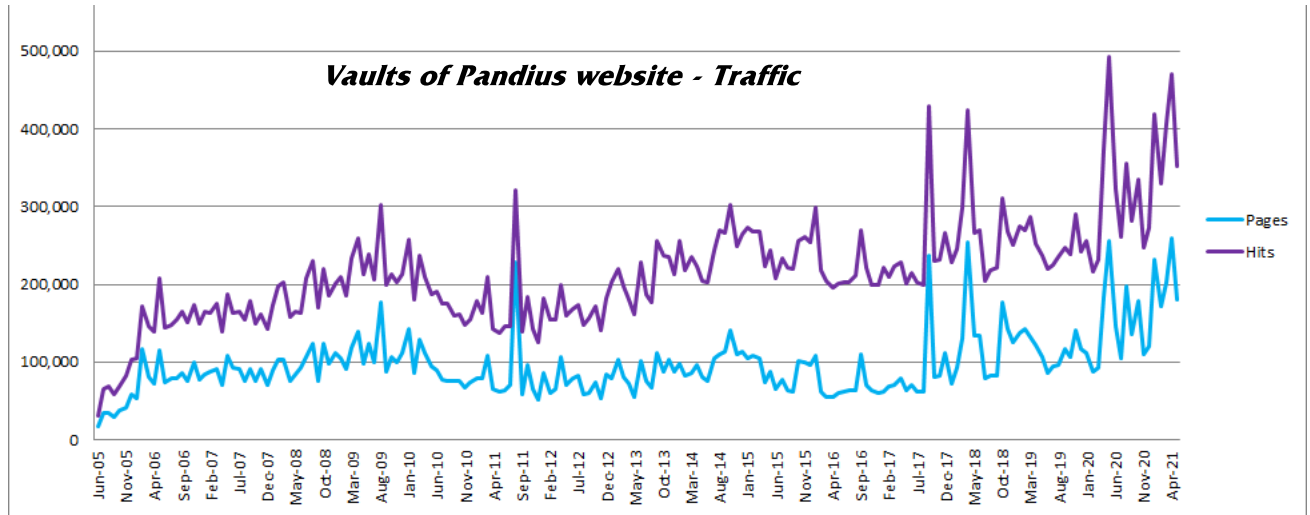
The first graph on the following page displays the number of pages and the number of hits for the Vaults of Pandius by month. The number of pages are HTML, PDF and similar files. The number of hits includes everything visited - primarily this includes image files.¹¹

The second graph displays the number of visitors and the number of visits for the Vaults of Pandius by month. A unique visitor is a person or computer that has made at least 1 hit on at least 1 page on the website during the reported month. It is tracked by IP address. A visit encompasses all of the hits made by a unique visitor within the period of an hour.

The third graph displays the site's bandwidth - the amount of data that the website transfers to its users in a given period

¹¹ For the Vaults of Pandius the following file formats are excluded from the page list - *css js class gif jpg jpeg png bmp*; though in practice for the Vaults of Pandius as there are very few *css, js* and *class* files the differential is a sign of traffic of image files.

A Brief History of the Vaults of Pandius Website



The Future of the Vaults of Pandius

The Vaults of Pandius is a very old-school website, it is hand-coded HTML with the subsection pages being long lists of articles sorted only by date. The classification of the separate subsection pages is arbitrary and might not always be internally consistent, and since it has been 25 years that classification has probably evolved somewhat and not necessarily been applied fully across the board. On the other hand since it has all been done by only one person throughout that time there is a certain degree of consistency of classification. All of this is over-shadowed by the fact that website looks and feels old-school - there's no usage of the Comic Sans font, no glitter or blinking text effects, no animated gifs, no automatic playing of audio files, or other features of early generation websites - but the website still feels somewhat stale and old-school. Even in 1999, when consideration was being given towards choosing the official website, this was a negative factor against the website. This has remained a factor and one which I have

been unable to address - maintaining the existing website takes enough of its own time, and I don't have the skills myself to implement the sort of website that I envisage. What I envisage is still largely the same as what I put forward and was developed in [this thread on The Piazza](#): In 2011, 2012 and 2013 Giampaolo Agosta and some of his students worked on a framework for a new website as well as on importing existing files into that system. A lot of work was done on this, a mammoth undertaking - though unfortunately nothing ultimately transpired from this.

Nevertheless, the Vaults of Pandius will continue to help to capture work that people do in the Mystara setting - regardless of the rules system, regardless of adherence to published materials or not; ideas for your games can come from any source. The setting is as strong now as it ever has been, if not moreso, and whatever resource that the Vaults of Pandius can provide to the community or your gaming group is the underlying idea for the site. The Vaults of Pandius captures materials from publicly available forums, but material can also be sent directly to me.

Fan Productions

Overview



by Håvard

This overview of the major Mystara fan creations compiled by Havard comes from [this thread on The Piazza](#) and is basically a list of links to relevant resources in the Vaults of Pandius. On the occasion of this issue of Threshold magazine celebrating the 25th anniversary of the Mystara official webpage, Thorfinn had the idea to publish in the magazine this fantastic list highlighting the huge work done on Mystara by the fan community through all these years. And me, the editor of the current issue, also added below some comments to better illustrate to readers the treasure trove of Mystara material which can be found in the Vaults!

- *Sturm* aka Francesco
Editor in chief of
THRESHOLD Magazine issue #27

When I started to compile this list, it was important to me that it was not to be seen as a suggestion that some fan contributions were better than others. All fan contributions have value and I think this attitude in the community is something that encourages everyone to post their ideas. The reason I wanted to make this list was to highlight work that had been turned into a PDF or constituted more than a single article about a certain topic.

-*Håvard*

Mystara Fanzines

This category obviously includes Threshold magazine and its ancestors, done when the availability of images and publishing software was obviously much smaller than today, but the passion and interest of fans was the same.



*Tome issue #5
cover art:
Grab the Tome!,
by John Calvin*

- [Threshold](#) (all issues, full list below)
- [\[THRESHOLD\] Main index of articles](#)
- [The Tome of Mystara](#) (all issues)
- [Encounter Magazine](#) (Classic D&D Rules Fanzine)
- OD&Dities (List below. Only the free issues listed.)
- [The Mystara NetMags \(#1-8\)](#). These were compiled by Brant Guillory from material created at the old TSR-on-AOL website in the mid to late 1990s¹.

¹ Published between 1995 and 1997, see [Thorf's research on the original publication dates](#) at *The Piazza*.

Threshold Magazine issues with publication dates

- [Threshold #1](#) Karameikos (1 October 2013)
- [Threshold #2](#) Vaults of Pandius (13 January 2014)
- [Threshold #3](#) The Sea of Dread (26 March 2014)
- [Threshold #4](#) Return to Dread (30 June 2014)
- [Threshold #5](#) Exploring Davania (1 October 2014)
- [Threshold #6](#) The Northlands (29 December 2014)
- [Threshold #7](#) Exploring Norwold (1 April 2015)
- [Threshold #8](#) Warlords of Norwold (2 July 2015)
- [Threshold #9](#) Hollow World (21 September 2015)
- [Threshold #10](#) Elven Realms (8 January 2016)
- [Threshold #11](#) Thyatis and Alpathia (11 April 2016)
- [Threshold #12](#) Ages Past (14 July 2016)
- [Threshold #13](#) A Crucible of Creatures (19 October 2016)
- [Threshold #14](#) The Shadowdeep (22 January 2017)
- [Threshold #15](#) Mystaraspace (15 April 2017)
- [Threshold #16](#) Dwarves, Gnomes & Hin (28 July 2017)
- [Threshold #17](#) Western Brun (27 October 2017)
- [Threshold #18](#) Savage Coast (13 January 2018)
- [Threshold #19](#) Planes and Immortals (15 May 2018)
- [Threshold #20](#) Skothar (26 July 2018)
- [Threshold #21](#) Specularum (21 October 2018)
- [Threshold #22](#) Adventures & Campaigns (7 March 2019)



- [Threshold #23](#) Adventures & Campaigns 2 (1 August 2019)
- [Threshold #24](#) Adventures & Campaigns 3 (22 November 2019)
- [Threshold #25](#) Strongholds (24 May 2020)
- [Threshold #26](#) Heroes, Villains and Organizations (23 December 2020)

OD&DITIES

OD&Dities started out as a free fanzine created by Richard Tongue to promote the Classic D&D Rules. The first 12 issues are still available for free.

- [Oddities Volume 1](#) by Richard Tongue
- [Oddities Volume 2](#) by Richard Tongue
- [Oddities Volume 3](#) by Richard Tongue
- [Oddities Volume 4](#) by Richard Tongue
- [Oddities Volume 5](#) by Richard Tongue
- [Oddities Volume 6](#) by Richard Tongue
- [Oddities Volume 7](#) by Richard Tongue
- [Oddities Volume 8](#) by Richard Tongue
- [Oddities Volume 9](#) by Richard Tongue
- [Oddities Volume 10](#) by Richard Tongue
- [Oddities Volume 11](#) by Richard Tongue
- [Oddities Volume 12](#) by Richard Tongue

Mystara Cartography

Region	Maps available	Last maps added
The Planet Mystara	2	
The Continent of Brun (Br)	118	Known World 8m by Mark Howard
The Continent of Davania (Dav)	17	Eseri 8m, Mogluur 8m
The Continent of Skothar (Sk)	10	
The Alphatian Sea (AS)	20	Isle of Dawn 8 m
Voyage of the Princess Ark (VotPA)	16	
The Hollow World (HW)	3	
Blackmoor (Bm)	2	
Taymorian Times Mystara (Tay)	1	
D&D Modules maps (Mod)	27	
usable AD&D Towns maps (Twn)		soon available

Thibault's site, now preserved at the Vaults, one of the first repositories of Mystara maps

Mapping has been a great interest from the Mystara community since the start, as the series of articles about Mystara mappers by Thorf, starting with this issue, clearly shows. Thorf's Atlas is obviously a primary resource, but Mystara has many other mappers, some of them with a huge ongoing collection, as Robin's. Thorf's Atlas doesn't host anymore 'just' the Mystara updated and replica maps by Thorfinn, but also eventually intends to list all the work done over the years by fans, as you can see in the link below (and the first Mappers of Mystara article in this issue dedicated to Geoff Gander).

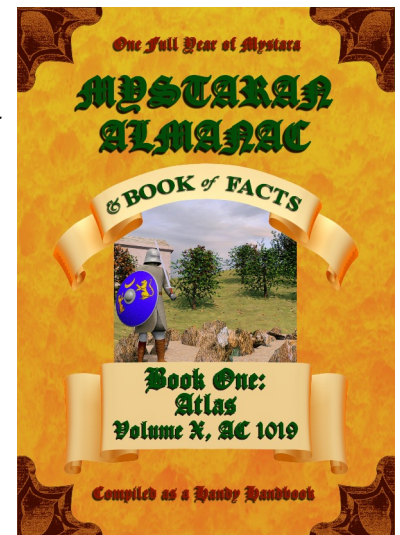
- [Maps](#) at the Vaults of Pandius
- [Atlas](#) at the Vaults of Pandius
- [Atlas of Mystara](#) -Thorf's Cartography Collection
- [Atlas of Mystara](#) - Index of Fan-made maps (WiP)
- [Geographical Mapping Subforum](#) at The Piazza

- [Maps](#) at the Blackmoor Archives
- [DaveL's Maps](#) on Flickr
- [Robin's Maps](#) at Deviantart
- [Thibault's Mapping Site](#) hosted at the Vaults of Pandius

Mystara Net Almanacs

The Fan Almanacs continued the stories which began with the official 1010 AC Poor Wizard's Almanac and ended with the 1013 AC Joshuan's Almanac. Even if there has been a long hiatus, the story of the Fan Almanacs has not ended, as Hausman and many others are working on [the 1020 AC Almanac](#) at *The Piazza*.

The Mystara Almanacs were originally published between 1997 and 2006 (see Thorf's research on the actual dates in the post linked in note 1 above) and Morfie later made updated pdf versions between 2016



and 2019, originally published in [this thread](#) on *The Piazza* and later in the [Vaults of Pandius](#)

- [Mystaran Almanac AC 1014](#) (1997)
- [Mystaran Almanac AC 1015](#) (1998-1999)
- [Mystaran Almanac AC 1016](#) (2000)
- [Mystaran Almanac AC 1017](#) (2001)
- [Mystaran Almanac AC 1018](#) (2002, 2004)
- [Mystaran Almanac AC 1019](#) (2003, 2006)

Mystara Rulebooks

The Piazza also has rules conversions subforums² and obviously the Vaults of Pandius have a whole [section dedicated to Rules](#).



- [Mystara D&D 5th Edition Player's Handbook](#) by TheGlen
- [Mystara Newbie Guide and AD&D 2nd Ed. Conversion](#) by Agathokles
- [Mystara 3E Campaign Setting Preview](#) by Roger Girtman, et al.
- [AGE Guide to Mystara](#), Mystara with the Dragon Age RPG, by Siroh
- [Fantasy AGE Bestiary](#), by Siroh
- [Codex Immortalis](#) by Marco Dalmonte
- [Mystara Monstrous Compendium](#), by Robin
- [Immortals of Mystara](#), by Robin
- [Monster Manual add-on: the Smurfs](#), by Robin
- [What can be Bought + Supply/demand Table](#), by Robin

² [Mystara 3E Conversion Project](#) and [Mystara 4E Conversion Project](#) at *The Piazza*

The GAZ F series - Fan Gazetteers

OldDawg/JTR made the first fantastic Fan Gazetteers which are listed here. Some other fans did the same in other regions of Mystara, see the other categories below.

- [GAZ F1 Realm of Wendar](#) - [map](#)
- [GAZ F2 Denizens of Denagoth](#) - [map](#)
- [GAZ F3 The Northern Wildlands](#) - [map](#)
- [GAZ F4 The Hidden Treasure of Ghyr](#) - [map](#)
- [GAZ F5 The Western Alliance](#) - [map](#)
- [GAZ F6 The Kingdom of Littonia](#) - [Map](#)
- [GAZ F7 The Heldannic Order](#) - [map](#)
- [GAZ F8 The Streets of Landfall](#)
- [Map of Landfall and Kamminer Bay](#)
- [Town of Landfall map](#)
- [Gaz F9 The Free City of Oceansend](#)
- [Map of the Kingdom of Oceansend](#)
- [Gaz F10 Kaarjala](#) -- [map of Kaarjala](#), and the map of the coastal [Itamaa region](#).
- [Gaz F Series Discussion and Development forum](#) at *The Piazza*
- [Alternate GazF covers](#) by JKosh



*Gaz F7 The Heldannic Order Fan Gazetteer
Alternate cover art by Jeffrey Kosh*

Alphatian Mini-Gazetteers

Quite some time ago some fans made this great expansion of Alphatia pre-WotI. Obviously years later former Mystara designer Bruce Heard also did the same on [his blog](#); those posts (together with many other contributions from Bruce) are [listed at the Vaults](#).

- [The Alphatian Kingdom of Arogansa](#) by Jeff Daly
- [The Alphatian Kingdom of Bettelyn](#) by Jeff Daly
- [The Alphatian Kingdom of Blackheart](#) by Andrew Theisen
- [The Alphatian Kingdom of Dawnrim](#) by Captain Ebenezum
- [The Alphatian Kingdom of Floating Ar](#) by Geoff Gander
- [The Alphatian Kingdom of Frisland](#) by Geoff Gander
- [The Alphatian Kingdom of Foresthorne](#) by Jamunga Khan
- [The Alphatian Kingdom of Greenspur](#) by Jeff Daly
- [The Alphatian Kingdom of Haven](#) by Jeff Daly and Geoff Gander
- [The Alphatian Kingdom of Randel](#) by Alex Benson
- [The Alphatian Kingdom of Theranderol](#) by Jeff Daly



Other Gazetteers

A lot of other Gazetteers were produced by fans over the years. Omnibus/Roberto Roma also compiled PDF Gazetteers in Italian using the materials present in the [Atlas section of the Vaults](#) and adding some of his own. Some of his Gazetteers, which cover the whole Brun and some other regions, were also translated in English and are listed below, while the complete list in Italian is at the bottom of the article.

Each one listed below deserves a specific mention, and also check past issues of [THRESHOLD Magazine](#), as several issues are dedicated to specific regions or continents, being *de-facto* a sort of Gazetteer of the theme region.

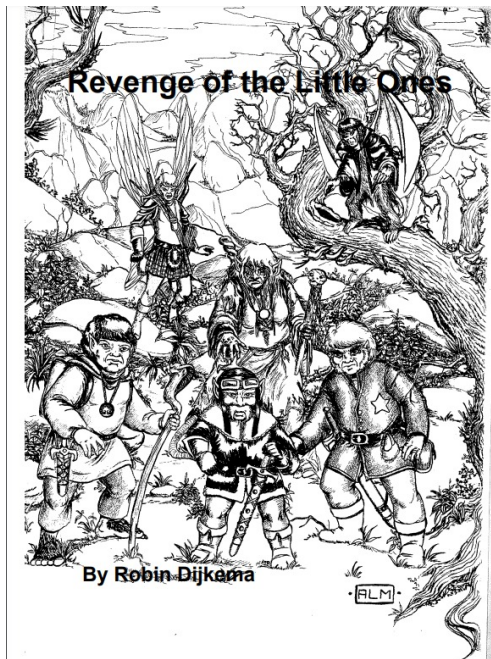
- [Adri Varma Plateau Gazetteer](#) thread and [pdf](#), by Omnibus, David Knott, Jim Sahlas, Giulio Caroletti, James Mishler, Patrick Sullivan, Andrew Theisen, Thibault Sarlat, Christopher Cherrington, Gilles Leblanc, Steven B. Wilson, Harvard, Lo Zompatore, Francesco Defferrari, Christian Constantin & Thorfinn Tait, plus others. Presented in English by Gary Davies.
- [Great Hule and Kavkaz Gazetteer](#) thread and [pdf](#), by Omnibus and Christian Constantin. Translated to English by Mortis.
- [City of Specularum Mini Gazetteer](#) thread on *The Piazza*, with much of this subsequently being presented in [THRESHOLD Magazine issue #21](#)
- [City of Alpha mini-Gaz \(with maps\)](#) thread by LoZompatore also in the [Vaults](#)
- [GazBC 1 The Shimmering Lands \(DM's Guide\)](#) thread for the Mystara BC23000 by Chimpman and [pdf](#)



- [GazBC 1 The Shimmering Lands \(Player's Guide\)](#) pdf for the Mystara BC23000 by Chimpman
- [Mystara 2300 BC Campaign Setting](#) thread by Chimpman in the [dedicated Piazza subforum](#) and [pdf](#)
- [GAZ13 The Shadowelves](#) by Carl Sagen and Gary Thomas. Adapted by Thorfinn Tait.
- [Central Altan Tepes Mini Gazetteer \(MGaz1\)](#) by Simone Neri
- [Belcadiz Gazetteer](#) by Jennifer Favia Guerra
- [Gazetteer of Blackmoor v.2.3](#) (411 kB zip file, expands to 2.4 MB) by David Ross
- [Cynidicea Gazetteer](#) by various.
- [Caerdania Gazetteer](#) by Simone Neri
- [The Great Crater Gazetteer](#) by Andrew Theisen -- [Maps](#) (at *The Atlas Of Mystara* website)
- [Myoshima Gazetteer](#) by Giampaolo Agosta
- [Ochalea Gazetteer](#) by Giampaolo Agosta
- [Traladara Gazetteer](#) by Jennifer Favia Guerra
- [Alternate Jerendi Gazetteer](#) by John Biles
- [Alternate Five Shires Gazetteer](#) by John Biles
- [Yezchamenid Empire](#) by Adrian Mattias -- [Map](#)
- [Empire of Zuyevo](#) by Adrian Mattias -- [Map](#)
- [Hulean Empire](#) by Christian Constantin [Map](#)
- [The Dark Shire](#) by Geoff Gander --[map](#)
- [Kingdom of Højgylden](#) by Isabelle Sarikhan
- [Wyrksteeth Gazetteer Part 1](#) and [Part 2](#) by Giulio Caroletti
- [Midlands Gazetteer Part 1](#) and [Part 2](#) by James Mishler
- [Nueva Espanola](#) by James Mishler
- [Lost Land of Haven](#) by James Mishler
- [Westerlands of Darokin](#) by James Mishler -- [Map](#)
- [Matera, The Hollow Moon](#) by Sharon Dornhoff, John Calvin and Geoff Gander
- [Torreon Mini-Gazetteer](#) By Giampaolo Agosta
- [The Darine](#) by Jennifer Favia Guerra
- [The Chronicles of Nentsun](#), by Giulio Caroletti (a Gazetteer of the Nentsun region, drawing inspiration from Hokuto no Ken):
- [The DM's Guide to Davania](#), by Geoff Gander, Shawn Stanley, Ethan Deneault, Marco Dalmonte, Jeff Daly, and Alex Benson
- [GAZ LJ1 - The Sea of Dread Gazetteer](#) thread and [pdf](#). Compiled by LordJuss
- [Blight Swamp Compilation: The Swamp Folks](#) by Irving Galvez

Fan Adventures

Some of the best Mystaran adventures created by fans are listed here but obviously check the [Adventure section](#) at the Vaults of Pandius, which has many more and the the [Index to THRESHOLD Magazine](#) lists adventures published within its pages.



- [Revenge of the Little Ones](#), By Robin
- [The Wanderer's Grave](#), by Geoff Gander
- The [Bane of Eoric](#) (levels 1-3) by Geoff Gander, 'Erroneous Grog' (Greg MacKenzie) and Classic D&D (Jessie) - Generic BECMI module. Can be adapted to Norwold.
- [TC1, The Baron's Favor](#), the first in the "Thorn's Chronicle" Adventure Path series, by RobJN
- [Prisoners!!!](#) by Giulio Frandi
- [The Firelord Saga](#) by Ville Lähde
- [The Division of Five](#) by Ville Lähde
- [The Painted Bay](#) by Ville Lähde
- [Omens and Portents](#) by Ville Lähde

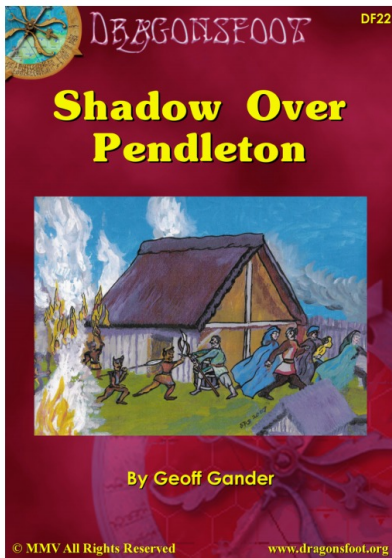
- [Stuffed Heads and Lethal Weddings](#) by Ville Lähde
- [The Lament of the Wavering Bard](#) by Ville Lähde
- [The War Conceived](#) by Ville Lähde
- [The Monolith Adventure](#) by Ville Lähde
- [The Daemon with the Saddened Countenance](#) by Ville Lähde
- [Night Terrors](#) by agathokles
- [BA1 - The Tomb of Thob Shanwood](#) by agathokles
- [River of Blood](#) by agathokles
- [St. Kruskiev's Gold](#) by agathokles, updated in Threshold issue #21
- [Cry Wolf!](#) by agathokles, republished and updated in this issue.

The Hollow World Fan Material

Also relevant for the Hollow World is [issue #9 of THRESHOLD magazine](#), and the "Warriors of Eternal Sun" conversion later published in issues [#23](#), [#24](#) and [#25](#).

- [HWR4: The Kogolor Dwarf-Lands](#) by Mischa E Gelman (with Thorfinn Tait)
- [HWR5: The Malpheggi Lizard Men](#) by Mischa E Gelman (with John Howell, Diego and Garafaele Galeifel)
- [HWR6: The Krugel Horde](#) by Mischa E Gelman
- [HWR7: The Jennite Horsemen](#) by Mischa E Gelman and Cecil Cosman (with James Mishler and Paul Dooley)
- [HWR8: The Tanagoro Plainsmen](#) by Mischa E Gelman and Harri Mäki
- [HWR9: The Hutaakan Valley](#) by Mischa E Gelman Andrew Theisen, Matthew Wang and Havard
- [The Selhomarr Gazetteer](#) -- [Map of Selhomarr](#) by Geoff Gander
- [Warriors of the Eternal Sun](#) thread

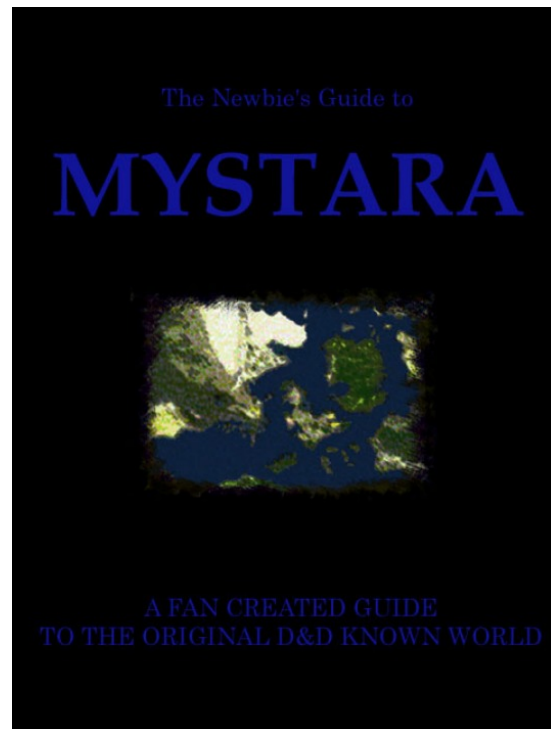
DRAGONSFOOT PRODUCTIONS



- [DF22 Shadow over Pendleton](#) Module, by Geoff Gander
- [DF17 Endless Tunnels of Enlandin](#) Module, by S. Ballard Poag
- [DF23 The Haunted Keep](#) Module, by Stuart Marshall, Mike Harvey, Sean Stone, Gavin Pinchback, Chuck Griffith, Edgewaters @ DF, Ray “maddog” Allen, G.A. “QuantumEFX” McDougall, J.L. Peppers.
- [GL0 The Haunted Tower](#) Module, by Chris Gonnerman and DF posters.
- [GL1 The Nameless Dungeon](#) Module, by Chris Gonnerman
- [To Light the Shadows](#) Module, by Chris M. Robert
- [AJ2 Vandars Lost Home](#) Module, by Alex Johnson
- [AJ1 Fugitive](#) Module, by Alex Johnson
- [OD&D Character Sheet](#) by Zack Henderson
- [OD&D Character Sheet](#) by Phil Morris
- [OD&D Character Sheet](#) by Jesse Walker
- [OD&D Character Sheet](#) by Erik Johansson
- [LL Monster Cards Set 4](#) Jonathan Chappell
- [LL Monster Cards Set 3](#) Jonathan Chappell
- [LL Monster Cards Set 2](#) Jonathan Chappell
- [LL Monster Cards Set 1](#) Jonathan Chappell

Other works

The articles listed below are indeed important resources on Mystara but many more can obviously be found at the Vaults in the , including monsters, history and much more!



- [History of Dragonkind](#) thread and [pdf](#) by Zendrolion
- [Rise of the Immortals](#) by Estlor
- [Complete Guide to the Cosmos](#) by Giulio Caroletti
- [Multiverse Creation Epic](#) by James Mishler
- [Nightmare Dimension](#) by James Mishler
- [Age of Blackmoor](#) by James Mishler
- [The Mystara Newbie Guide](#)

Works in Italian

One of many ways that the Mystara fan community stands out is that it has always had a large and vocal international component. Likely this is due to the fact that back in the 1980s, BECMI was translated into more than 50 languages. An illustration of this international environment is the large amount of material available in Italian. [The Gazetteers by Omnibus](#) are beautiful pdf compilations of existing and new material, covering the whole of Brun and other regions.

- [Norwold fan gazetteer](#) (Italian version) thread and [pdf](#) - Compiled by Omnibus
- [Idrisian Sphere fan gazetteer](#) (Italian version) thread and [pdf](#) - Compiled by Omnibus
- [The Borean Great Steppes fan gazetteer](#) (Italian version) thread and [pdf](#) - Compiled by Omnibus
- [Borean Valley \(Valle Boreana\) gazetter](#) (Italian version) - Compiled by Omnibus
- [Lower Hyborea \(Bassa Hyborea\)](#) (Italian version) - Compiled by Omnibus
- [Gazetteer of the Midlands \(Le Terre di Mezzo\)](#) (Italian version) - Compiled by Omnibus
- [Gazetteer of the End World Spine \(La Cordigliera della Fine del Mondo\)](#) (Italian version) - Compiled by Omnibus
- [The Yazak Steppes](#) by Omnibus
- [Demografia Mystarana](#) by Zendrolion (Italian version)
- [Codex Immortalis](#) by Marco Dalmonte (Italian version)
- [Great Hule and Kavkaz Gazetteer](#), by Omnibus and Christian Constantin.(Italian version).
- [Adri Varma Plateau Gazetteer](#) (Italian version). Compiled by Omnibus
- [Popoli di Hyborea](#)- Peoples of Hyborea by Omnibus
- [Terre dell'Eterno Inverno](#) ---Lands of the Eternal Winter by Omnibus
- [Oceania - terra dei Draghi](#)--Oceania - Land of the Dragons by Omnibus
- [Penisola del Serpente](#)-----Serpent Peninsula by Omnibus
- [Evergrun](#) by Omnibus
- [Il Braccio degli immortali](#)----The Arm of the Immortals by Omnibus
- [Penisola Testa d'Orco](#)---- Orc's Head Peninsula by Omnibus
- [La Costa Selvaggia](#) ----The Savage Coast by Omnibus
- [La Grande Desolazione](#)--The Great Waste by Omnibus
- [Regni e Nobiltà](#)-----Kingdoms and Nobility by Omnibus
- [I Rakasta](#)-----The Rakasta by Omnibus

40 YEARS of MYSTARA MAPS

by Thorfinn Tait

The year 2021 marks the 40th anniversary of the publication of X1: “*The Isle of Dread*” — and with it, the Known World map and capsule descriptions, the very heart of Mystara.

In the four decades since, our favourite setting has truly blossomed. TSR published more than 300 geographic maps covering all areas of the world over the first 15 years. With the demise of the setting as a world in publication in 1996, it would have been reasonable to imagine that would be the end of Mystaran mapping. But in fact, nothing could be further from the truth.

In the 25 years since Mystara ceased publication, fan cartographers have produced *at least ten times* the number of official maps. In other words, we’ve made more than 3,000 maps.¹ Or to put it another way, taken as an average we’ve published a new map every three days since Mystara’s cancellation.

¹ This number includes revisions of existing maps, of which there are many. The exact number of unique finished maps is harder to calculate, but I would estimate there are more than 2,000 at the very least. Similarly, the figure of 300 for official maps includes reprises and reprints, of which there were more than a few (mostly Known World maps).



In terms of coverage, the world was long ago mapped out at 24 miles per hex, and is creeping closer and closer to full coverage at 8 miles per hex. Numerous other scales have been used, including popular forays into 1 mile per hex — the ultimate hex map scale.

Nevertheless, Mystara is a huge world, and there remains a lot still to be done. While my own efforts have always focused on trying to sort out a single consistent view from the official maps, many others have done incredible work on expanding those maps. Brun has been fully mapped multiple times, but large swathes of Davania and Skothar remain essentially undiscovered countries even to this day.

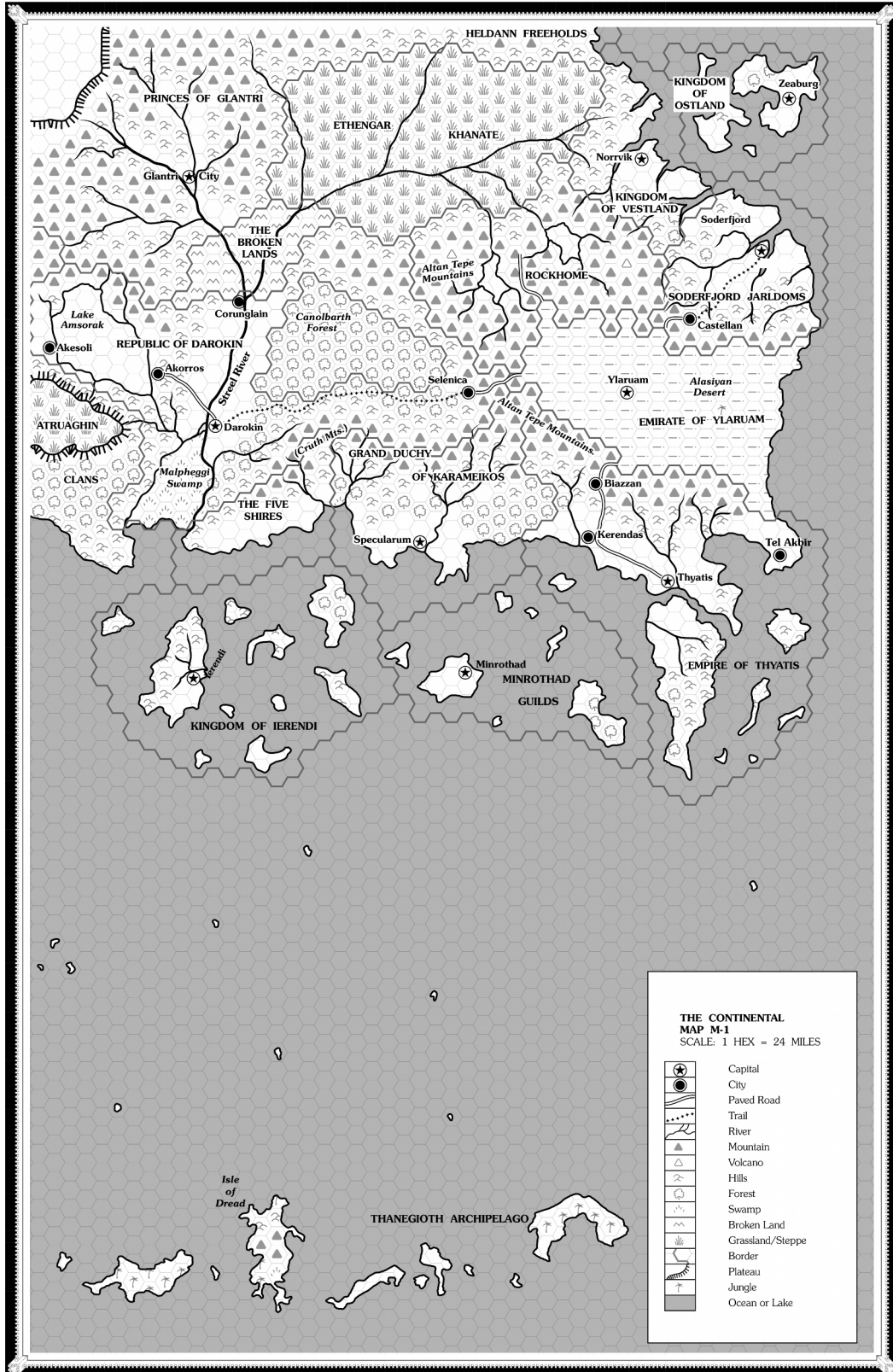
It would be hard to compile a comprehensive list of the cartographers who have worked on Mystara over these four decades, but I'd like to highlight some of those who have contributed the most (in roughly chronological order of when they started).

"The Continental Map" 1000 AC

Replica of Map M-1 from X1 The Isle of Dread, 1981

Cartography by Thorfinn Tait, February 2005/March 2013; last revised March 2018

www.thorf.co.uk



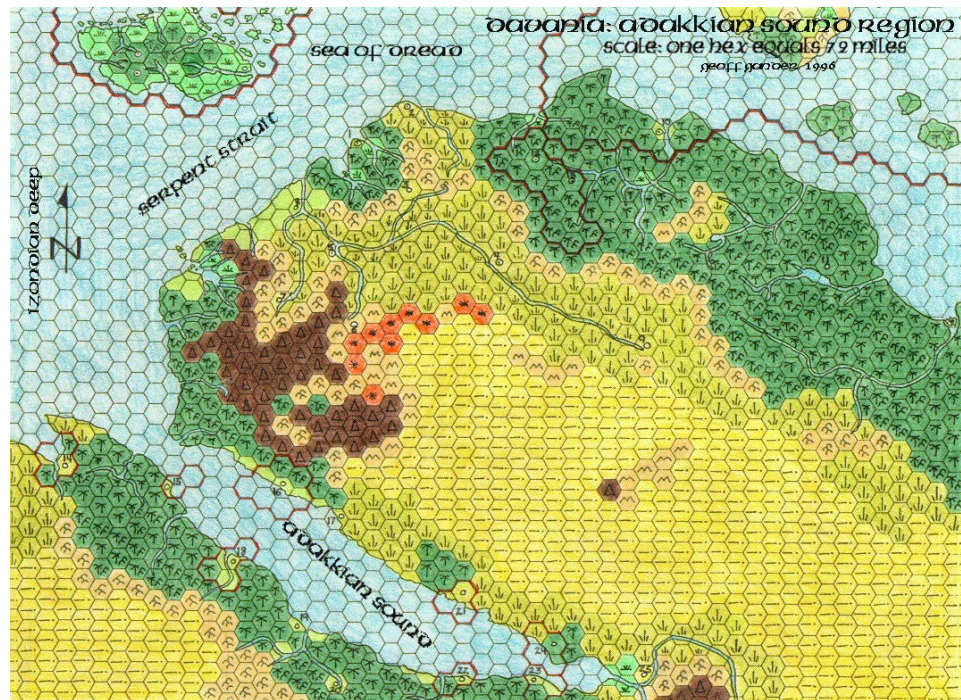
TSR Cartographers

- 🌐 **Dave Sutherland** created the original symbols in all their glory, as well as many maps.
- 🌐 **Dave “Diesel” LaForce** drafted many of Mystara’s maps throughout its publication.
- 🌐 **Dennis Kauth** came up with the system for hex mapping using lick-and-stick sheets, and created many of the maps.
- 🌐 **John Knecht** pioneered digital hex maps, starting in Dragon Magazine.
- 🌐 **Bruce Heard** was in charge of all Mystara production, and also the man behind many of the maps.

Fan Cartographers

- 🌐 **Geoff Gander** posted the first digital maps, drafting Davania, Heldann, and other previously unmapped areas.
- 🌐 **Andrew Theisen** was one of the first to create a system of hex templates, and created many early maps.
- 🌐 **James Mishler** created some highly influential maps that remain important years later.
- 🌐 **Christian Constantin** developed Hule and Western Brun, as well as his seminal map of Skothar.
- 🌐 **Thibault Sarlat** became Mystara’s first master cartographer, mapping out the whole world.
- 🌐 **Paul Holroyd** was the first to use Illustrator to create beautiful hex art.
- 🌐 **Adamantyr** came up with his own unique mapping system, applying it to the entire Savage Coast.
- 🌐 **Håvard** has created maps consistently throughout the fan era, covering a wealth of styles and concepts.

(Right) The oldest digital fan-made map, from the Mystara Mailing List, 10 October 1996; see also Geoff’s Mappers of Mystara article in this issue.



- ④ **Giampaolo Agosta** has done great work on Karameikos, as well as mapping out Myoshima.
- ④ **Ricardo Matheus** was an early web mapper, creating the Mystara's Map Navigator for the Known World.
- ④ **Alan Derek Jones** created a large set of Campaign Cartographer 2 maps of Mystara.
- ④ **Francesco Defferrari** developed large swathes of the world, including world maps, both Outer and Hollow.
- ④ **Thorfinn Tait** has dedicated much of his life to creating the Atlas of Mystara, one map at a time.
- ④ **Mark Howard** designed his own crisp style, which he used to map the Known World, the Isle of Dawn and beyond.
- ④ **Michele Carpita** has compiled a large number of exceedingly useful maps.
- ④ **Simone Neri** has made many great maps, including a highly influential map of Norwold.
- ④ **JTR** created a whole series of maps for his Gaz F series.
- ④ **Andrea Francolini** was perhaps one of the first to create a high resolution mega-map of the whole world
- ④ **John Calvin** specialises in historical maps for 2300 BC, as well as the Hollow Moon.
- ④ **Mike Phillips** expanded Darokin beautifully.
- ④ **DJ Hartel** combined lots of other people's maps to create one of the earliest posted mega maps, as well as some great underground maps, and a useful map of sea currents.
- ④ **Michael Berry** mapped Glantri in great detail at 1 mile per hex.
- ④ **Emanuele Betti** also mapped Glantri in great detail at 1 mile per hex.
- ④ **Matthew Fleet** specialised in beautiful maps of Brun at 24 miles per hex.
- ④ **Bruce Heard** detailed the whole island continent of Alphatia in amazing detail at 8 miles per hex.
- ④ **Robin** is our queen of 1 mile per hex maps, now covering large areas of the Known World.
- ④ **Eric Anondson** was one of the first to remix the Known World to his own tastes.
- ④ **Jose Ignacio Ramos Lomelin** is our latest master cartographer, and has mapped out more of the world than anyone else at 8 miles per hex.
- ④ **Andrea Barbiero** made lots of pretty Hexographer maps for his Entire Party Killed game group.
- ④ **Gary Davies** remade some classic fan maps in modern style.
- ④ **Mario Ciuffini** expanded Thorf's Known World Trail Map to include Wendar, Denagoth, Heldann, southern Norwold, and the Isle of Dawn.
- ④ **Lance Duncan** applied modern cartographic techniques to the Known World.
- ④ **Josh Lawson** was one of the first to produce Mystara maps in modern styles.
- ④ **Fabrizio Nuzzaci** continues to produce amazing demographic maps of the Known World.
- ④ **Leland Schaidle** created an astounding series of maps covering the whole world, with detailed maps of the Savage Coast.
- ④ **Jason Hibdon** produced the whole Known World in modern illustrated style.

and many, many more, mostly listed in the [Maps section at the Vaults of Pandius](#).

To read more about the contributions of each of these people (and others, too!), please visit [Appendix M: Mappers of Mystara](#) at the *Atlas of Mystara* website.

Here's to decades more Mystaran mapping goodness!



**Mappers of Mystara,
a series by Thorfinn Tait**

In this series, both as originally published in ["Appendix M"](#) of his [Atlas of Mystara](#) blog and here in *THRESHOLD Magazine*, Thorfinn will highlight the fans who have mapped Mystara over the years.

GEOFF GANDER

*Writer, mapper, designer
- our very own Polymath*

Beginning with his hand-drawn maps of Davania in the early days of the online Mystara community, Geoff Gander has contributed a great many things to the setting over the years. From the nation of Selhomarr (Mystara's version of Atlantis) to the Outer Beings, his creations have won the hearts of many a fan — and not just for the maps, as he is also a consummate designer.

Profile

Nickname: Seer of Yhog ([Vaults author page](#), [Piazza profile](#), [Blog](#), [RPG Geek profile](#))

Location: Ottawa, Canada

Maps Posted: 1996-2007, 2009-2013, 2018, 2021

Areas of Interest: [Davania](#), [Selhomarr](#), assorted other places

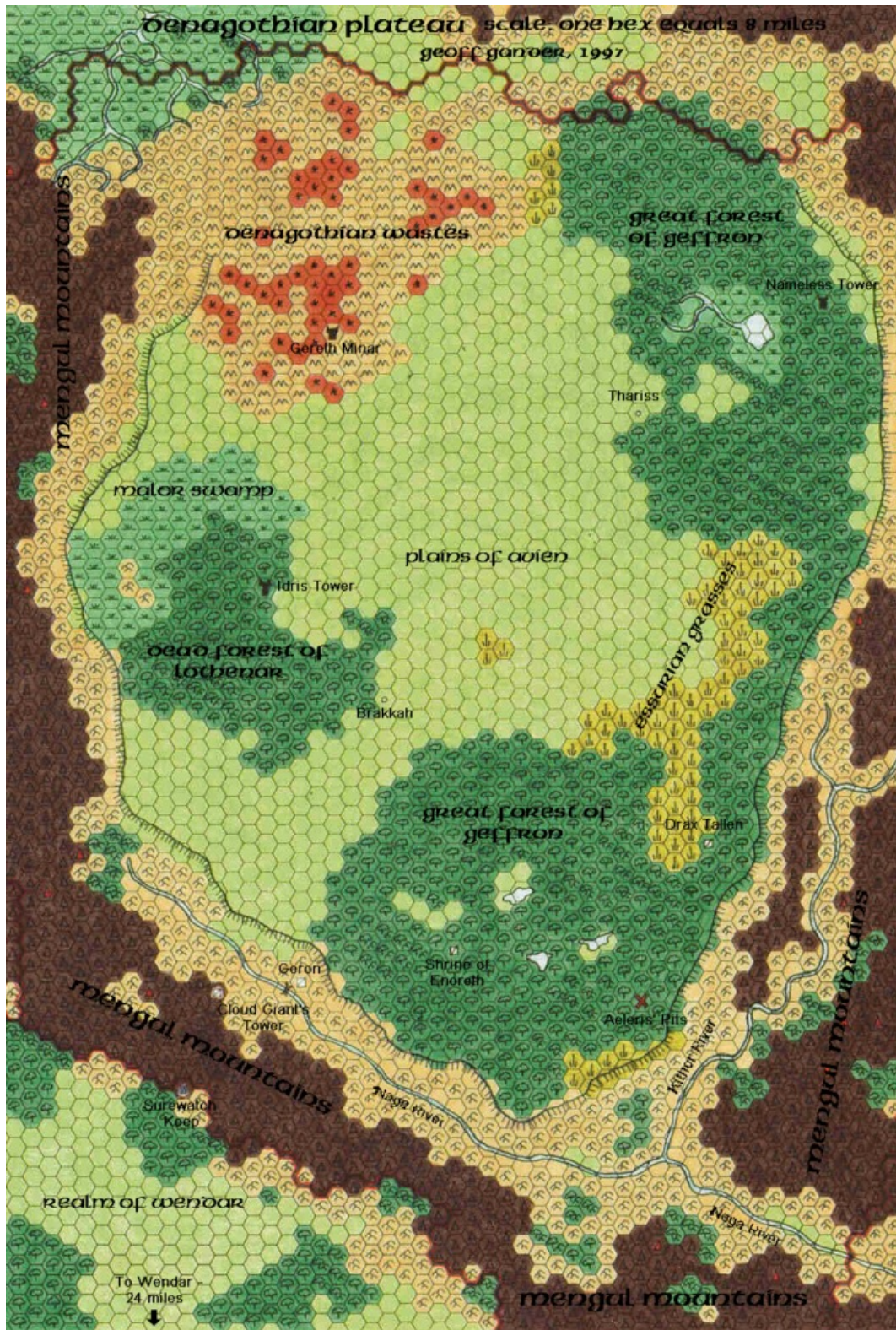
Scales: 72, 24, 8 and 40 miles per hex, and others

First Posted Map: [Davania: Adakkian Sound Region, 72 miles per hex](#) (October 1996)

Software: Hand-drawn (1996-1998), Andrew Theisen's Mapping System (1998-2003), [Hexmapper](#) (2005-present), [Thorf's hex art](#) n MS Paint (2009-2010)

Mapping Style: Traditional hand-drawn hex symbols, coloured with pencils; Andrew Theisen's bright and snappy hex art; subdued palette in Hexmapper (similar to Thibault Sarlat and Francesco Defferrari); Thorf's hex art and palette

Fonts: American Uncial D (early maps), Arial, Times



Denagoth, 8 miles per hex, by Geoff Gander, December 1997
Available at the [Atlas of Mystara](#)

OVERVIEW

Although some of the “Old Ones” have left, there are enough of us around yet, and many new faces besides.

*“Greetings from an old friend”,
28th January 2005, MML*

An early member of the Mystara Mailing List (MML) from 1996, Geoff initially made a name for himself with his scans of hand-drawn maps. He may well have been the first Mystaran to post maps on the Internet. From there, his contributions blossomed and thrived, and his work remains popular with the community to this day. Indeed, he is one of a very small number of people who have continued to create for Mystara almost every year since he started.

Let’s take a look at some of his augmentations and additions to Mystara, from 1996 to 2021 — of course focused on his maps.

I’ve been developing Davania as a place for exploration for a few months now, and I’ve created a detailed map of the Addakian Sound region, and all areas north on that continent.

“Davania”, 14th September 1996, MML

Davania (1996 – 1998)

Geoff began talking about mapping Davania in mid-1996, in the early days of the MML. He did all of his mapping by hand, painstakingly copying the coastlines and terrain from the Hollow World Set world map onto a set of US Letter sheets of hex paper.



Geoff’s original Davania maps. He used copies of these sheets to create the finished, coloured maps. The ninth sheet (top) was an unused extra ([full image at Atlas of Mystara](#))

Current Projects: In my spare time I work on a BIG colour hex map of Davania — all composed of 8.5 x 11 sheets of hex paper, all terrain features fitting together just so (@#^%#@#^%!! Frustrating, but rewarding).

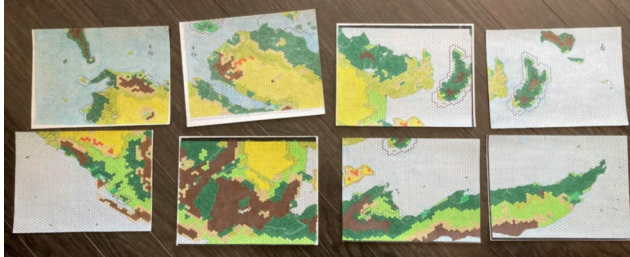
*“A List Survey”,
22nd September 1997, MML*

It took him two years to finish the project, from initial drafting to final colouring, scanning, and labelling on the computer.

Just a quick note to say that the last two maps of Davania have been uploaded to my site — two years’

worth of work is over!! We now have total coverage of the continent — all free for everyone to use.

“Site Update!!!”, 11th May 1998, MML



Davania coloured version
([full image at Atlas of Mystara](#))

It’s hard to overstate the significance of this project, or its importance to Mystaran cartography as a whole. It remains one of the most audacious, complex, and ambitious productions in our community’s history — and it’s all the more amazing to think it was carried out by hand.

It’s worth noting that Geoff is definitely not the only Mystara fan to have mapped such a large portion of the world by hand; many others have talked about their early efforts, before everything turned digital in the late 90s. However, he is one of the only people to have posted his extensive hand-drawn maps, and certainly the earliest.

The only sources I used were the world map in the HW boxed set (for ideas as to where Davania’s different land forms ended/began/mixed/etc., as well as where the coasts ran), and the map of the Sea of Dread in PWA II. In the latter case, I used the scale (1 hex=72 miles), and basically made the Adak-

kian Sound map an extension of that one (cutting off the northern half, of course). Apart from that, the details that I created for the continent (including the Isles of Steam and the assorted islands, ridges, and so forth) are largely my own creation, aside from the placement of Vanya’s Rest and areas covered in the Dragon articles.

“Site Update!!!”, 12th May 1998, MML

The legacy of Geoff’s Davania map is clear: he has had a permanent impact on the community’s conception of the southern continent, and his maps have been referenced and remixed ever since. After someone (I think Ethan Deneault) knitted together all of Geoff’s maps into a single image, Thibault Sarlat was the first to reference Geoff’s design, using it for his own 72 mile per hex map in 2001, and adapting that for his 24 mile per hex version in 2002. Andrea Francolini referenced Geoff’s map, probably through Thibault’s adaptation, in his 2008 masterwork presenting the whole world at 24 miles per hex. I myself contributed a replica in 2009, which Francesco Defferrari then altered for his own incredible maps in 2014.

None of this would have been possible if Geoff hadn’t sat down one day in 1996, and started to draw his map.

Selhomarr, Lhomarr and Y'hegg T'uath (1997 – 2000)

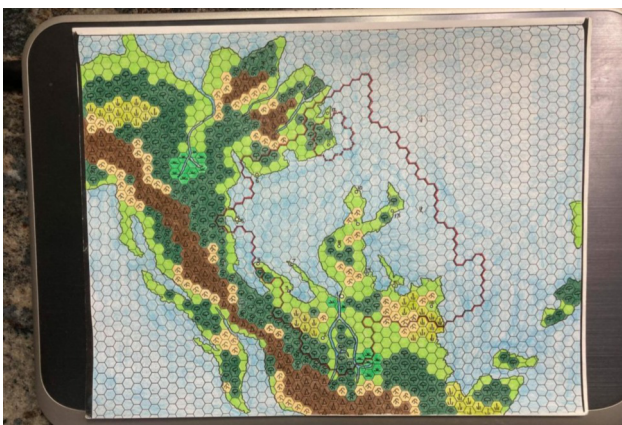
I've added an interesting culture to the HW, on Suridal, to be exact....

*“Alfheim” thread reply,
22nd November 1997*

If Davania’s map is Geoff’s most lasting contribution to Mystaran cartography, surely Selhomarr is his most significant and enduring original creation. In his own words from the time:

Selhomarr is a nation that I created for the HW. It is located on the continent of Suridal, in the southeastern corner of the HW world map (remember that E and W are reversed). I have written both DM’s and Player’s Guides (both available on various sites) for this nation, as a Gazetteer for it. Without going into excessive detail at this time, I based the culture on RW myths relating to Atlantis, and if you read the history, you’ll see some connections.

“Site Update!!!”, 12th May 1998, MML



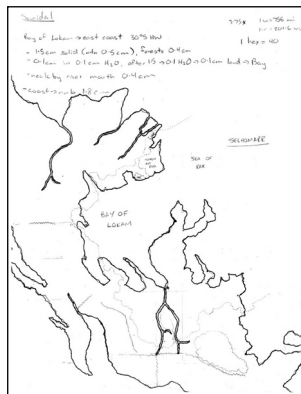
*Selhomarr hand-drawn version
([full image at Atlas of Mystara](#))*

Selhomarr is a Mystaran Atlantis, rising and falling thousands of years before even ancient Blackmoor.

Well, actually, no — that was Lhomarr. Selhomarr is the present-day remnant of ancient Lhomarr in the Hollow World. It’s therefore no surprise that Selhomarr is the most accessible and detailed of these creations, because Lhomarr itself is the realm of ancient, in fact prehistoric history.

Nevertheless Geoff has created maps and setting details for both — as well as their ancient enemy, Y’hegg T’uath. Which is a story in itself, for which see the next section.

Geoff’s Selhomarr map appeared in between pieces of Davania, in late 1997. As with Davania, he took the Hollow World Set map — in this case a small section of the southeastern continent of Suridal — and transcribed it to hex format by hand. The resulting map showed an empire worthy of the scale and grandeur of the Hollow World.



Geoff’s original note sheet and sketch, made prior to drawing the 40 mile hex map of Selhomarr ([full image at Atlas of Mystara](#))

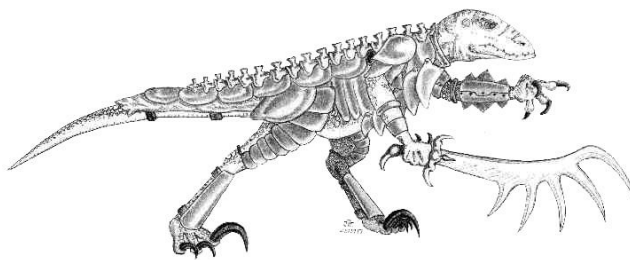


A comparison of Geoff’s Selhomarr coastlines with the Hollow World Set map. It’s amazing how close he got it! ([full image at Atlas of Mystara](#))

I have notations at the top where I calculated the distances on the HW world map for various geographical features. In the upper right I have notation for the size of an inch on the HW world map versus a 40 mile hex map, based on calculations I must have done elsewhere. You can also see rough lines where I sketched out the mountain ranges and major forests, and perhaps the most interesting detail is the hand-drawn border... Ilarnn originally was supposed to have two exclaves, but I simplified that for the final map. This was in pencil, then I traced it over... the actual hand-drawn map was traced off of this one.

Thoughts on the original Selhomarr sketch, 24th March 2021

The maps of Lhomarr and Y'hegg T'uath came a little later, in 1998 and 2000 respectively, by which time Geoff had switched over to digital cartography.



Carnifex Warrior by John Calvin from THRESHOLD Magazine issue #15

The Carnifex AND the Outer Beings

While I am inclined to take Selhomarr as Geoff's most important original creation, it seems clear that the gaming community at large, including most of our own Mystara community, probably considers Selhomarr's ancient enemy as the more significant. This is because Geoff took inspiration from M3's carnifex together with his own interest in fantasy-horror and came up with the Outer Beings, an ancient enemy powerful enough to rival the Immortals and even the Old Ones themselves.

These Outer Beings lurk at the edges of creation, eternally trying to pry their way out of their magical prison and enter the wider confines of the Multiverse — most often by influencing vulnerable mortals, bending them to their own sinister wills.

Geoff's creation became so popular that it was actually even referred to in an official D&D book. But let's get back to the maps



Carnifex -original drawing by Geoff Gander from THRESHOLD Magazine issue #5

Denagoth and Heldann (1998)

Geoff produced two more hand-drawn maps before he shifted to digital cartography. Both maps dealt with nations presented in X11, and both maps showed their respective areas in detail for the first time.

Look no farther! I am currently drawing an 8-mile hex map of the Denagoth Plateau — to be added to this year’s almanac — if this is what you seek. I am also working on a more “canon” map of Norwold — hopefully one that overcomes these technicalities.

*“Alfheim + Maps” thread reply,
24th November 1997*



*Heldann hand drawn map
([full image at Atlas of Mystara](#))*

The technicalities Geoff refers to are the so-called “Norwold Conundrum”, which is to say the continuity problem caused by reconciling X11’s map with CM1’s.

Well, for one thing the Heldann Freeholds acquired some of Denagoth’s mountain terrain, according to the new maps (the border has moved one hex-line west), and southern Norwold has been changed utterly. The map given in CM1 seems accurate — the one in X11 is not, because it has Norwold stretching as far south as the Naga river, which in later maps is well within HF territory.

*“Alfheim + Maps” thread reply,
24th November 1997*

This problem has plagued Mystara’s cartographers ever since X11’s publication in 1986. As can be seen here, Geoff, working together with Andrew Theisen, found a



*Denagoth hand drawn map
([full image at Atlas of Mystara](#))*

solution to this problem, which he implemented in his Denagoth and Heldann maps, as well as his 1999 map of Norwold. Thibault Sarlat mentioned this solution when posting his own Norwold map:

I want to thank Geoff and Andrew for their precious help in correcting the discrepancies in the official maps contained in X11, Dawn of the Emperors, CM1 and Champions of Mystara.

—Thibault Sarlat, “New maps available on my site”, 20th September 1999, MML

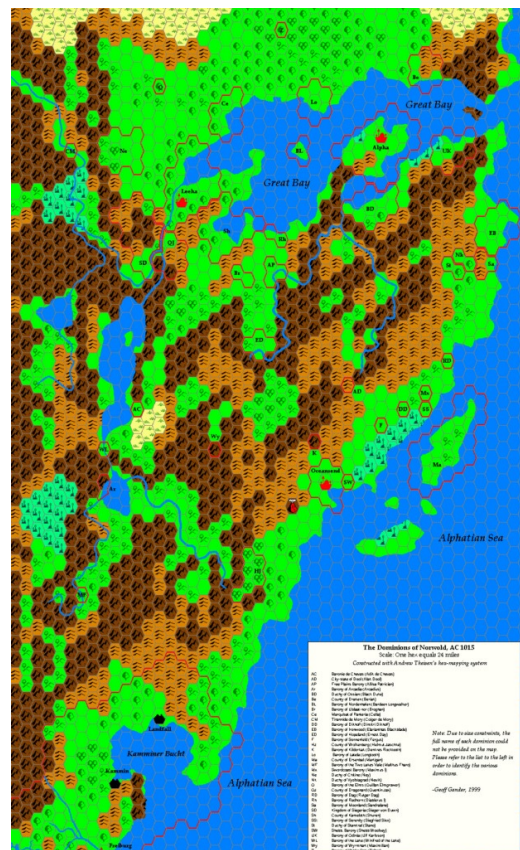
Geoff’s Denagoth remains one of the best sources for the villainous nation. JTR referenced it in his own design for Denagoth in Gaz F2 (2006), although it hasn’t been the subject of that many fan-made maps.

On the other hand, Heldann has been mapped many times since, with each version building on the last. Geoff’s designs can be seen throughout, although some of the later maps added a lot more detail.

Norwold (1998)

Geoff’s Norwold map is a masterwork for two reasons: first, it proposes a solution for the Norwold Conundrum — although perhaps only for the Heldann part, as it doesn’t take into account Denagoth on the edge of the map to the southwest. This solution became known as the Kamminer Bucht, or Kamminer Bay.

Second, it worked in all of the dominions he could find in published works, the vast majority of which had no official placements. This work remains relevant today, although it has been somewhat superseded by later work by the Italian Mystara community and the maps of Simone Neri.



Norwold, 1015 AC, 24 miles per hex, by Geoff Gander, December 1999 (full image at the Atlas of Mystara)

TOME OF MYSTARA AND MYSTARAN ALMANACS (1998 - 2003)

Geoff's Norwold map served another purpose as part of the AC 1015 Mystaran Almanac. This was the first of many maps Geoff would do for the fan-made Almanac series. (Or possibly the second, as the quotation above implies that Denagoth also belonged to one of the almanacs.)

All but the last of these maps utilised Andrew Theisen's hex map templates, and aside from the Norwold map, most were small detail maps, with a limited scope — as befits the subject. Still, this work was important, because the earliest fan Almanacs had no such maps, coming as they did before the advent of digital mapping in the fan community.

By the time Geoff completed his last map for the Almanacs, Mykonos, 1 mile per hex in December 2003, he had been working pretty constantly on Mystaran maps for more than eight years. But it was not yet time to take a break!

Mykonos represented another milestone in Geoff's mapping: the transition to Hexmapper, which would dominate most of his maps from then on.

WENDAR AND THE NORTHERN WILDLANDS (2005)

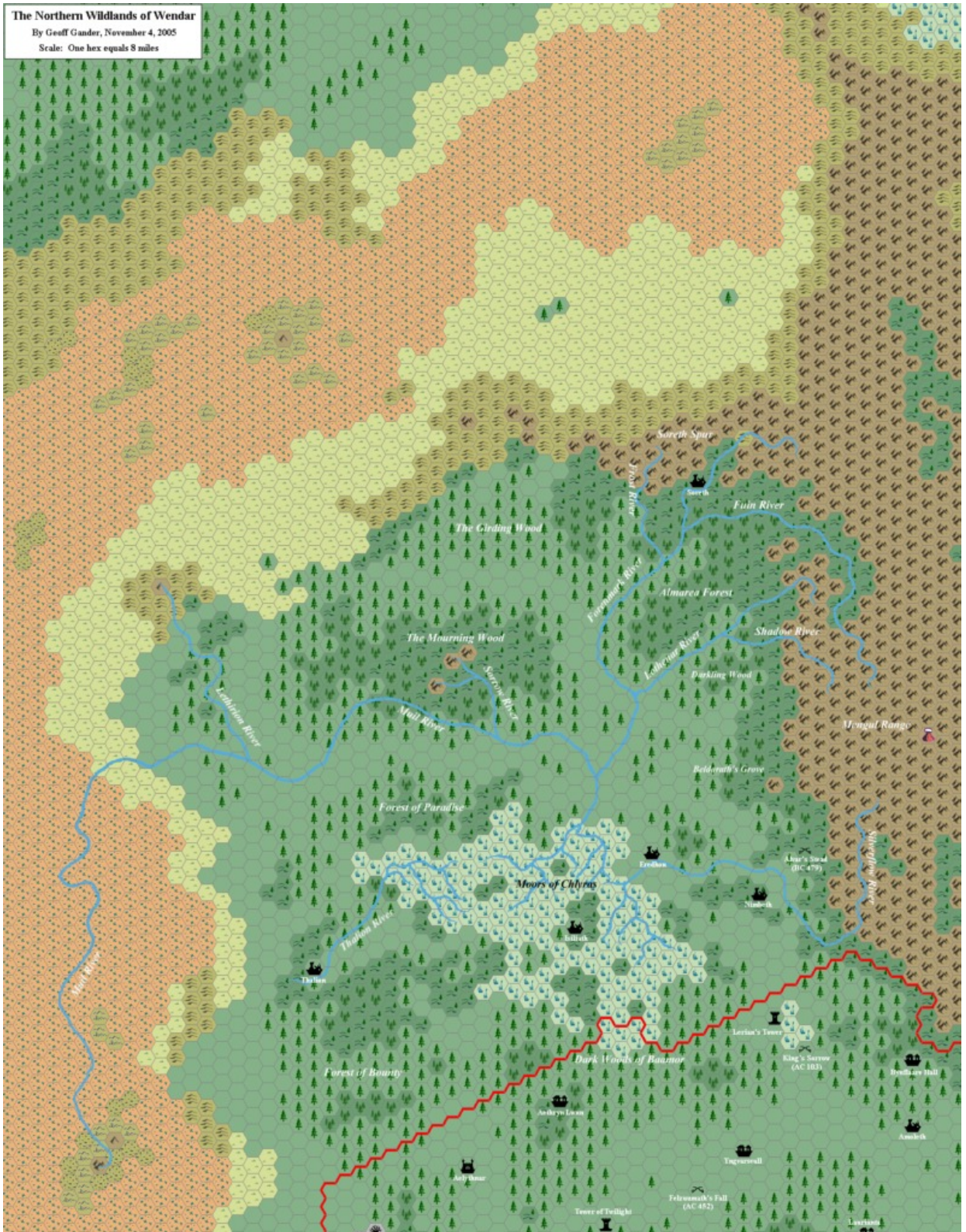
In July 2005, I initiated a community project to add detail to the much-neglected nation of Wendar, which up to that point had been mapped rather nicely by Thibault Sarlat, but was still woefully lacking in settlements and other icons. Geoff took part in this project in earnest, but this also led him to another project of his own:

In X11, the map of Wendar and Denagoth depicts the region to the northwest of the two nations as being the "Northern Wildlands" — relatively lush in the southeast, but becoming more arid to the northwest. Taking that as a base, I looked at the work of Christian Constantin and Thibault Sarlat, in which a good deal of detail was added. The general landforms remained the same, though — pleasant in the southeast, but becoming more inhospitable to the northwest. I have maintained this geographical layout.

*"Northern Wildlands Map",
30th November 2005, MML*

In November 2005, he released his Northern Wildlands map — a companion to Wendar, describing the land to its immediate northwest, and explaining why it was not also part of Wendar.

The next year, JTR adapted Geoff's map to his own style when he released Gaz F3.



*Northern Wildlands, 8 miles per hex, by Geoff Gander, November 2005
([full image at Atlas of Mystara](#))*

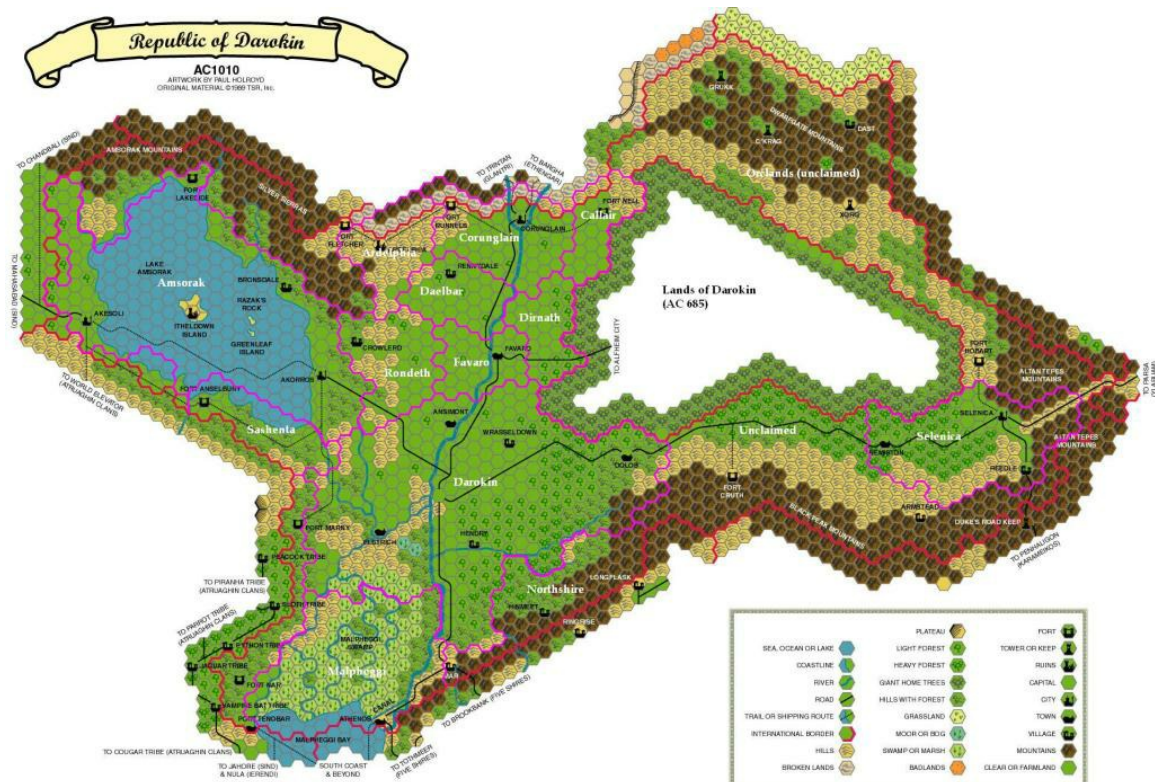
Darokin (2004, 2006, 2009 – 2010)

If you noticed that 2004 had no maps listed above, you were correct. But in fact 2004 saw the first of Geoff's marked up maps of Darokin, exploring the history of that nation. Most of these maps used Paul Holroyd's Darokin, 8 miles per hex map as a base, painting in borders to show the state of the nation at a certain point. They came in three stages, beginning with a collaboration with Aarok Nowack in 2004, continuing through contributions to my Darokin Provinces thread of 2006, finally culminating with an active role in Mike Phillips' Darokin project in 2009-2010, in which Geoff provided marked up maps which Mike then used to create finished historical

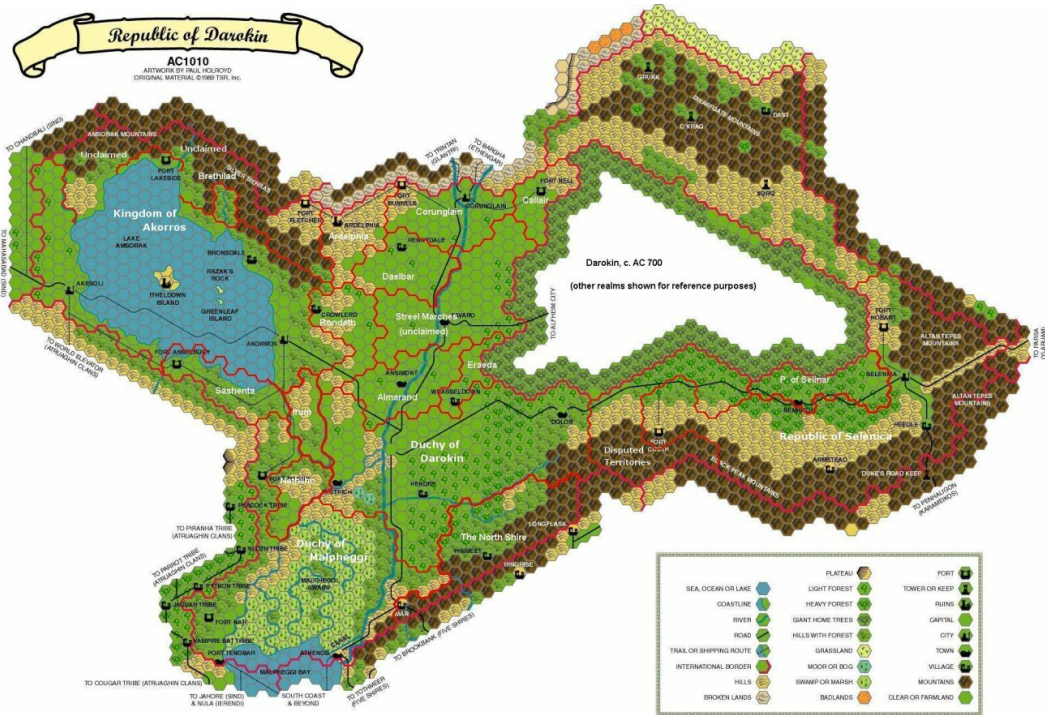
maps of Darokin — bringing the long-building Darokin history project to a satisfying conclusion.

Of course, with the nature of the community being such as it is, this was not the first time Geoff had worked on such a joint project. Although I have concentrated on the maps in this article, in fact Geoff has been a constant contributor and indeed leader in many fan projects, including the *Mystaran Almanacs*, *Gaz F*, and many others.

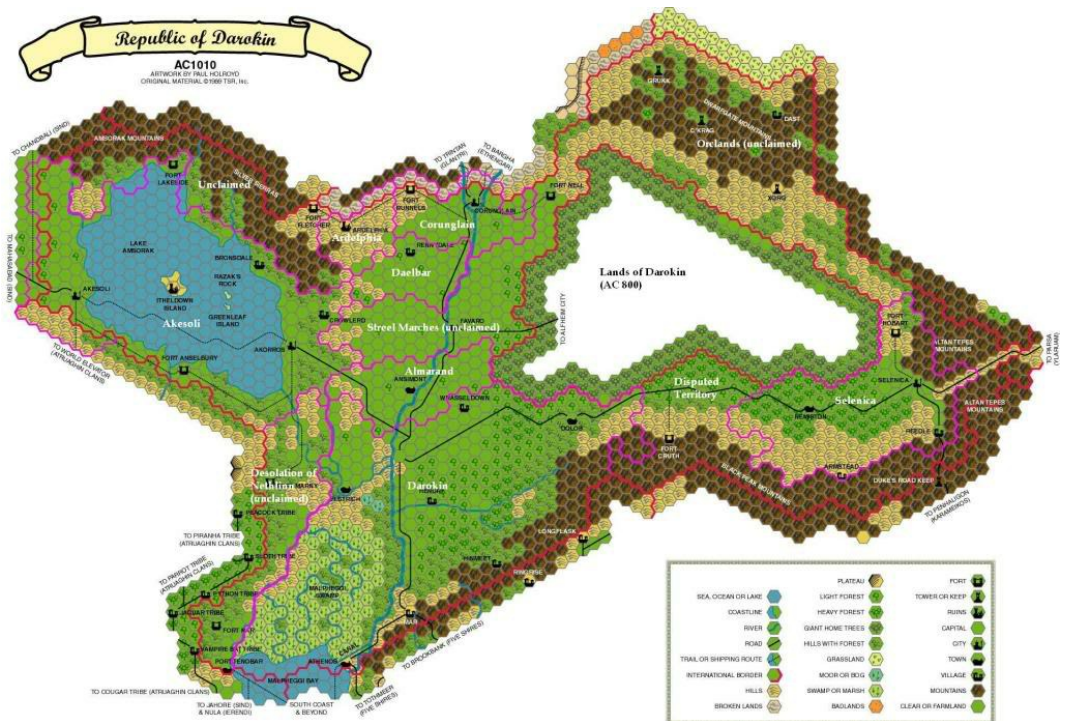
But the Darokin project is significant because it involved Geoff marking up maps, then others bringing them to completion. This was a significant shift for Geoff, if you consider that in the early days he defined himself primarily as a cartographer.



Geoff's AC685 Darokin map ([full image at Vaults of Pandius](#))



Geoff's AC700 Darokin map ([full image at Vaults of Pandius](#))



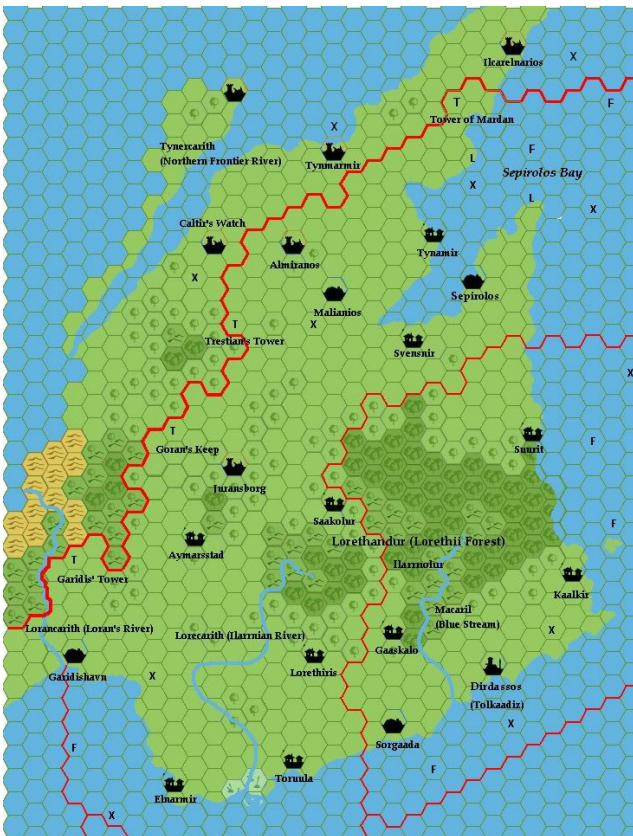
Geoff's AC800 Darokin map ([full image at Vaults of Pandius](#))

Selhomarr Revisited (2009 — 2010)

In fact, Darokin wasn't the first example of such a project, although its finished maps appeared sooner. Earlier in 2009, I chose Geoff's Selhomarr as the subject for my first ever replica of a fan-made map. This quickly led to the Davania replica, and then to adding to both maps — which in turn led to something entirely unexpected, as Geoff and I collaborated on an 8 mile per hex upgrade to his Selhomarr map.

In many ways this was a dream project for me, as up until that point I had always worked by myself, and on maps made by TSR's cartographers — none of whom were available for feedback. I can also say with pride that it was a blast to work with Geoff, who is unfailingly positive and supportive — despite the darkness and horror lurking in many of his designs!

At first Geoff's designs for Selhomarr were completed or near-completed maps. He even adapted Andrew Theisen's mapping system to use my hexes:



*Draft map of Tynerii, 8 miles per hex,
by Geoff Gander, August 2009
([full image at Atlas of Mystara](#))*



*Replica by Thorf of
Geoff Gander's Tynerii, 8 miles per hex,
March 2021
([full image at Atlas of Mystara](#))*

I created individual hex tiles out of your various maps, and assembled them by hand in MSPaint — basically the same process as Andrew's old hex tiles.

*"Hollow World: Selhomarr, 8 miles per hex",
21st March 2009, The Piazza*

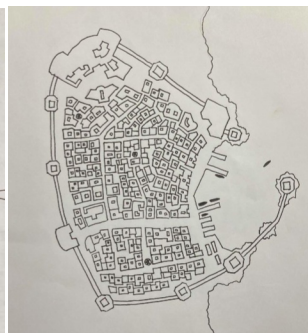
But as we went on, I encouraged him to be as rough as he liked in his drafts, and leave the end result to me. My hope was that this would open up the possibility to be more creative, and remove the mapping system as a barrier to creation. I like to think that this worked rather well, as Geoff's drafts did indeed get rougher, but also a lot more detailed as the project went on.

He posted the final province of Selhomarr in late 2010, although it would be 2012 before I was able to catch up and finish the map. Notably, the edges of the map outside Selhomarr's borders remained unfinished even in 2012.

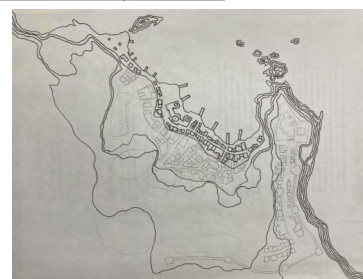
UNDERGROUND AND OTHER MAPS (2011 — 2013, 2018)

In many ways Selhomarr was the end of an era — or at least time to take a break! — for Geoff. The following years had the occasional marked up map, with just two completed maps to speak of, both dealing with small areas of underground territory: Vassek, beneath the Altan Tepes in 2011, and Cynidicean Underworld in 2018. The latter of these is his last hex map to date.

But a quick check of the Vaults of Pandius will show that while Geoff's contributions to Mystara may have slowed slightly in these years, they never stopped. He has become a regular contributor to Threshold Magazine, providing articles almost every year since its debut. Of course he has also been working increasingly in professional circles, which at this point precludes Mystara, since it is not currently an option at the DMs Guild. Should that situation change... Well, we'll have to wait and see.



*Examples of
Geoff's hand
drawn under-
ground and city
maps*



The Future

In any case, I couldn't be prouder to have such an amazing designer as Geoff Gander as a member of our community. Indeed, he has done so much that there are still reams and reams of things I haven't even touched upon in this mammoth write-up of his activity!

I am quite sure that he will continue to surprise and enthrall us with his writings for many more years to come — and probably sooner than we might think, at that. As of this writing, in March 2021, I feel a change in the air, and whisperings of a nation long past, but still thriving in the world within...

A fireside chat between Geoff and Thorf (minus the fire)

Thorf: How did you first get interested in Mystara? What draws you to the setting?

Geoff: The very first time I'd heard about Mystara was a visit to my local gaming store in the late 80s. I saw a bunch of new sourcebooks with attractive covers, and GAZ5 *The Elves of Alfheim* caught my eye. I devoured the book and was amazed at the level of detail, and the more I read about Alfheim the more I wanted to learn about this fascinating "Known World" setting — which I recognised in the Expert rulebook. I've read sourcebooks for other settings, but the Gazetteer line still stands out for me as a "best practice" of sorts on how to present a world to players and GMs.

As for what draws me to Mystara, for me it's the moral ambiguity and its cultural richness. There are "good" and "evil" characters, of course, but if you scratch the surface many of the main NPCs — and nations — of the setting are a balance of both. The shadowelves (for example) are seen as malevolent by the elves of Alfheim, but their political machinations are driven by a desire to secure a better life on the surface. Likewise, I appreciate the care taken by Bruce Heard and the various creative minds over the years to create a setting that is not a bland fantasy England, but reflects (but does not imitate) actual cultures around the world that don't often get attention in role-playing games.

What I find interesting now, is that when I first joined the Mystaran fan community I think I was mainly known for my maps, and it was only later that I switched over to writing.

I'm always awed by your ability to work on both designing and cartography — a true designer. I've always found the creating bit hard, myself, and floundered until I found my calling in maps. What was your favourite official map, and what did you like about it?

That's a good one, as there are quite a few that I like! Probably my absolute favourite would be the map of the Serpent Peninsula in *Champions of Mystara* — the shape of the coastline and the numerous swampy islands is intriguing, combined with navigational paths, actual detail on Davania, different terrain types, an insert map of the lands around Tanakumba, and the diagram of the shell towers. To me, it's a great model of a highly useful map that does even more than represent the lay of the land.

The corner of Davania was certainly a thrill, I agree. Speaking of Davania, when did you start mapping Mystara?

My very first map — in terms of something I shared with the Mystaran community — was my map of the Adakkian Sound region, in 1996 on the old Mystara Mailing List (MML). Little did I know where that would take me...

I found your original announcement, from October 1996... That was before my time on the MML. How did you draw your maps back then? Can you tell us a little about your process?

My very first maps — so all of Davania, as well as Denagoth, Heldann, and an unfinished project to map Skothar — were drawn by hand in pencil on hex paper, and then inked. Because I would colour them by hand, I was very leery of making any mistakes and ruining my work (each map took many hours to create), so I would photocopy the maps and then colour in the copies. I had a specific set of pencil crayons with the shades I wanted, and I remember when my chosen colour for grasslands wore out I had to visit several art stores until I could find an exact match! It took me many months during my undergrad to complete the Davania maps. Once done, I stored the maps in a special folder until such time as I had access to a scanner (first through a friend, then at work). I didn't have access to fancy computers at that time, so the files were huge and the scanning process itself took a while.

I can only imagine. When did you change to digital mapping?

Once Andrew Theisen's MS Paint-based hex mapping template was available, I switched to that. I enjoyed drawing maps by hand (and still do — all of my town and city maps are still done in that way), but the process was very finicky. If I made a mistake, I could simply undo it! More recently I switched to Arr-Kelaan's Hexmapper program, which had a colour palette that more closely matched the Gazetteer standard, and it didn't require copying and pasting individual hexes. I used this software for my draft maps of Selhomarr. That program was then no longer supported by the designer, and most maps I create now are hand-drawn maps of towns or cities — so in some ways I came full circle!

What challenges did you face during your mapping projects?

I'm a bit of a stickler for perfection — both in what I write and create. The biggest challenge for me, when creating a map, is ensuring its accuracy with respect to any official sources. The Davania map, for example, took hours to outline in sketch form against the world map from the Hollow World boxed set, and while I can't remember the formula I used to extrapolate each twist in the coastline into a series of 8.5 x 11 sheets of hex paper (and while we now know the issues surrounding the projection used to make the world map in the first place, as you have pointed out to the community in the past), I'm satisfied with the result.

Perhaps this is another reason why I focus more on city and town maps, or I'm more liable to map out previously unknown territories, nowadays.

I'm still amazed at your achievement with Davania — and without computers to help! Happily, the legacy of your map lives on in every other map of the area since, as we all base our work on your creation. I think it would be hard to overstate the significance of your Davania map. Was it your favourite area to work on?

While I'm extremely proud of my work on Davania, and I see it as the project that launched me into cartography, my favourite area was Selhomarr. That was the first original Mystaran setting that I developed (technically it's older than Littonia, even though I believe I posted about the latter on the MML first), and bringing it to life in all of its coloured hex glory (and taken even further by you!) was probably my happiest mapping moment.

Working on Selhomarr with you was a lot of fun. We really should get back to that someday! Do you have any future plans for your maps of Mystara?

That's a good question! Right now my interest is mainly in developing more town and city maps — maybe I can find an easy program to give them a handmade look — to bring a level of added realism to the setting that players and GMs can enjoy. As long as we have the Vaults of Pandius (with Shawn as our steward), I'm confident my work will be there for the community to enjoy. But I'm open to doing more maps, if the muse strikes!

I couldn't agree more. We all owe a debt of gratitude to Shawn as our community archivist. So Geoff, what are you doing

these days? Can you tell us about some of your current projects?

As some people know I write short fiction (mainly horror and science fiction) on top of gaming goodness. My stories have been published by a number of magazines — both in print and online — but my first love remains writing for roleplaying games. Currently I am a freelancer with [Fat Goblin Games](#) (where I work on [TinyD6](#) source-books as well as some [5th Edition](#) and other products) and [Sentinel Hill Press](#) (where I write material for Arkham Gazette magazine, which expands on the core Arkham area setting). In the past I've also written OSR compatible adventure modules for [Expeditious Retreat Press](#), too — these modules were also written to be easy to insert into Mystara. More products should be out later this year, including a source-book for the Forgotten Realms that I'm really excited about!

I still actively create material for Mystara, and most of it is geared towards my own campaign of 10 years. Some notable projects include:

- The Dream World (a sub-setting loosely based on certain elements of Lovecraft's Dreamlands, but with different twists and one sub-class)
- Rules for Outer Being magic (this is more than spell lists for NPC cultists, however)
- A detailed, investigation-heavy adventure module set in Darokin (which I do plan to release at some point)

Thank you very much, Geoff! I look forward to many more great things from you to come.

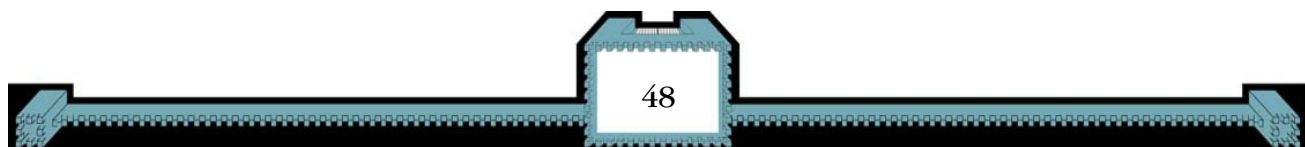
Geoff's Maps

Name	Era	Vaults	Date	Source	Hex
Davania: Adakkian Sound Region	AC 1000	Pandius	1996/10/10	MML	72
Davania: Izondian Deep Region	AC 1000	Pandius	1996/10/??	MML	72
The Empire of Selhomarr	AC 1000	Pandius	1997/11/05	Link	40
Isle of Cestia, Oceania Region	AC 1000	Pandius	1997/11/26	Link	72
Denagothian Plateau	AC 1000	Pandius	1997/12	Link	8
Davania: Bay of Pelatan Region	AC 1000	Pandius	1998/01/25	Link	72
Davania: Vulcanian Peninsula Region	AC 1000	Pandius	1998/03/13	Link	72
Davania: Lost Valley Region	AC 1000	Pandius	1998/03/13	Link	72
Davania: Jungle Coast — Aryptian Savannah Region	AC 1000	Pandius	1998/05/11	Link	72
Davania: Aryptian Region	AC 1000	Pandius	1998/05/11	Link	72
The Heartlands of the Heldann Freeholds	AC 1000	Pandius	1998/??/??	Map	8
Continent of Lhomarr, c. BC 7500	BC 7500	Pandius	1998/07/28	Map	48
The Kingdom of Littonia	AC 1000	Pandius	1998/08/06	Map	8
The Dominions of Norwold, AC 1015	AC 1015	Pandius	1999/12/15	File	24
Y'hegg-T'uath, circa BC 7100	BC 7100	Pandius	2000/03/18	Map	24
The Dark Shire	AC 1000	Pandius	2000/08/17	Map	8
Thyatian Hinterlands, AC 1017	AC 1017	Pandius	2001/01/17	File	24
City-State of Kastelios, AC 1018	AC 1018	Pandius	2001/08/28	File	8
Map of the Kingdom of Arkan and Immediate Vicinity	AC 1018	Pandius	2001/08/30	Link	24
Island of Qeodhar	AC 1018	Pandius	2002/02/14	File	24
Island of Qeodhar	AC 1018	Pandius	2002/02/14	File	24
Physical Map of Southeastern Brun (c. BC 2000)	BC 2000	Pandius	2002/11/16	Map	24
Legend of the Bronze Warrior — Threshold and vicinity	AC 1018	Pandius	2003/06/28	Map	1
The Island of Mykonos	AC 1019	Pandius	2003/12/13	File	1
Darokin, c. AC 700	AC 700	Pandius	2004/11/16	File	8
Northern Wildlands	AC 1000	Pandius	2005/11/04	Map	8
Darokin, c. AC 700	AC 700	Pandius	2006/02/03	Link	8
Kingdom of Littonia	AC 1000	Pandius	2007/01/31	Link	8
Mogreth Locations		Pandius	2009/01/20	Piazza	8
The Empire of Selhomarr, 1000 AC	AC 1000		2009/03/11	Link	40
Annurios	AC 1000		2009/03/14	Link	8



Name	Era	Vaults	Date	Source	Hex
Varannis	AC 1000		2009/03/21	Link	8
Myiad area	AC 1000		2009/03/24	Link	8
Regelnis	AC 1000	Pandius	2009/04/01	Link	8
Regelnis Border	AC 1000		2009/04/08	Link	8
Imperial Domain	AC 1000	Pandius	2009/04/22	Link	8
Regional Map: Issus River Delta (draft)	BC 2300	Pandius	2009/07/15	Link	-
Yruth		Pandius	2009/07/19	Link	-
Mogreth	BC 2300		2009/07/25	Link	24
Tynerii	AC 1000	Pandius	2009/08/20	Link	8
Ardeth	AC 1000	Pandius	2009/08/27	Link	8
Darokin area AC 800	AC 800	Pandius	2009/08/27	Link	8
Darokin area AC 685	AC 685	Pandius	2009/08/28	Link	8
Soroth	AC 1000	Pandius	2010/01/12	Link	8
The Callair Hills	AC 1000	Pandius	2010/05/26	Link	2.7
The Barrowfields	AC 1000	Pandius	2010/05/26	Link	0.5
Nastoreth	AC 1000	Pandius	2010/05/31	Link	8
Argonath		Pandius	2010/06/11	Link	24
Doomsday Weapon Effect on Vertiloch	AC 1008-1009	Pandius	2010/06/12	Link	24
The Lost Realm of Brethilad	AC 1000		2010/06/23	Link	-
Alphatian Civil War	AC 1015-1016	Pandius	2010/06/23	Link	-
Ilyoris	AC 1000		2010/06/26	Link	8
Ilyoris	AC 1000	Pandius	2010/07/03	Link	8
Akalis	AC 1000	Pandius	2010/07/10	Link	8
Atlissini	AC 1000	Pandius	2010/07/15	Link	8
Klath-T'zarth	AC 1000	Pandius	2010/11/01	Link	24
Davianian Gap	AC 1000		2010/11/08	Link	72
Sexerothnyi	AC 1000	Pandius	2010/11/11	Link	8
Lhomarr Pre-Cataclysm	BC 7500	Pandius	2011/05/17	Link	-
The Realm of Vassek & Environs	AC 1000	Pandius	2011/06/15	Link	8
Daelbar	AC 840	Pandius	2012/02/17	Link	2.7
Island of Mykonos in the Thanegioth Archipelago	AC 1000	Pandius	2013/04/23	Link	8
Cynidicean Underworld	AC 1000	Pandius	2018/04/07	Link	8

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Cry Wolf!

A Karameikos adventure
for 2-4 characters of levels 2-4.



by Giampaolo Agosta (*Agathokles*)

INTRODUCTION

This article includes a short investigative adventure, *Cry Wolf!*, set in the village of Vandevicsny in south-western Karameikos, as well as a guide to that region.

Cry Wolf! is an adventure for 2-4 characters of levels 2-4. It assumes that one or more characters have a connection to the village of Vandevicsny or its ruler – they are not just adventurers passing by. It is also an investigative adventure – the characters are not required to fight to successfully handle most encounters.

The adventure is based on the “Cry Wolf!” adventure hook by Sean Meaney. It draws further inspiration from two crime novels: “Fiori alla Memoria” by Lorian Macchiavelli and “L’homme à l’envers” by Fred Vargas.

BACKGROUND

In a cave in the Chernye Gora wilderness lies the lost hideout of the Traladaran rebels of Commander Lishka, who were surprised by a Hattian cavalry detachment led by Ludwig Von Hendricks and killed to the last 30 years ago. At the time, it was said that someone had betrayed Lishka to the invaders, but the traitor was never identified. Actually, the identity of the traitor was uncovered a few months ago by two villagers of Vandevicsny, who are blackmailing him. Then, a werewolf struck near the village, killing a sheep or two. Using the paranoia created by the werewolf attack as a cover, the traitor killed one blackmailer while the other was away, then ambushed the other before he could return to the village.

There are several complications in the plot. First, a messenger from Radlebb Keep arrives soon after with notice of a bounty on the werewolf’s head – delivery at Fort Doom! The PCs – and everyone else at Vandevicsny – know this means the were-

wolf is wanted by the Baron or one of his lackeys, perhaps the infamous magist, Bargle.

Second, a local werewolf clan from the Vukodlaka Les will move in to help the werewolf in Vandevicsny, a mere cub who is almost defenseless against experienced adventurers. They may help shed the blame from the cub, or contact the PCs with information, but the werewolves can also become opponents that the PCs cannot hope to win against.

Third, the second victim was well known for womanizing, and several villagers are thought to have been cuckolded by him, and therefore had reason for killing him. This makes the list of suspects much longer than what initially appeared.

Finally, the main villain of the adventure is posing as a mid-ranking priest of the Church of Traladara, and will use his position to misdirect the investigators.

While able adventurers may simply find themselves recruited as deputies to help the local constable with an investigation that is clearly beyond his skills, some types of adventurers may have additional motives to embark in this quest.

ADVENTURE HOOKS

Cleric: The traitor and assassin, acting as Vicar of Vandevicsny, will ask a PC cleric of the Church of Traladara to investigate – he thinks the PC is an incompetent novice and will help clear him of any blame by catching the werewolf (or by getting killed trying).

Magic-User: If the PC Magic-User is native to Vandevicsny, he is likely an apprentice of Lord Gustav Vandevic, since the lord is the only wizard in town. He will be asked by his master to assist with the investigation.

Lycanthrope: The lycanthrope PC has been discovered and imprisoned, even though he likely didn't kill anyone. Lord Gustav follows the old saying – it takes a thief to catch a thief – and offers the PC to commute imprisonment with banishment in return for help with the investigation. Alternatively, if the PC is living among the humans of Vandevicsny, he may want to quickly close the case, to avoid a lycanthrope hunt that might endanger him.

Elf: The Radlebb Woods are the home of the Callarii, and a lycanthropic plague would be a catastrophe for the elven folk – not mentioning the fact that it could lead to a new Silver Purge and hostility between humans and elves. Thus, any Callarii Elf PC should be interested in catching a murderous lycanthrope. Moreover, one of the PC's relatives might have died of lycanthropy in the Silver Purge age (that would make it a grand-uncle or someone equally near to the PC's generation).

ACT I: INVESTIGATION

In the initial part of the adventure, the PCs become aware of the werewolf threat. They can collect information from several sources, including the crime scenes of the first murder, the site of a werewolf attack on livestock, and a Darine carnival. During this stage, the PCs may also want to interview the locals, looking for witnesses and potential suspects.

SCENE 1: The first murder's crime scene

Time

Day 1, morning

Location

Vandevicsny, a farm on the outskirts of the village

Events

A young farmer, Matai Kratek, is found murdered in a granary by other peasants, who immediately call for the constable, Master Petru Brezeanu.

Clues

Apparently, all clues on the scene of murder point to a werewolf or a similar creature – there are paw prints in the mud, and claw marks on the victim. Only an experienced eye (a difficult skill check, or standard check if the PC has previous experience with werewolves) can detect the traces as not truly corresponding to those left by a werewolf. A Lupin or lycanthropic character does not find any residual werewolf scent, though this can be justified by the heavy rain that has been falling for hours.

The murdered man, one Matai Kratek, has no known enemies, and only a few friends;

he is also known for being somewhat of a loner, and not very bright.

The PCs are summoned when the constable and other people, including the local priest, Mihas Plesu, have already arrived on the scene. Mihas Plesu is the real culprit, but is adept at masking his true intentions (he's been posing as a priest of Halav for years!), and comes readily to the scene of the crime to further confuse any trace he might have left, such as his scent.

SCENE 2: Werewolf attack site

Time

Day 1 or 2 (the attack happens at day -2)

Location

Chebishev Farm, just outside the village of Vandevicsny

Clues

Clues pointing to the real werewolf attack; a very knowledgeable PC might get suspicious of the differences.

The PCs may wish to survey the scene of the supposed werewolf's previous crime. Otherwise, they are directed to do so by one of their contacts, possibly Lord Gustav or even Mihas Plesu himself. It is also possible to stage the attack on the farm of some relative of a local character. Anyway, the attack is a genuine werewolf attack, resulting in the death of one sheep.

A Tracking skill check at standard difficulty will reveal the traces of an unnaturally large wolf. If no PC has the Tracking skill, higher difficulty (-4) checks on Survival (Forest) or other related skills may convey the same information. Otherwise, a helpful NPC will point out the tracks.

A very successful skill application (4 points or more beyond the required score) allows the PCs to detect specific differences between these tracks and those at the murder scene.

Finding the tracks earns the party 100 XP, and detecting the differences earns another 200 XP.

SCENE 3: The Darine



Time

Day 2, morning

Location

Vandevicsny

Clues

Red herring (one of the troupers has the “mark of the beast”); possibility of getting a card reading from the raunie.

Events

A Darine troupe arrives in Vandevic.

Early in the second day, a family of Darine gypsies arrives in Vandevicsny. The family is led by the raunie, Viorica Zaituc, who is an older woman.

Dorinel Zaituc, Viorica’s son, has the ill luck of bearing the “mark of the beast”, a physical trait that supposedly marks werewolves. In his case, the mark is quite triv-

ial: Dorinel has a unibrow, and generally looks feral and wolfish, even more than his relatives – who all look fairly roguish.

Thus, a mob of frightened villagers decides that Dorinel is the werewolf, and seizes him with the intention of cutting his stomach open – according to another local superstition, werewolves in human form have hair inside their bodies rather than outside.

The PCs may use skills like Leadership or Oratory to first gain the attention of the mob, and then persuade the villagers of Dorinel’s innocence – or at least that they should try other methods of investigation before killing him. Else, they may have to use non-lethal force to dissuade the villagers from lynching Dorinel. Note that Dorinel and his family claim to have been performing in Ourosco at the time of Matai’s murder – and their alibi can be checked easily enough.

Opponents: Villagers, NM (15), XP 75. Defeating the villagers without killing anyone gives the PCs 150 XP. Persuading the villagers to give up their murderous intentions yields 300 XP. Killing villagers does not give any XP – these people are not a real challenge to adventurers, and killing them would not solve the scene.

ACT II: WOLF HUNT

In the second section of Cry Wolf!, the PCs are led to follow the tracks of the real werewolf. This part of the adventure revolves on the PCs' decision on whether to pursue the fleeing werewolf, or to focus on the other suspects. In any case, they can obtain more clues to the real villain, this time from less conventional witnesses – fairies and the other werewolves.

SCENE 4: BARGLE'S MESSENGER

Time

Day 3, evening

Location

Vandevicsny

Clues

There is really a werewolf, and the messenger has a portrait of him.

Events

A messenger from Radlebb Keep arrives with notice of a bounty on the werewolf cub/whelp's head – delivery at Fort Doom! The werewolf escapes before the PCs can catch him.

In the evening, when the PCs are reporting their findings to Lord Gustav or are enjoying their dinner at the local inn, a messenger from Radlebb Keep arrives. The messenger, Boris Cornelian (F1), is a mounted soldier from the Radlebb Keep garrison, and bears the notice of a bounty set on the head of a werewolf – wanted dead or alive. The werewolf (or its head) must be delivered to Lieutenant Iulius Gallus of the Black Eagle guard.

The werewolf's name is Annius Plautianus. He is a young Thyatian who has been

working as a seasonal construction laborer for a few weeks now. He does not have any of the superstitious signs attributed to werewolves, so he has not been suspected of the crimes. Moreover, he has an alibi, though a weak one: he was back from a drinking evening at the pub on the night of the murder – unfortunately, the witnesses, two fellow laborers, were quite drunk.

The werewolf catches wind of the bounty notice as soon as he sees the cavalryman entering the village, and flees towards Ourosco, and then the woods. The PCs can find this easily by asking the locals.

SCENE 5:

THE SECOND MURDER'S CRIME SCENE

Time

Day 4, morning

Location

Road to Ourosco (Runic stones)

Clues

A Sidhe living in the mound under the runic stones has seen the murder scene; he knows the culprit was a large man, but cannot identify him. To obtain the information the PCs must be friends of the faeries, or accept to be bound for a future service.

As the PCs track down the fleeing werewolf, they come upon a second murder – which they could easily attribute to the Plautianus himself. The second murdered man is another villager of Vandevicsny, Emil Capraru, a young trader of herbs and spices. His body is found near the runic stone circle along the road to Ourosco. The body has signs of claws, though these have been cleverly faked using hooks by the assassin.



If the PCs have been following the werewolf's tracks, they find that the tracks suddenly become more difficult to follow just before the ruins, and they cannot discover whether Plautianus continued along the road or cut into the forest. When they check the runic circle, they find Capraru's body.

A local PC with appropriate skills will know that the faeries are believed to inhabit the mound, as well as a suitably silly way to evoke them (like making the circuit of the mound jumping on the left leg while singing a specific passage of *The Song of Halav* that tells of Halav's first encounter with Zirchev).

Foltchaín, a Sidhe noble, lives indeed in the mound with his small court. The Sidhe have seen the murder scene, and know that

a tall human killed Capraru using some iron blades. How the PCs can acquire this information depends on the degree of familiarity they have with the Wee Folk. If they are friends, a small offering or service will be enough, but if they have never met any fey folk of the area, they will have to offer to help Foltchaín at some (unspecified) point in the future. This may be the starting point of another adventure, of course.

Obtaining the information from Foltchaín earns the PCs 250 XP.

SCENE 6: The pack

Time

Day 4, evening

Location

Woodlands around Vandevicsny

Clues

The werewolves claim their friend did not kill the two victims.

Events

If the PCs try to track down the fleeing werewolf, they are intercepted by a pack of werewolves.

It takes the party the rest of the day after the end of their meeting with Foltchaín to find the tracks of Plautianus, which lead into the forest. When the darkness falls, or when the PCs are about to retrace their steps and retreat to Vandevicsny, werewolves from the pack of Vukodlaka Les surround them.

One of them, a grizzled Traladaran werewolf, Vasile, tells them curtly that Plautianus, like the Vukodlaka folk, does not kill humans, and specifically did not murder Matai or Emil -- two of their own followed him from the woods during his



flight from Vandevicsny, and called out to him right before the runic circle, where he joined them and left the road for the forest.

Opponents: Vasile Munteanu (WW3), Werewolves (2) and Grey Wolves (4). Note that the encounter is purposefully beyond the means of low-level characters: they are not supposed to fight the werewolves. If the PCs are strong enough, the encounter should be modified to fall in the Risky challenge level at least.

ACT III: TRUTH UNVEILED

In the closing section of the adventure, the party closes in on the assassin. This is the only part of the adventure where combat is unavoidable, as the PCs will have to explore the Chernye Gora wilderness and face the assassin himself.

SCENE 7: LADIES' MAN

Time

Day 5 or later

Location

Vandevicsny

Clues

The second victim was well known for womanizing, and several villagers might have been plotting revenge.

At this point, it should be clear to the PCs that Annius Plautianus, the werewolf, is not the murderer, and that someone has taken advantage of his presence to kill Matai and Emil. Thus, the investigators should be back looking into the lives of the two victims.

They can discover that Emil was well known for womanizing, and several villagers are thought to have been cuckolded by him, and therefore have reason for killing him. The list of suspects includes the local herbalist, Emil Yonescu, as well as a rich farmer, Simion Dalakis, and constable Brezeanu himself. If the PCs manage to speak with the wives of these three people, they can discover that Emil Capraru and Matai Kratek were longtime friends, and used to go hunting on the Chernye Gora. The wives are Nadia Yonescu, Otilia Brezeanu and Violeta Dalakis; all three are

between 20 and 30 years old, and all three had indeed brief flirts with Capraru.

If the PCs ask the herbalist about Chernye Gora, he will tell them of a water spring frequented by hunters, reputed to have healing properties. Matai used to bring back some of the healing water to several people, including the herbalist himself, Brezeanu and the Vicar, Mihai Plesu. He also knows that a third person, someone who did not live in the village, also went with the two villagers on their hunting trips. Emil Yonescu also says that Brezeanu or Plesu might know this person, Teodor, a woodsman who lives in a cabin near the slopes of Chernye Gora.

Discovering each of these items of information yields 100 XP to the party.

Note that, at this point, the herbalist should not be a suspect – he is a short, middle aged man who does not match Foltchain's description at all. Brezeanu and Dalakis are the primary suspects, at this point, but their relation with Matai is obscure.

SCENE 8: CHERNYE GORA

Time

Day 6 or later

Location

Chernye Gora

Clues

There's a cave on the slopes of Chernye Gora; old weapons and equipment are stored there; connection to Lishka.

Events

Attack by two large boars.

The remaining part of the investigation is driven by the actions of the PCs. Most

likely, they will try to contact the third friend, who lives near the Chernye Gora. Teodor's cabin lies near the healing spring, and the PCs will need to use it as a starting point in their search for Teodor.

When they reach the Chernye Gora, they discover that the "healing spring" simply produces sulfate water (with a pungent odor). If the PCs look for tracks in the vicinity of the spring (at a -4 penalty), they find a set of week-old tracks leading to a ledge. Climbing down the ledge, they can find a cave entrance, hidden from view by plant overgrowths.

Old weapons and equipment are stored in the small cave complex. An Appraisal or Weaponsmith check (or another appropriate skill) tells the PCs that the weapons have been left unattended for decades, probably since the foundation of the Grand Duchy. It is easy to understand that someone has been here recently, and that objects have been moved around. A Local History skill check will allow the PCs to link the cave to Lishka's insurgents and their tale. A very successful roll will also allow them to remember the part related to the traitor who was never discovered.

Otherwise, the PCs can rely on Lord Gustav Vandevic for antiquarian lore, or on the Vicar – though the latter will just relate the most basic information, claiming he was too young and did not join in the political events of that time. Discovering each piece of information earns the PCs 100 XP.

While the PCs are looking for the cave, or when they come back, two large boars will attack them. The animals are unusually large, and seem determined to kill the PCs,

rather than just chasing them away – they are actually controlled by Mihas Plesu, who is trying to kill off the PCs, now that they have proved to be so dangerous. It is possible to evade the chase by climbing on trees, or the PCs can simply face the boars in combat.

Opponent: 2 large boars, HD 3+3*, AC 6, Atks 1, dmg 2d4+1; XP 150.

SCENE 9: THE TRAITOR

Time

Day 6 or later

Location

Vandevicsny

Clues

Closing up to the people who know of the third friend and of the discovery of the Chernye Gora cave, as well as the description from the Sidhe, only the priest can be suspected.

Events

Fight with the traitor while he tries to kill the third friend.

After the discovery of the cave, it is clear that Simion cannot be the murderer, since he is too young. Petru Brezeanu and Mihas Plesu are about the only people who match the description of the assassin, and are old enough to have been involved in the war.

However, only the third friend, Teodor, is now likely to know the identity of the traitor. So, finding him before the assassin finds him is vital to the PCs' quest. The PCs can easily reach the cabin.

If they arrive by Day 6, Teodor is missing. If the PCs wait for him, he returns home in the evening, having been off to Sulescu for the last week. He knows nothing of the events that have transpired, but knows of Lishka's cave, and tells the PCs that Emil had discovered a journal, and was going to blackmail the Mihas Plesu, who had betrayed Lishka years ago.

If the PCs arrive during Day 7, they hear the noise of battle. They arrive in time to see Mihas kill Teodor, and must face him in combat.

If the PCs arrive by Day 8 or later, they find only Teodor killed. An exam of the body will let them conclude (with a Medicine or similar skill roll) that Teodor has been dead for a day at most.

When they come back to Vandevicsny, they can easily find that Petru Brezeanu has not left the village, while Mihas Plesu has just returned from Ourosco.

In any case, the final proof lies in Lishka's journal, which is now locked in Mihas' chest at the priests' quarters of the Church of Traladara.

Opponent: Mihas Plesu, C5 of Orcus; 300 XP.

CONCLUSION

When the PCs capture or kill Mihas Plesu, the adventure ends. The party receives the congratulation of Lord Vandevic, as well as a goal bonus of 500 XP for each character.

Their findings, though, cause great turmoil in the Church of Traladara. The discovery of Mihas' true nature follows in short time, leading to an increased awareness of the threat of the Dark Triad cults.

Then, the party may be involved in the exploration of the dark heart of Southern Radlebb, as well as an entire campaign to end the threat of the Boar of Radlebb Wood and the Dark Triad's hold on the region.

DRAMATIS PERSONAE

This section describes the NPCs involved in the adventure. Other NPCs useful to enrich the description of the Southern Radlebb region can be found in the gazetteer part of this article.

Mihás Plesu, the Traitor

Cleric 5 of Orcus, C, Age 56
AC 5 (3 vs demihumans), HP 21.
Str 12, Int 13, Wis 15,
Dex 10, Con 9, Cha 14.

Weapon Masteries:

Skilled: Mace; Basic: Staff.

General Skills: Religion (Church of Traladara) 15, Ceremony (Orcus) 15, Religion (Dark Triad) 15, Ceremony (Halav) 15, Knowledge of the fief of Vandevicsny 13.

Languages: Traladaran (native), Thyatian 13.

Equipment: Ring of Protection +1, mace, staff, holy symbols of the Church of Traladara and of Orcus, leather Armor, shield.

Spells:

Protection from Good, Cure Light Wounds, Silence 15' radius, Confuse Alignment

Mihás Plesu is a man with two faces: the one under which he is commonly known – that of the fatherly Vicar of Vandevicsny, a devout priest of Halav devoted to managing the church and easing the work of the (very busy) Patriarch, Jozsef Kazmarek; and his true one, that of an evil priest of Orcus. Plesu started his career in the Church of

Traladara early in his life, about 40 years ago, when Karamaikos was still the Province of Traladara.

He studied theology for years, and was surprised by the sudden change of political regime. Mihas thought it was the right time to reclaim independence, and restore the Traladaran kingdom. He was sorely let down by his superiors, who refused to act and submitted to the new Duke. Mihas snapped, and was easily turned to the worship of Orcus by an infiltrate of the Dark Triad. He secretly assisted Traladaran freedom fighters, but betrayed them when his contacts from the cult of the Dark Triad falsely told him the partisans were going to betray him to his superiors in the Church of Traladara. This betrayal led to the death of the freedom fighters, and consolidated the hold of the Dark Triad over Mihas. Since then, Plesu has been a spy of the cult of Orcus, rising within the hierarchy of the Church of Traladara up to the rank of Vicar of Vandevicsny.

Mihas Plesu is rather tall for a Traladaran, but thin. His face is dominated by a large forehead, highlighted by thinning light brown hair. He has thin lips and nose as well as light grey eyes.

Petru Brezeanu, Constable of Vandevicsny

Fighter 3, L, Age 48
AC 5, HP 16.
Str 13, Int 11, Wis 12,
Dex 8, Con 10, Cha 11.

Weapon Masteries: Skilled: Light crossbow; Basic: Long sword, Club, Dagger.

General Skills: Knowledge of Codes and Laws 12, Riding (Land-based) 8, Knowledge of the fief of Vandevicsny 11.

Languages: Traladaran (native), Thyatian 11.

Equipment: Chain mail, shield, sword, club, dagger, crossbow and 20 quar`rels.

Petru is a solidly built, middle aged Traladaran soldier. A veteran of the Duke's army, Petru retired eight years ago to take a position with Lord Gustav and create a family. He is not a genius detective, but he is less superstitious than the average Traladaran, knows the village and its surroundings well, and is respected by the locals, which is usually enough to perform his duties.

Dorinel Zaituc, Darine Gypsy

Thief 2, N, Age 32
 AC 6, HP 6.
 Str 12, Int 10, Wis 11,
 Dex 14, Con 9, Cha 13.

Weapon Masteries: Basic: Dagger, Short bow.

General Skills: Animal Empathy 13, Juggling 14, Dancing 14, Storyteller 13.

Languages: Traladaran (Darine dialect, native).

Equipment: Leather armor, 6 daggers.

Dorinel is a member of the Zaituc Darine clan. Like most of his relatives, he has roguish looks, bordering on the feral. In his case, the wolfish look is improved by joint eyebrows, which in popular superstition mark the werewolves. However, Dorinel is not a lycanthrope – actually, his looks are not matched by his mild personality, and his combat proficiency is more show than actual skill. He does have some theatrical skill, though, and his knife-throwing show, accompanied by his tall tales, is quite effective.

Annius Plautianus, Werewolf

Magic-User 1/Werewolf Cub, N, Age 16
 AC 9/7, HP 4/6.
 Str 9/11, Int 14, Wis 8/6,
 Dex 11, Con 13/14, Cha 12/11.

Weapon Masteries: Basic: Dagger, Staff.

General Skills: Knowledge of the Black Eagle Barony 14, Stealth (Forest) 11, Knowledge of Magic 14.

Languages: Thyatian (native), Traladaran (14), Cruth Orcish (14).

Equipment: Clothes.

Spells: none currently memorized, and has no spellbook.

Annius Plautianus hails from a family of retainers of the Black Eagle. His magical potential was recognized at an early age, and he was apprenticed to the Black Eagle's magist, Bargle the Infamous. Unfortunately, what Annus has in magical potential he lacks in caution – he tried to befriend a werewolf prisoner, and was almost killed. After transforming for the first time, and killing two guardsmen while in wolf form, Annus fled Fort Doom and reached Vandevicsny, where he poses as a travelling seasonal laborer.

Annius is quite short, with dark curly hair and olive complexion. He has grown a thin mustache after leaving Fort Doom.

Other NPCs

Viorica Zaituc

Darine Raunie:

Wise Woman 2, N, Age 46, AC 9, HP 6.

Viorica is an old Darine woman, and the leader of the Zaituc clan. The Zaituc are a clan of Darine, gypsies of Traladaran origin who have in time become a separate people. They wander the land, performing as a carnival troupe, as well as travelling herbalists and blacksmiths.

Vasile Munteanu

Werewolf leader:

NM/WW3, N, Age 38, AC 9/5, HP 6/27.

An old but tough looking Traladaran, Vasile Munteanu is a leader of the Vukodlaka werewolf clan. He is not a bloodthirsty monster, though – rather a skilled hunter and a stern but caring leader. He does not condone attacks against humans or demihumans, and strives to keep the Vukodlaka Les free of sentient species other than werewolves.

Emil Yonescu

Herbalist (suspect):

NM, L, Age 57, AC 9, HP 3.

A short, mild mannered Traladaran in his late fifties, Emil is the local herbalist. He married a woman much younger than he is, Nadia, arising a lot of gossip, not always unfounded.

Simion Dalakis

Farmer (suspect):

NM, L, Age 29, AC 8, HP 5.

Simion, an independent farmer whose family has been living in the area for centuries, is quite burly for a Traladaran, but otherwise unremarkable. He works hard and has raised the fortunes of his family quite a bit, allowing him to enlarge his parents' farm by buying wooded lands from Lord Gustav and cleaning them for cultivation. Simion has very little time left after his work, but lacks the imagination to do anything with it, so he does not mind.

Boris Cornelian

Messenger from Radlebb Keep:

F1, L, Age 23, AC 5, HP 6.

Boris is a soldier of the "Hell's Jailers" battalion. The very prototype of the New Karameikan – his father is a retired Thyatian veteran and his mother a Traladaran from Specularum – he has lighter complexion than a Thyatian, but very dark hair trimmed short in a military style. Boris has little combat experience, since he was just assigned to Radlebb Keep.

Foltcháin

Sidhe of the Runic Stones:

Warrior Sidhe 5, C, Age N/A, AC 5, HP 23.

Foltcháin is a typical Sidhe noble. He looks like a wiry elf and dresses in flowing robes of green and silver. In battle, he wears bronze plate mail and wields spears and short swords. He is also a competent spell-caster.

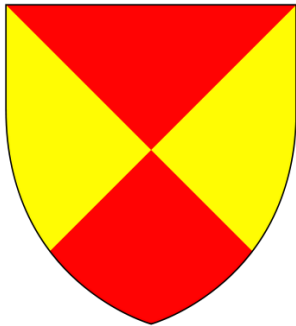
A GUIDE TO VANDEVICSNY AND THE SOUTHERN RADLEBB WOODS

Locations

In this section, we survey the villages of the Southern Radlebb Woods as well as several other notable locations.

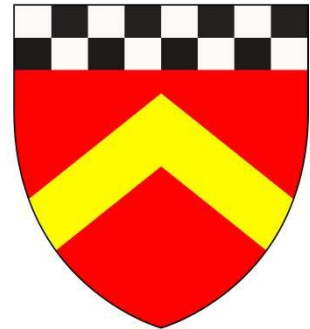
Vandevicsny

The village of Vandevicsny was founded a century ago by Jan Vandevic, a mercenary of Glantrian origin (a member of a family of half-Flaem, half-Thyatian warriors who left Glantri after the Light of Rad). The village is fairly small, about 200 people including the household of the Vandevic family. Another 200 or 300 people live in the countryside and in the woods that comprise the fief of Vandevicsny. The village itself has a small port that can house a single small sailing ship or galley and a few fisherman's boats, a single inn and a smithy. Its major constructions are, however, the Vandevic mansion and the Church of Traladara. The local lord, Gustav Vandevic, and the patriarch of the Church of Traladara for this region (the province of Ourosco), Jozsef Kazmarek, live here.



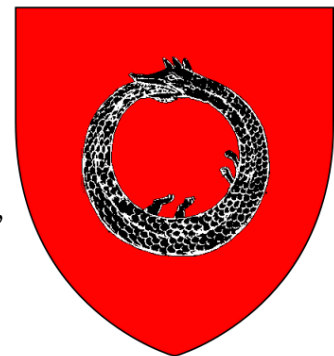
Strolojca

A village of about 150 people on the Stolos river, Strolojca has been part of the Halag principality until the religious wars of the 5th century AC, when it achieved a small degree of power and independence. Currently, it serves as a trading (and smuggling) post between the Black Eagle Barony and the fiefs of the Zelena Bay. There is also a small fishing fleet, mostly manned by exiles from villages of southern Halag. The local lords belong to the Strolojca family, of ancient but minor nobility. The current ruler, Marius Strolojca, is a misanthrope who leaves the administration to his nephew and heir, Marek. Marius' brother, Anton, is a vice-minister of trade in Specularum.



Ourosco

The ancient center of power of the region, Ourosco has dropped to 100 inhabitants at most, but the fief still includes a large tract of coastal land inhabited by some 300 people. The village, matching the current ruler's mood and appearance, is quite a dead town, with several buildings barred up for lack of inhabitants. There is a single, small inn managed by a surly, dark-haired, long-moustached Traladaran named



Sergej Branov, and no other services at all. The lord's mansion, a dark, looming castle perched on a hillock overlooking the bay, is the only stone building in this village. The ruins of the town walls, destroyed after the Thyatian conquest, can still be seen in the outermost areas of the village.

Darinov

Darinov is the siege of the Moubotka family, in the middle of Darinov Bay between Ourosco and Sulescu. The village is, compared with the two neighbours, fairly large and thriving, at 250 inhabitants, 15% of which are of Thyatian origin. There are several modern buildings, including the Moubotka mansion, the Church of Traladara, a small shrine to Vanya and Valerias, and a large, well-appointed inn. A smithy and a general store complete the set of available merchants.

(Below) Map of the south western coast of the Grand Duchy of Karamaikos





1 mile per hex map of region described
Taken from map of south-west Karamaikos
by Robin - [full image](#) available at the Vaults

Battle of Stolos' Ford

This ford was the site of a battle fought between Svogan and Church of Traladara forces circa 450 AC; the pitched battle was resolved by Strolojca's forces switching sides to the Church of Traladara.

Runic Stones

This prehistoric complex is composed of a circle of standing stones marked with runes and an adjacent mound. The mound is inhabited by a number of powerful faeries (mostly Sidhe).

Zirchev' Lamp



This lighthouse was built by the Ourosco family using Minrothaddan funds before 400 AC. The Minrothadians specifically required its construction after one of their merchantmen shipwrecked on the dangerous waters near the lighthouse. After Ourosco's loss of power in 900 AC, the lighthouse is barely maintained, manned by a single keeper and irregularly restocked with new fuel and provisions. The Minrothaddan merchantman that shipwrecked here centuries ago is said to have carried a great

amount of riches, including a load of Ierendi gold. Some of its treasures could still be recovered.

The Duke and Knight Inn

The Duke and Knight is an inn midway between Ourosco and Darinov, founded by Lucius Lentulus, an adventurer of Thyatian descent who is trying to attract new settlers to this wilder area and obtain a fief from Duke Stefan.

Shrine of Zirchev

The Shrine of Zirchev is an ancient meeting ground for the local priests of the Traladaran Immortal patron of hunters and woodsmen, as well as for the woodland beings of the area. This temple is not tended by a permanent staff, but magical wards guard against intruders. The forest south of Chernye River is tended to by a group of six Treants. The Shrine of Zirchev was built over a preexisting structure, a Traldar temple of Nyx, which in turn was raised over an earlier Taymoran temple of the same Immortal. The Taymoran ruin holds a portal to Limbo — the legendary entrance to the land of the dead that the locals say to be found on the slopes of the Chernye Gora.

Ancient Burial Grounds

One of the last battles of the ancient Beastman War was fought north of Chernye Gora. A large mound was raised over the bodies of the dead, and can still be seen among the woods. Visions of battle and death are said to haunt those who would spend the night in the area.

Temple of the Dark Triad

Just outside the region claimed by the Boar of Radlebb Wood lies an underground temple to the Dark Triad. The temple holds relics that are key to the removal of the Boar's curse. The area is dangerous, as it is patrolled by the monstrous spawns of the Boar of Radlebb Wood.

Ruins of Old Svoga

Old Svoga was abandoned during the Traladaran Wars as the majority of its population migrated to the Savage Coast. The almost depopulated city was then stormed by forces loyal to the Church of Traladara. The ruined city is now inhabited by small goblinoid tribes, undead spirits of ancient Traladaran heretics, and wild beasts.

Vileraider Outpost

The Vileraider bugbears keep an outpost east of the Stolos river, used as a stop for slave caravans and as a lesser slave market for the tribes of Old Svoga and the bandits of the Southern Radlebb Woods. About 20 bugbear warriors can be found here at any time.

Ruins of Demiatic

The town of Demiatic was destroyed in the Thyatian invasion of 900 AC. For some times it was a frequent stop for travellers to or from Specularum who wished to avoid Sulescu, but the threat of werewolf attacks is such that most people prefer to travel by sea, or along the coast.

Chernye Gora



The "black mountain" is actually little more than a hill rising above the flat terrain of southern Karameikos. It is mostly known for the dark woods that surround the Chernye river. It has an ambivalent reputation in Traladaran lore, both as a place where woodland beings convene and as a haunt of ghosts and vampires. According to local legends, the entrance to the land of the dead is located in a cave somewhere on these mountains.

Vukodlaka Les

These woods are the hunting grounds of an aggressive pack of werewolves. While anyone who enters the woods or travels in the area is likely to be attacked, the werewolves avoid the coastal areas and the village of Sulescu.

Lair of the Beast of Radlebb Wood

The beast of Radlebb Wood is an enormous boar — actually a Traladaran Wereboar who challenged the cultists of Orcus and was cursed to remain stuck in his beast form.

Nobles, Natives and Nosferatu

Lord Zemiros Sulescu

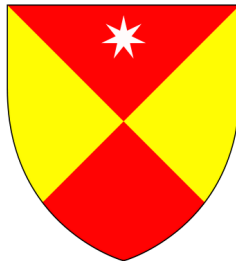
Lord of Sulescu, M9, N

The undead ruler of Sulescu is aloof, but cares for his subjects. Most people in the village understand that he is a Nosferatu, but will not speak of the matter to outsiders.

Lord Gustav Vandevic

Lord of Vandevicsny, M7, N

Lord Vandevic is a middle aged man who in his youth travelled across Karameikos and spent several years in Specularum. He is a competent mage, but too lazy to become truly excellent.



As an administrator, he is only marginally competent, but is lucky enough to have honest employees.

Lady Selena Vandevic

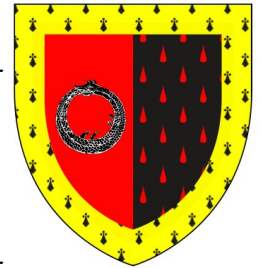
Lady of Vandevicsny, NM, L

Lord Gustav's wife, Selena, is a middle-aged woman from one of the old noble clans of Halag, the Andros. She has survived most of her relatives, who died either in the "conquest" of Halag by the Black Eagle or in the Marilenev Rebellion, or in skirmishes against the northern goblinoids. She has withstood all of this by devoting herself to the church (she's the primary supporter of the Church of Traladara in the region). Her favorite activity in Vandevicsny is tending to her garden.

Lord Vasil Ourosco

Lord of Ourosco, NM, N

The last descendant of one of the major Traladaran clans, Vasil Ourosco looks like the stereotypical vampire nobleman – aloof, darkly minded, with pale complexion and dark hair.

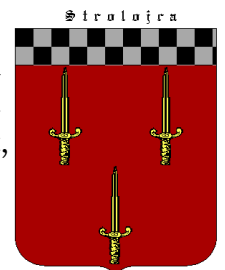


The fact that he lives in an outmoded, overly large and almost empty mansion only adds to the stereotype. The appearance, however, is misleading – Ourosco is just a shy man with a naturally pale complexion (like many Traladarans) who inherited a mansion that had housed a large clan in better times. He also happens to have chosen the wrong seneschal – Crispus Lucaus, a man of Thyatian origin who is diverting funds from castle maintenance into his own pockets.

Sir Hugo Strolojca

Knight, F9, N

This scion of the Strolojca line is an arrogant nobleman in his late twenties. A good swordsman and duelist, Strolojca figures himself a ladies' man – though he rarely wins any favor due to his arrogance and outright brutality. Sir Hugo is the nephew of Marius Strolojca, the current Lord of Strolojca. He doesn't stand to inherit the fief, though, since he has two older brothers, Marek and Barris.



Lord Petr Moubotka

Lord of Darinov, NM, N

The lord of Darinov is an elderly but cheerful man, and the head of one of the major surviving noble clans of Traladara. While he is not entirely incompetent as a ruler, and tries to remain popular with the common folk, Moubotka's favorite activity is partaking and organizing banquets and feasts, which absorbs a large part of the domain finances. He is also extremely fond of his only son, Iajo, which makes him blind to Iajo's shortcomings.

Iajo Moubotka

Heir to Darinov, NM, N

Son of Petr Moubotka, Iajo stands to inherit a large fief with a solid economy based on fishing, agriculture and logging. However, he is not at all ready for the role of landed lord, as he is totally naive. He is also not especially brilliant, and will make a mediocre ruler at best. Iajo shares his father's love of banquets, but not his organizational drive.

Lord Crispus Lucanus

Seneschal of Ourosco, F2, C

The Seneschal of Ourosco is a Thyatian man from a family of low-ranking bureaucrats specializing in the administration of small fiefs (one of his cousins holds a similar position in a fief in eastern Darokin). He is thoroughly corrupt, and exploits his master's shyness and odd reputation to steal tax money and put the blame on Lord Ourosco.

Patriarch Jozef Kazmarek

Patriarch of Ourosco, C9, L

The highest ranking representative of the Church of Traladara in this region, Jozef Kazmarek is a middle aged priest from Vandevic. His family originally came from Demiatric, but moved to Vandevicsny after the Traladaran conquest. Even though he is formally Patriarch of Ourosco, he resides in Vandevicsny. Patriarch Kazmarek is considering the endeavour of Lucius Lentulus – he would like to see Demiatric restored, but not dominated by the Church of Karameikos.

Father Taras

Wandering priest of Zirchev, C3, N

Taras is a wandering priest of the Church of Traladara. From his base in Vandevicsny, he makes a regular tour of lesser settlements (homesteads, logging camps, etc.) between Vandevicsny and Ourosco. A friendly, stout man always wearing the distinctive brown robes of the priests of Traladara, Father Taras will generally help fellow travelers with advice and company – and healing magic, if needed.

Lucius Lentulus

Squire of the Order of the Three Suns, owner of the Duke and Knight Inn, F5, L

Lucius Lentulus is a former adventurer, about 35 years old. Born in Port Lucinius, he moved with his family to Karameikos when he was very young and considers himself a Karameikan rather than a Thyat-

ian. After Shearing, he enlisted in the Duke's army, where he made a quick career, mostly thanks to his heroic behaviour in a short but bloody campaign against the Cruth Ogres.

Lentulus was then promoted to Sergeant and sent to the Castellan's Keep, where he was instrumental in rooting out a cell of Dark Triad cultists who were raising a goblinoid army to attack the town of Penhaligon. This earned him the induction into the Order of the Three Suns.

On the other hand, he was passed over for promotion in favor of a newcomer who had better connections at court. So, Lentulus opted out of the army and set upon a different way to improve his station. He had money enough from treasures collected during his adventuring career and from Lady Arteris' prize for his role in the Dark Triad affair, so he built the Duke and Knight Inn midway between Darinov and Ourosco.

Lentulus hopes to establish a power base in this underdeveloped region, attract some colonists and finally obtain permission to either establish a new coastal fief or to resettle the ruins of Demiatic.

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The Isle of Dawn and the Isle of Night

An historical overview of the Isle of Dawn and its dark twin

by Giampaolo Agosta (*Agathokles*)

TIMELINE

The history presented in this section follows the sequence of Thyatian Emperors defined by Simone Neri (*Zendrolion*), in his list¹, which takes into account sources such as the Penhaligon trilogy which were ignored in previous listings.

Prehistory

Before the Great Rain of Fire, the Giant Kingdom of Gandhar² occupied the entirety of the northern Isle of Dawn, at the time still connected with Brun.

The Giants had limited dealings with the Fey, which predated even their arrival, much like humans and demi-humans have in modern times.

As for humans, the Asyidhi originally lived in the southern portion of the Isle of Dawn, although many fell under the sway of the Giants after the Great Rain of Fire.

¹ [“Thyatian Emperors”](#) at The Vaults

² First defined by J. Mishler in [“The Early Dunael”](#) at The Vaults



The Giants of Gandhar

The FOMORIAN AGE

2500 BC Gandhar declines, due to a malady brought forth by the Great Rain of Fire, not unlike the one that affects the Dwarves. Cyclopes, Athachs, Fachans and Verbeegs are one outcome, collectively known as Fomori. The Fir Bolgs are the other. Relations between the two groups are tense. The few true giants remaining take sides, leave the area, or retreat from society.

2450 BC Béimnech, a Fomor warrior, travels south to the faraway land of Katapec with a party of heroes. There, he consults with the Cyclopes of Davania, looking for a power that can revert the malady. However, he quarrels with the Katapect high priests. The meeting degenerates into a melee. In the end, Béimnech seizes the Glaring Eye of Humbaba, the most important relic of Katapec, uses it to kill the Katapect high priests, and flees with the surviving Fomori heroes. After years of travels across Davania's wildernesses, the seas, and the Isle of Dawn, only Béimnech returns home.

2470 BC Erc Fechnach of the Fir Bolg leaves on a mission not unlike Béimnech's. However, he visits the Sidhe Queen, and obtains her blessing in return for a promise of future help. The Fir Bolg gain the Second Sight, and the status of friends of the fey folk.

2400 BC The Fomori leader, King Indech Fota, is persuaded by his advisor, Mug Caith, that the Sidhe have a land beyond the rainbow (Tír al stuaigh nime) that is free from the wasting malady that is affecting the Giants. Indech sends ambassadors



Erc and the Summer Queen

to the Sidhe Queen, Ildatach Samrigain (Ildatach the Summer Queen), to request that the Sidhe share their land and healing powers. The Summer Court balks at such an influx of gigantic, misshapen mortals, so Ildatach is forced to refuse. Ildech Fota summons his warriors, and declares a war of conquest. Fomor champion Béimnech, wielder of the Eye of Humbaba, lays waste to the Sidhe armies.

The Summer Queen calls upon the previous bargain she had made with the Fir Bolg leader Erc Fechnach. Erc's son, Nimeth mac Eirc, leads a Fir Bolg army against the Fomori. In a duel with Béimnech, he manages to dislodge Humbaba's Glaring

Eye from the Fomor champion's eye socket with a slingshot, kills him, and uses the Eye to lay waste to the Fomorian army [Cath Fingail/Battle of Fingal].

King Ildech flees west across the land bridge to Brun, bringing with him thousands of surviving Fomori and Asyidhi slaves.

In Brun, the Fomori settle in the Altan Tepes mountains³.

2300 BC Antalians (Dunael) arrive in the Isle of Dawn, and settle among the Fir Bolg, mostly in the coastal areas.

2200 BC The Taymoran civilization expands northwards, entering in contact with the Fomori. Initial contacts are hostile, and the Taymoran armies, supplemented with Sheyallia mercenaries, route the Giants. In awe of the Taymorans' magical prowess, King Ildech agrees to pay tribute to the northern Taymoran sorcerer kings. Giants are sent to build megalithic fortresses for the Taymorans. The cult of Tanyt spreads among the Fomori, while that of Sethlans (Wayland) wanes.

2100 BC In spite of the flight from Gandhar, the Giants' malady does not improve. Indech Fota, counseled by the High Priest of Tanyt⁴ Máel Aidche, leads a new Fomor army to the Isle of Dawn, enlisting the help of Taymoran wizards and the Tanyt priesthood. Rather than fighting another bloody war, Ildatach Samrigain removes the Sidhe Protectorate from the mortal world. The Fir Bolg, led by Obd mac Deled ua Neimidh, grandson of Nemith, fight back the Fomori.

³ See "[Land of the Fomorians](#)" by Giampaolo Agosta

⁴ Nyx, see "[The Taymoran Pantheon](#)" by Giampaolo Agosta

Obd kills Indech Fota in battle, and the Fomori retreat to Brun. [*Cét-cath Atha Mhara/First Battle of Ath Mhara*]

2100 BC Aranea found Aran.

1750 BC Taymor is destroyed in a cataclysmic volcanic event that sinks the Taymoran heartlands.

Led by their own sorcerer king, Crom Liath, the Fomori return to the Isle of Dawn, attack and defeat the unprepared Fir Bolg, killing their king, Umor mac Obd. Umor's son, Genann mac Umoir, retreats south, fortifying Dun Geanainn (Dungannon). The Dunael are subjugated by Crom Liath. [*Cath Tánaiste Atha Mhara/Second Battle of Ath Mhara*]

The Kingdom of Dawn and the Isle of Night

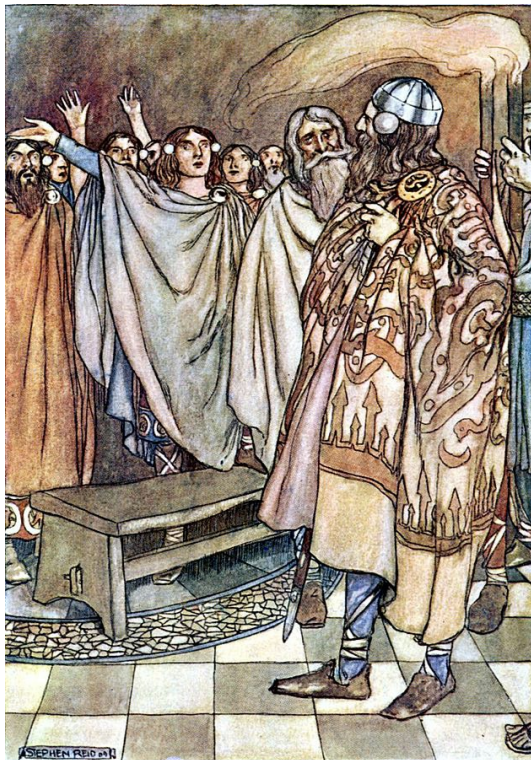
1700 BC Glantrian cataclysm.

Antalian Northmen migrate to the Isle of Dawn. The Northmen, led by Harald Tormundsson, raise an army of Dunael, but are defeated by the Fomori's superior strength and magic after a few years. Harald Tormundsson dies, and the Northmen disperse and settle along the coast, paying tribute to the Fomori king Crom Buidhe mac Crom Liath.

During the war, Crom Buidhe brings Trolls from the Northern Reaches to supplement his army, then releases them into the mires between modern Dunadale and Westroureke.

1600 BC Most Antalian Northmen leave the Isle of Dawn, and settle in Ostland. Jarl Hruthrek settles in Helskajord (called Dun na nGall by the Dunael) and the nearby area.

Fiacha mac Geanainn of the Fir Bolg obtains the help of the Fir Gallein (Gyerians) of the Fengallen Marsh. The Fir Gallein, traditionally seen as non-threatening by the Fomori, who often employ them as jesters, act as go-betweens allowing Fiacha to contact Jarl Hruthrek of Helskajord and the Dunael chiefs. A coalition is formed, which expands to also include the Centaurs. The allied army defeats the Fomorian in a massive battle along the coast of the Eastern Sea of Dawn. The Fomori, decisively defeated, are forced to flee underground to the Shadowdeep, since the land bridge to Brun is no more [*Cath na Sé Slóig/Battle of the Six Armies*].



Fiacha speaks to the Assembly

On the site of the battle, Fiacha mac Geanainn founds Dun na Dáil, the Fort of the Assembly, as the capital of a new allied polity comprising Fir Bolg, Humans, and Gyerians. Fiacha mac Geanainn becomes the High King of the Rígdacht na Comhaire (Kingdom of Dawn).

The Summer Court returns to the mortal world from their centuries-long exile.

1500 BC With the death of the last king, Crom Buidhe, Fomori leaders Máel Ega and Máel Oighidh once more begs Tír Tairngire from Nyx. Nyx accepts their plea, but exacts powerful promises from the Fomori chiefs -- they will serve her until their own fortress will be completed in Tír Tairngire.

Nyx takes the mortal form of a beautiful young girl, and travels to the Summer Court, endearing herself to Queen Ildatach. Nyx's avatar tricks Ildatach Samrigain into leaving her rule Tír al stuaigh nime for one day. Nyx then imprisons the Summer Queen in an entropic plane of temporal stasis of her own design, and rips Tír al stuaigh nime from the spirit plane.

Máel Ega, Máel Oighidh, and their followers enter Tír Tairngire, only to discover that Nyx has filled it with entropic energies, which turn them into Nightwalkers, the Stygian Giants. Tír Tairngire becomes Inis Aidche, the Isle of Night. The entropic nature of the place prevents the Stygian Giants from ever completing their construction, yet they bring thousands of Asyidhi and Dunael slaves with them, turning them into zombies to work at the construction sites.

1400 BC Following the disappearance of the Summer Queen and Tír al stuaigh nime,

a powerful Warrior Sidhe, Dunn, establishes the Winter Court and the Four Hidden Fey Cities in the Isle of Dawn, taking the mantle of the Gaimrig (Winter King).

1200 BC Asgall mac Ìomhar Ua Ruairc, a descendant of Jarl Hruthrek of Helskajord, founds the polity of Dál Ruairc, which remains part of the Rígdacht na Comhaire, but increasingly challenges the rights of the High Kings. With the decline of the Fir Bolg, the Ua Ruairc achieve the rank of High King within one century.

1100 BC Nithians under Prince Ramenhotep establish the colony of Thothia on the Isle of Dawn. This is the eastern extent of Nithian colonisation. The Nithians absorb or enslave the local Asydhi, transporting large numbers of them to Nithia proper.

1000 BC Alphatian Landfall.

994 BC Reign of Tokoramses V of Thothia and High King Dubhgall Ua Ruairc.

800 BC The Trueflower Elves reach the Isle of Dawn and settle there, not following Eyrindul to Alphatia.

780 BC After years of adventuring, the bard Dallbard mac Crubach retrieves the artifact that will later be known as the Harp of Turlock and reaches Immortality as Tiresias. Before leaving the Isle of Dawn, Dallbard prophesied the enslavement of the Dunael.

700 BC The Nithian colonists in Thothia turn away from the Entropic faith of their homeland and increasingly turn to a new form of mysticism.

Contacts with Nithia and Alphatia cause internal unrest in Comhaire, leading to the fragmentation of the kingdom. Derdriu nic Daill, an Alphatian-trained Dunael sorceress, founds the splinter kingdom of Deirdren, which breaks away from Comhaire as the conflict between the Gall-Dunael and the Fir Bolg intensifies, with numerous cattle-stealing raids ending in bloody feuds among the lesser kings. The Ua Ruairc kings are replaced by the Dunael Finnegar mac Domnaill, who is able to control the feuding clans. After twenty years of reign, Finnegar, fearing the encroaching of the two superpowers, Nithia and Alphatia, consults the Immortals. He builds Finnegar's Watch, then disappears never to be heard of again (he failed his quest for Immortality). The Ui Domnaill dynasty continues with his heir, Conall mac Fhionnagair.

698 BC Civil war breaks out in the Nithian Empire following the secession of the Nithian dominions located on the eastern shores of the Isle of Dawn, headed by the pharaoh of Thothia.

620 BC Conchobar Ua Domnaill, the seventh and last High King of the dynasty, is killed by Nithian mercenaries in the employ of Derdriu nic Daill. An eccentric and increasingly erratic king, Conchobar attempted to kidnap the sorceress and marry her, leading a raid on Deirdren which resulted in a spectacular failure. The Ui Ruairc, at the instigation of their chief bard, Toirdhealbhadh, take advantage of the death of the king to name their leader, Fingal mac Oengusa, as High King, in opposition to Conchobar's younger brother Crinan Ua Domnaill. Unknown to them, Toirdhealbhadh also instigates the Fir Gallein, traditional allies and neighbours of the

Dál Ruairc, by inviting a number of Fir Gallein leaders to a banquet of roasted chicken -- a taboo food for the bird-men. Disgusted by the resulting war, the Fir Bolg secede, forming their own independent government (Tír na Bolgraidi). When the dust settles, after a decade of war, Dál Ruairc, Dál Domnaill, Cumachtach na Deirdrein (Potentate of Deirdren), Dál na Dunaeil (the city of Dunadale and its surrounding countryside, controlled by the towns' merchants and craft guilds), Fen na Gallein, Carrac Derg (an independent Dunael land controlled by the Cénel Luigdech, the descendants of successful warlord Lugaid Aigneach), and Tír na Bolgraidi (the Fir Bolg state). Toirdhealbhadh and his legendary harp disappear. Toirdhealbhadh, also known as Turlock in later Alphatian and Thyatian historical accounts, embarks on the quest for Immortality in the Sphere of Entropy. Part of his path is the destruction of the Harp that bears his name, but, since Toirdhealbhadh did not manage to become Immortal, it is thought that the Harp still exists somewhere.

550 BC The title of High King of Comhaire is still contested between the Ua Ruairc and the Ua Domnaill. The Dál na Dunaeil city council recognizes the Ua Domnaill claimant in return for guarantees of self-government and tax exemption. This is essentially ignored by the other states, but allows the Ua Domnaill kings to be crowned in Dunadale's Temple of Bel (Asterius). The Ua Ruairc abandon the claim to the High King title, but refuse to acknowledge the Ua Domnaill High King nonetheless, proclaiming Comhaire dissolved.

514 BC Formation of Dál Arden in modern Caerdania.

The Alphatian Conquest

500 BC Destruction of Nithia, which is erased from Thothia's and Alphatia's history and general awareness.

Thothia becomes a vassal kingdom of Alphatia.

The Alphatians initiate the conquest of the Isle of Dawn. Derdriu joins the Alphatians willingly, but the population rebels, and the sorceress is killed in the fight that ensues. Alphatian troops soon march on the town and raze it.

War between Berisarde and Huldra in Frisland.

430 BC Thyatian mariners establish bases along the western coast of the Isle of Dawn.

426 BC Tokoramases XIV Builds the Temple of Dawn

400 BC The Alphatians complete the exploration and subjugation of the Northern Isle of Dawn.

The last High King of Comhaire is vaporized by Alphatian magicians in the Battle of Dunadale. A large portion of the Dunael and Gall-Dunael population is enslaved by the Alphatians and deported to Alphatia and Bellissaria to provide slave labor for the wizards.

370 BC Alphatia defeats and subjugates Dál Arden.

192 BC Alphatia initiates a campaign to conquer Thyatis

190 BC Alphatia completes its conquest of Thyatis

2 BC Thyatians rebel, expel the Alphatians and invade the Isle of Dawn, with the support of the Dál Arden kings. Dál Arden (now Caerdania), Dál Ruairc (now Westrouрке), Helskajord, and most of the Fir Bolg and Fir Gallein territories fall under the sway of Thyatis.

The Thyatian Conquest

1 AC Treaty of Edairo between Thyatis and Alphatia.

Act of Protection. Most Fey leave Frisland for the Isle of Dawn. Aglion establishes Ardulla, the Fifth Hidden City, as a vassal of the Winter King. Many Huldrafolk fey, however, have developed a deep resentment against mortals, and so have many of the native fey of the Isle of Dawn. In the next century, the number of exiled fey grows.

15 AC Alphatia instigates Qeodharan raiders to destroy Cape Alpha, a recently-built Thyatian outpost in Norwold. Thyatis retaliates by attacking Alphatian holdings on the Isle of Dawn, leading to the First Bog Wars, which end with the death of Zendrolion Tatriokanitas in AC 20.

18 AC Construction of Redstone finalized. The Filwarf are cursed by Kagyar.

68-85 AC Under emperor Lucius I Scaurus, Kendach was founded and the frontier advanced into Bogland (Dunadale). West Portage rises to commercial prominence.

130 AC Leontius III Isauricus pursues a further expansion in the Boglands, with limited success. The Empire absorbs Caerdania as a direct dominion.

150 AC With the consolidation of the Alphatian and Thyatian hold on the Isle of Dawn, the Leprechaun hero Iubadan decides to open relations with the Empire of Thyatis. Faylinn becomes the Sixth Hidden City.

180 AC Leontius IV Isauricus, having just abdicated as Emperor, defends the Thyatian holdings from Alphatian attacks.

192 AC Ramenhotep X discovers Aketheti, Thothia falls under the sway of Arachne Prime.

280 AC Major Alphatian offensive in the Northern Isle of Dawn is repelled by general Titus Andronikos, who brings unlikely auxiliaries in the form of a number of Kobold tribes, galvanized by the promise of impressive-sounding ranks and prizes.

300 AC Dlochtán, an adventurous Sidhe Rogue from the Winter Court discovers Aran while travelling with a group of Trueflower elves.

313 AC End of the Pax Valentica in Thyatis. First Caerdan War of Independence.

316 AC Alphatian armies advance into Westrouрке. Imperial Regent Nicephore Antonian is killed in battle.

327 AC Emperor Alexandros Kerdolion manages to push back the Alphatian armies from Westrouрке, but not Caerdania.

339 AC Second Caerdan War of Independence, Caerdania fully reabsorbed into the Empire.

400 AC Dlochtán's tale of Aran raises the curiosity of displaced fey. A group, led by the sprite Geilt Airdrech, settles among the Aranea. These desperate faeries, having seen the destruction of the Huldrafolk and the Bog Wars, turn to the Immortal Arachne Prime to return to "Tír na stuaighi nime". Arachne Prime gives them a way to return, and the gift of spiders. However, the entropic energies and accelerated time of the Isle of Night transform the faeries into Night Imps (the Isle of Night's version of Wood Imps). Dlochtán, enraged by the fate of Geilt and her followers, becomes an exile.

450 AC The exiled fey, bitter and turned to evil, but too proud to deal with the Immortals, form the Unseelie Court (Tech Deórad) in the Shadow Coast, led by the Rígan Daill (Queen of Darkness). Dlochtán serves as her chief hunter and minister of war, under the name of Fer Benn, the Horned Man. The Wild Hunt troubles the Shadow Coast for more than a century.

Northmen raiders attack settlements on the north-western coast of the Isle of Dawn. Some pirate coves and shadow ports are founded at this time by the raiders.

490 AC Thyatian agents in Dunadale cultivate rebellious elements among the local population, fostering hostility against Alphatian class boundaries and between humans and non-humans (particularly Fir Bolg).

500 AC Formation of Meridiona and Septentriona by Emperor Cornelius Doranius. Thyatian armies push deep into the

Bogland and conquer Dunadale, leveraging a concurrent insurrection of Dunael independentists. During the next twenty years, however, the Thyatian military governors fail to address the rebels' wish for independence, losing their support.

520 AC Empress Tylari I of Alphatia retakes the Boglands and negotiates with the Dunael independentists for the formation of the semi-autonomous Confederation of Dunadale.

541 AC Emperor Justin Doranius once more brings the Thyatian armies to besiege East Portage, but is killed in battle against the Alphatian and Thothian armies. Emperor Alexis II negotiates peace with limited territorial concessions to Alphatia.

544 AC Baron Magnus Furmenglaive, a powerful necromancer, turns the table on the Wild Hunt. Using werewolves as hunters and undead and outer planar servants as baiters, he closes down on the Fer Benn and kills him. This gives him the power he needs to set in motion plans that will change the fate of the Caerdania region and the Furmenglaive family forever.

551 AC Magnus Furmenglaive dies. His descendants are cursed with lycanthropy.

600 AC The population of Borydos is resettled in the Isle of Dawn by Emperor Lucius IV Monomachos.

660 AC Gabrionus II Tatzianes fortifies the Thyatian holdings of the Isle of Dawn.

773 AC Alphatians invade Thyatian territory on the Isle of Dawn. They overrun much of its northern head over the next

few years, and are stopped only by the ring of fortifications outside Newkirk. In 780 they besiege Kendach, and despite the forces Emperor Marcus II personally leads to its relief, it soon falls. The Emperor manages to stabilize the situation, maintaining Thyatian control over the region around Newkirk, the Redstone peninsula, and West Portage. During this period the region of the Shadow Coast largely falls into wilderness, with only a few scattered settlements still maintaining ties to Thyatis.

795 AC General Giovanni Porpora is dispatched to the Isle of Dawn with minimal forces. He supplements them with Dunael, Northmen and goblinoid mercenaries, and in four years defeats the Alphasians, forcing them back to the old borders. He goes on to become Emperor.

800 AC Emperor Giovanni Porpora restores imperial authority on the Shadow Coast.

The Modern Era

900 AC The Thyatians conquer several areas of the Isle of Dawn, and build and settle the city of Oceansend in Norwold.

904-907 AC Alphasia retaliates, leading to the Second Bog Wars. Emperor Gabrionus IV Prothemian calls the Northmen of Ostland, Vestland and Soderfjord to help, promising them land grants along the coast. Numerous Northmen communities are founded, including Nordvik, Tromsheim, Viksdalen, and Ytre Ystrebo.

959 AC Alphasian attack on the Thyatian possessions in the Isle of Dawn.

960 AC Spike Assault, death of Gabrionus V, ascension of Thincol and reconquest of the Isle of Dawn territories by Thyatis.

1000 AC The present day.

NATIONS AND PEOPLES

Ethno-linguistic groups

This section presents an overview of the main ethno-linguistic groups present in the Isle of Dawn. To provide a useful resource for players, naming patterns are also provided. The assumption made here is that the Fir Bolg, Dunael humans, Gyerans and Centaurs of the northern half of the Isle share the same language, albeit with different accents and dialects, due to their participation in the Kingdom of Dawn, and their long fight against the Fomorians before that. However, slightly different name selections are provided to try and better differentiate the various groups.

Alphasians

The Alphasians arrived in the Isle of Dawn soon after Landfall, having been invited to Mystara by the Nithians. They rapidly conquered the Isle and, following the fall of Nithia, absorbed Thothia as a vassal kingdom of their empire. There are many Alphasian-descended people in the Isle of Dawn, primarily in the towns and countryside of the eastern coast.

Alphatian names: Alphatians generally follow the Imperial naming pattern -- a single name, sometimes followed by the nation or city of origin. Many Alphatians of Dunael ancestry follow this style, but using names of Dunael rather than Alphatian origin.

Centaurs

Letheich in Dunaelic, the Centaurs arrived in the Isle of Dawn when it was still connected to the continent of Brun. Many tribes still roam the windswept plains of the northern part of the isle.

Centaur names: Due to their long and close interactions with both the Dunael and the Fir Bolg, Centaurs of the Isle of Dawn tend to use Dunael names.

Dunael

One of the first Antalian groups to cross the land bridge connecting the Isle of Dawn with the continent of Brun, the Dunael spread across the northern and western parts, settling all the Isle except Thothia and its neighborhood. Their Antalian language, influenced by the post-Gandhar Giantish and the Sidhe, became the "common" tongue of the Isle of Dawn until the arrival of the Alphatians and Thyatians.

Dunael males names: Ailill, Art, Bressal, Cairbre, Conchobar, Conall, Congal, Conn, Cormac, Crimthann, Crunn, Dara, Dallán, Domnall, Dubtach, Eachaid, Enna, Eógan, Feidlimid, Fiacc, Fíacha, Findcad, Flannan, Fergus, Lugair, Muiredach, Niall, Óengus.

Dunael female names: Aífe, Bláthíne, Emer, Eithne, Fedelm, Findabair, Uathach.

The common naming pattern is a personal name, followed by "son of" (*mac*) or "daughter of" (*ingen*) followed by the father's name (in genitive form). Sometimes, a clan specification (usually the name of the clan ancestor) is also used. The same pattern is common to most if not all Dunael speakers, including the Gyerans, Fir Bolg, and Centaurs.

Fir Bolg

Descendents of the Giants of Gandhar who, in the mutations that followed the Great Rain of Fire, lost their gigantic size, but did not develop other major changes, the Fir Bolg found themselves on the side of the Sidhe in the initial quarrel between the fey folk and the Fomorians. Due to their smaller numbers, they were forced to cooperate with other races.

Fir Bolg male names: Amgann, Dela, Erc, Fiacha, Finnán, Gennan, Gnathach, Gribda, Nimeth, Odb, Starn, Umor.

Fir Bolg female names: Achall.

Fomorians

Descendents of the Giants of Gandhar who retained the gigantic size, but developed weirder mutations, such as extra arms (Athach), a single eye (Cyclopes), and even a single leg (Fachan) or other deformities (Verbeeg), the Fomorians were a race of (mostly) misshapen giants who dominated the Isle of Dawn until they were defeated by a coalition of humans, Fir Bolg, Gyerans, and Centaurs. They went on to inhabit the Isle of Night in the form of *Nightwalkers*, also known as the Stygian Giants.

Fomorian male names: Béimnech, Buarainech, Cíocal, Conaing, Crom Buidhe, Crom Liath, Elatha, Indech, Lénaid, Máel Aidche, Máel Ega, Máel Oighidh, Máel Caith, Mug Aidche, Tethra.

Fomorian female names: Ceithlenn, Gainne.

Goblins

Like other goblinoids, the goblins were imported to the Isle of Dawn as mercenaries, particularly by Thyatian general Giovanni Porpora, who made extensive use of goblin archers and wolfriders as auxiliaries in support to his limited Thyatian troops. Modern goblins in the Isle of Dawn mostly speak Dunael, and larger clans claim descent from heroes and veterans of Giovanni Porpora's army.

Goblin names: in the Isle of Dawn, Goblins use Dunael or Gall-Dunael names.

Gyerans

The Gyerans, or Fir Gallein, are an autochthonous folk of the western Isle of Dawn, particularly common in the Fengallen. They were originally enslaved by the Fomorians, but rebelled and gained free status within the Kingdom of Dawn.

Gyeran male names: Adaig, Besan, Brattbuide, Brattfinn, Cadan, Cailech, Cerb, Crebar, Cuircech, Dubchosach, Éirín, Én, Énan, Énamail, Engach, Gablan, Geirgne, Gerr, Gerrcach, Gocan, Illait, Lumair, Medar, Minntan, Muirén, Murrech, Préchán, Rocnat, Snac, Troisc, Uisín.

Gyeran female names: Caince, Cerc, Corr, Échtach, Énlaith, Gercc, Íall, Lachu, Ladar, Meróc, Naescu, Ríabóc, Scréchóc, Séig.

Structurally, Gyeran names follow the same patterns as those of Dunael humans.

Kobolds

Kobolds were introduced to the Isle of Dawn by Thyatian general Titus Andronikos, who hired them as mercenary auxiliaries. They eagerly embraced the Thyatian language and culture.

Kobold names: in the Isle of Dawn, kobolds use Thyatian names and surnames, although many also have a shorter (one syllable) nickname that is used only within their clan.⁵

Northmen and Gall-Dunael

Northmen from the Northern Reaches and Heldann settled in the northern and western coast of the Isle of Dawn in multiple waves. The earliest settlers intermarried extensively with the Dunael, forming a distinct, initially bilingual, culture, the Gall-Dunael, which became dominant in Westrouрке. Most of the current Northmen settlements are much more recent, dating to the reign of Emperor Gabrionus IV.

Gall-Dunael male names: Amhlaibh, Aralt, Asgall, Bárid, Blácaire, Cammán, Dubhgall, Goraidh, Ìomhar, Ottir, Ragnall, Ruarc, Sitriuc, Torcuil, Tormod.

Gall-Dunael female names: Beathag, Gytha, Ragnilda.

⁵ See "Dawn of the Emperors" boxed set, or the author's [Mystara BECMI NPC generator](#)

Northman names: Northmen use names in the same style as their Ostlander ancestors.

Orcs

Like other goblinoids, Orcs were brought to the Isle of Dawn by Thyatian Emperors and generals short on troops and funds. Contrary to kobolds, they did not easily take to the Thyatian culture, and unlike goblins they did not easily coexist with the Dunael and Fir Bolg.

Orcish names: orcs in the Isle of Dawn use names similar to those of Orcus Rex in Brun.

Sidhe

The Sidhe realm, similar to the Dreamlands of Alfheim, was coterminous with the Isle of Dawn in the times of Gandhar. However, due to the machinations of the Fomorians and Nyx, it was altered to become the entropic Isle of Night⁶. The Sidhe therefore live in cities hidden in the wildernesses of the Isle of Dawn, divided between the Winter Court of Donn Gaimrig and the Unseelie Court of Rígan Daill. Renegade sidhe, the Night Imps, are found in the Isle of Night.

Sidhe male names: Airdrech, Bóadag, Dlochtán, Goibnenn, Ildanach, Luchtaine, Máel Duinn.

Sidhe female names: Clíodhna, Geilt, Genit, Mebd, Niamh.

⁶ See module M5: "Talons of Night".

Thothians

Thothians descend from Nithian colonists and conquered Asyidhi. A mystical people, they tend to keep to themselves, even though they are part of the Alphatian Empire. They have produced their own share of megalomaniac wizard-princes, though.

Thothian names: Thothian names are based on the Nithian language⁷.

Thyatians

The Thyatians conquered the western Isle of Dawn as part of their rebellion against the Alphatian Empire. The two empires have wrestled for the control of the Isle ever since. Due to the policies of various emperors, many Thyatians have settled -- more or less willingly -- in the Isle of Dawn.

Thyatian names: In the Isle of Dawn, Thyatians tend to have varied names -- some are traditional Thyatian or Kerendan names, some are of Dunael origins, but adapted to the Thyatian language.

Trolls

Trolls, contrary to other goblinoids, arrived in the Isle of Dawn as part of the later Fomorian armies that attempted the reconquest of the Isle of Dawn from their base in the Altan Tepes mountains of Brun.

Troll names: Troll names are generally similar to those of the Northmen, although Trolls tend to have one syllable names, sometimes adding a byname based on a notable characteristic.

⁷ See "Kingdom of Nithia" for examples, or the author's [Mystara BECMI NPC generator](#)

Settlements of the Northern Isle of Dawn

This section presents an etymological interpretation of various place names from the Isle of Dawn Trail Map. These place names are English, but have Irish origins. As such, they can be interpreted as Thyatian or Alphantian (i.e., "common" transposed as English), but formed from previous Dunaelic names. Following the interpretation, historical background notes are provided, which tie in with the timeline presented in the previous section.

Dungannon

The Dunaelic name for this town, "Dun Geannainn", stands for Genann's Fort. Originally, it was a redoubt founded by Fir Bolg chieftain Genann mac Umoir in 2000 BC, following the Fomorian invasion of the Fir Bolg lands.

Dunadale

Dun na Dail, or Fort of the Assembly, built around 1600 BC by the first High King, Fiacha of the Fir Bolg, to hold the assembly of the five people (Dunael, Fir Bolg, Gall-Dunael, Fir Gallein, and Centaurs).

Westrourke

The Grand Duchy's name has a long history, as the territory derives from the fragmentation of the ancient Gall-Dunael Dál Ruairc polity. "Rourke" is the Thyatian transcription of the Dunaelized Antalian name Hru-threk, a Jarl of Helskajord who was the ancestor of the Ua Ruairc clan that founded Dá Ruairc.

Fengallen

Dunaelic Fén na Gaillein, or Bog of the Pheasants. This marsh is the homeland of the Fir Gallein, or Gyerans.

Laragh Tower

This Thyatian tower is named for the pre-existing Comhaire ruins ("An Láithreach") of a Fir Bolg castle destroyed during the Alphantian conquest.

Kilpatrick's Keep

A Thyatian foundation, the keep is named for the nearby forest Coill na Padraig, or Wood of the Patrician, so called by the local Dunael folk for a Thyatian estate established early after the Treaty of Eдайro.

Port Donagadhee

Another Thyatian foundation, this port town takes its name from "Domhnach Daoi", the House of the Dominicus, a common Dunael name for the estates of Imperial functionaries ("dominici"). These functionaries replaced the Dunael noble houses that had sided with Alphantia.

Ballydonegan Hills

Baile Donnagáin, the City of Little Donn, is a reference to one of the Winter King's Hidden Cities, which is supposedly located in these hills.

Ballygawley Ridge

The name of this region comes from the ruins of an ancient Dunael town, Baile Uí Dhálaigh. The town was founded by the

descendants of one of the members of the first assembly of the Kingdom of Comhaire, called Dálach in Dunaelic. The town was destroyed during the Alphatian conquest, and the Uí Dhálaigh clan dispersed or enslaved.

Neach Flats

Mag Neach, or the Flats of Eachaid, is the home of the Uí Eachaidh centaur clan.

Dohanue's Cove

This port is named for Donnchadha Briugu, a pirate and smuggler during the last years of the Alphatian control of the western Isle of Dawn, who was instrumental in disrupting the Alphatian supply lines. He received the area and a large sum of money from King Lucinius. Donnchadha set up a bruiden (hostel) and spent the rest of his life (and money) holding banquets that saw many prominent figures of his time participate. His downfall came when an Alphatian sorcerer cursed him with a geas that required him to sleep with any unaccompanied woman who spent the night at his hostel. Understandably, this considerably lessened his popularity, and proved downright fatal when one of Donnchadha's enemies directed a party of shieldmaidens from Ostland to his estate.

Dunberry

This locale takes its name from an old Dunael fort, Dun ar Barra, "the Fort on the Hill".

Hills of Dooagh

These hills are known in Dunaelic as Dumha Acha, the Mounds of Acha. Olum Acha was one of the leaders of the Filwarf smiths, and the founder of House Blyskyr.

Carryduff Hills

This area was settled by Bugbear mercenaries hired by Gabrionus III during his exile on the Isle of Dawn, and employed by Gabrionus IV in the second Bog Wars in 904 AC.

The Bugbears' chieftain, known as "Aodh the Black" among the Dunael, gave his name to this area, Ceathrú Aodha Dhuibh, or the quarter of Aodh the Black.

Killyleagh Curragh and O'Leahy Scarps

These areas take their name from Uí Laochdha, from Thyatian "laicus", a V-VI century AC term for what is currently the Populares political faction. These areas were assigned to Populares politicians by Emperor Lucius III in return for their support in the Senate. Killyleagh comes from Coill Ua Laochdha, or woods of the Populares.

ARTIFACTS AND HISTORICAL NPCs

Treasures of the Isle of Dawn

The Isle of Dawn is suitable for epic, high level adventures. As such, legendary treasures may be found there, worth the efforts of Master-level PCs.

The Three Artifacts of the Isle of Dawn

Turlock's Harp.

Greater Artifact of the Sphere of Thought (Korotiku). Turlock's Harp takes its name from its last known owner, the chief bard of Dál Ruairc, Toirdhealbhach. A candidate for Immortality in the Sphere of Entropy, Toirdhealbhach used the harp's powers to sow dissent in the Kingdom of Dawn, ultimately leading to its demise. Previously, the harp had been discovered by Dallbard mac Crubach, another legendary bard who achieved immortality as Tiresias⁸.

Pax' Peaceful Periapt⁹.

Greater Artifact of the Sphere of Thought (Pax). The Peaceful Periapt appears as an alabaster dove with a sun and crescent moon carved on the wings, which can be attached to a maul or mace handle. Besides being a powerful magic weapon, it has healing, charming, and knowledge powers. It drives the user to fight Chaos, and particularly the Sphere of Death. The Periapt has

been captured by the Night Spider, and is currently held in the lost city of Aran.

Caladhcholg.

Major Artifact of the Sphere of Thought (Odin). Caladhcholg, the "hard blade", also known as the Sword of Destiny, is a longsword that makes the bearer into a powerful melee combatant. Caladhcholg has been wielded by several heroes from the Isle of Dawn, such as Finnegar, as well as others from distant lands, including the Immortal Halav¹⁰.

The Three Fairy Treasures of the Isle of Dawn

The three fairy treasures of the Isle of Dawn are the most powerful items created by the king of the leprechauns, Iubadan¹¹.

Coire Ainsic.

The Cauldron of Iubadan transforms stones into meals. No party has ever left Iubadan's court without eating their fill.

Comlann Cet.

"Match of Hundreds" is a Spear +5 that does 1d20 damage, in spite of its minute size -- it can be wielded by a leprechaun. Actually, the spear changes size to adapt to its wielder.

Scíath Díten.

"Shield of Defense" is a shield +6 vs. all attacks. Like the spear Comlann Cet, it also changes size to adapt to any wielder.

⁸ See "[Tiresias](#)" by Marco Dalmonte

⁹ See M5: "[Talons of Night](#)".

¹⁰ See "[Tome of Mystaran Magic](#)", page

¹¹ See PC1: "[Tall Tales of the Wee Folk](#)".

Historical Characters

This section contains all the historical NPCs mentioned in the timeline, sorted by affiliation, ethnic group or race.

The Sidhe

Aglion. Exiled Huldrafolk from Frisland, founder of Ardulla¹², the Fifth Hidden City.

Dlochtán. Sidhe rogue adventurer, discoverer of Aran. Later, the Fer Benn (the Horned Man), leader of the Wild Hunt and right-hand-man of the Unseelie Queen.

Dunn Gaimrig, the Winter King. Warrior Sidhe, founder of the Four Hidden Fey Cities and the Winter Court, successor to Ildatach's Summer Court.

Geilt Airdrech. Displaced fey, first of the Night Imps.

Huldra. Frislander fey queen¹³.

Ildatach Samrigain, the Summer Queen. Lost Sidhe Queen, imprisoned by Nyx.

Iubadan. Leprechaun hero, founder and king of Faylinn, the Sixth Hidden City¹⁴.

Rígan Daill, the Unseelie Queen. Leader of the exiled fey in the Unseelie Court of the Shadow Coast.

¹² From "Summerhill Hounds", see ["The Fey Kingdoms of Mystara"](#) by Håvard

¹³ ["On the Fey of Frisland and the Eye of Huldra"](#) by Marco Dalmonte

¹⁴ Canonical settlement and character, from PC1: "Tall Tales of the Wee Folk".

The Fomorians

Béimnech. Fomorian champion, wielder of Humbaba's Glaring Eye.

Crom Buidhe. Sorcerer King of the Fomorians, succeeded his father Crom Laith. Defeated by the allied forces of the Fir Bolg, Dunael, Fir Gallein, and Centaurs in the Battle of the Six Armies.

Crom Liath. Sorcerer King of the Fomorians, succeeded Indech Fota and defeated the Fir Bolg king Umor mac Obd.

Indech Fota. Fomorian king. Killed in the First Battle of Ath Mhara by Obd of the Fir Bolg.

Máel Aidche. Fomorian priest of Tanyt (Nyx).

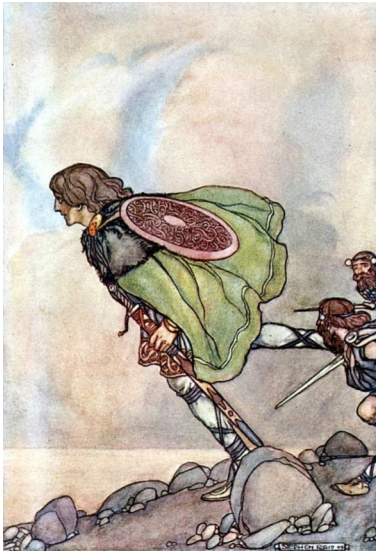
Máel Ega. Fomorian leader and, later, Stygian Giant Lord.

Máel Oighidh. Fomorian leader and, later, Stygian Giant Lord.

Mug Caith. Advisor to King Indech Fota. Fomorian shaman.

The Fir Bolg

Erc Fechnach. Fir Bolg chieftain, ally of the Summer Queen.



Fiacha mac Geanainn. King of the Fir Bolg, son of Genann mac Umoir, founder of Dun na Dáil (Dunadale) and first Ard Rig na Comhaire (High King of Dawn).

Genann mac Umoir. King of the Fir Bolg, founder of Dungannon (as Dun Geanainn).

Nimeth mac Eirc. Fir Bolg chieftain, defeated the Fomorian champion Béimnech in a duel at the Battle of Fingal.

Obd mac Deled ua Neimidh. Fir Bolg chieftain, grandson of Nimeth mac Eirc, defeated the Fomorian King in the First Battle of Ath Mhara.

Umor mac Obd. King of the Fir Bolg, son of Obd mac Deled, defeated by Crom Liath of the Fomori.

The Dunael

Conchobar Ua Domnaill. Seventh and last High King of the Ui Domnaill dynasty.

Conall mac Fhionnagair. Son of Finnegar, second Ui Domnaill High King.

Crinall Ua Domnaill. Conchobar's younger brother and heir, claimant to the High Kingship of Dawn.

Dálach. Dunael chieftain and member of the first assembly of the Kingdom of Dawn, founder of the Uí Dhálaigh clan and of the town of Ballygawley, later destroyed by the Alphatians.

Dallbard mac Crubach. Adventuring bard and Dunael prophet, retrieved the Harp of Turlock and became the Immortal Tiresias.

Derdriu nic Daill. Alphatian-trained Dunael sorceress, founder of Deirden.

Finnegar mac Domnaill. Dunael chieftain and later High King of Dawn, left on a quest for Immortality after founding the Ui Domnaill dynasty. Never achieved Immortality, but created the fabled Finnegar's Watch monument.

Lugaid Aignech. Dunael warlord during the Kingdom of Dawn civil war, founder of the Carrac Derg petty kingdom.

The Northmen and Gall-Dunael

Asgall mac Ìomhar Ua Ruairc. Descendant of Jarl Hruthrek, founder of Dál Ruairc (which would later become Westrouрке).

Dubhgall Ua Ruairc. High King of Dawn at the time of the Alphatian Landfall.

Fingal mac Oengusa. Member of the Ua Ruairc and claimant to the throne of the High King.

Harald Tormundsson. First Northman chieftain in the Isle of Dawn.

Hruthrek. Founder and Jarl of Helskajord (also known as Dun na nGall).

Toirdhealbhach. Chief bard of the Ua Ruairc, attempted to reach Immortality in the Sphere of Entropy by instigating the civil war that destroyed the Kingdom of Dawn and destroying the Harp of Turlock, but failed at the latter task.

Nithians and Thothians

Prince Ramenhotep. Founder of Thothia.

Ramenhotep X. Pharaoh of Thothia, instituted the spider mysticism and the cult of Arachne Prime.

Tokoramses V. Pharaoh of Thothia, ally of the Alphatians.

Tokoramses XIV. Pharaoh of Thothia, builder of the Temple of Dawn.

Alphatians

Berisarde. Alphatian conqueror of Friesland, later the Immortal patron of slavery, Brissard. Founder of the Cult of Supremacy.

Tylari I. Empress of Alphatia, allowed the formation of the Confederacy of Dunadale.

Thyatians

Alexandros Kerdolion. Emperor of Thyatis, battled the Alphatians in the Isle of Dawn.

Alexis II Doranius. Emperor of Thyatis, negotiated the peace with Tylari I of Alphatia.

Cornelius Doranius. Emperor of Thyatis, reformed the administration of the Isle of Dawn holdings in Meridiona and Septentriona.

Gabrionus II Tatzianes. Emperor of Thyatis, fortified the Isle of Dawn holdings.

Gabrionus IV Prothemian. Emperor of Thyatis, invited the foundation of new Northmen colonies in the Isle of Dawn.

Gabrionus V Prothemian. Emperor of Thyatis, fallen in the Spike Assault.

Giovanni Porpora. General and later Emperor of Thyatis, defeated the Alphatians with minimal forces supplemented with many Dunael, Northmen and goblinoid mercenaries.

Justin Doranius. Emperor of Thyatis, killed in battle against Alphatia and Thothia at East Portage.

Leontius III Isauricus. Emperor of Thyatis, integrated Caerdania in the Empire.

Leontius IV Isauricus. Former Emperor of Thyatis, general of the Thyatian forces in the Isle of Dawn.

Lucius I Scaurus. Emperor of Thyatis, founder of Kendach.

Lucius IV Monomachos. Emperor of Thyatis, resettled the population of Borydos in the Isle of Dawn.

Magnus Furmenglaive. Necromancer and Baron of Furmenglaive, defeater of the Wild Hunt and Fer Benn.

Marcus II Dalessenos. Emperor of Thyatis, failed to defend Kendach and abandoned the Shadow Coast.

Nicephore Antonian. Imperial Regent of Westrouрке, killed in battle by the Alphatians.

Thincol Torion. Emperor of Thyatis, reconquered the Thyatian holdings in the Isle of Dawn after the Spike Assault.

Titus Andronikos. Thyatian general who hired kobold tribes as auxiliaries of the Thyatian Legions.

Zendrolion Tatriokanitas. First Emperor of Thyatis, conquered the first Thyatian holdings in the Isle of Dawn.

Miscellaneous NPCs

Aodh Dubh. Bugbear chieftain, founder of the tribe that currently resides in the Carryduff hills.

Olum Acha. Leader of the Filwarf smiths during the construction of Redstone and founder of House Blyskyr. Buried in the Hills of Dooagh.

ADVENTURES IN THE ISLE OF DAWN

This section provides some notes to adapt the D&D 4e “Heroic” series of adventures to the Isle of Dawn. The rationale for the adaption is quite simple. The Isle of Night provides a good match for the Shadowfell, allowing an easy repurposing of H1 Keep on the Shadowfell¹⁵. The followup adventures, H2 Thunderspire Labyrinth, and H3 Pyramid of Shadows, also fall in easily. While Minotaurs, the builders of Saruun Khel in H2, do not feature prominently in the Isle of Dawn, neither do they actually play a major role in H2. However, an underground city could be easily set beneath Finnegar’s Watch. Finally, pyramids and Thothia are a perfect match, allowing the adaptation of H3.

Keep on the Shadowfell

Keep on the Shadowfell is a relatively simple adventure. The main enemy, Kalarel, is a cultist of Orcus, and the Shadowfell locale, connected by the portal under the

¹⁵ See also the free download of [“Keep on the Shadowfell”](#) from Wizards of the Coast.

keep, is a power base of the Demon Prince of Undeath. In the Isle of Dawn, the portal leads to the Isle of Night, a creation of Nyx, with similar entropic energies radiating into the Prime Material. However, Kalarel in this version is best cast as an Alphatian cultist of Brissard, and therefore a member of the Cult of Supremacy. The Cult of Supremacy has been hunting the Eye of Huldra for centuries. Kalarel believes the Eye was taken to the Isle of Night by rogue fey.

In a twist, the Keep's undead defender, Sir Keegan, becomes a Thyatian auxiliary officer of General Giovanni Porpora's army, Mac Aedhogan, a goblin, and the (rather disgruntled) ancestor of the goblins of Cenel Mac Aedhogan found in the first level of the Keep. These goblins have been hired by Kalarel, who uses them as cannon fodder. The PCs can turn them against the Cult of Supremacy with Mac Aedhogan's help.

The Temple of Bahamut in the Keep can be turned into a temple of Tarastia or Vanya, in line with the Keep's use by Giovanni Porpora's army. The Keep would, however, be of Gandhar origins, allowing some external megalithic ruins.

Few encounters need modifications in this adventure. The initial kobold lair is a bit disconnected from the rest of the adventure, and serves as an introductory hook. It can be kept or removed as necessary, without intruding too much in the main adventure. The Cathedral of Shadows encounter is perhaps the only one that might require a true reskinning, since the vampire spawn and the dark creeper are somewhat unexplained (e.g. there is no vampire master to complement the spawn).

Thunderspire Labyrinth

As mentioned before, the underground city of Saruun Khel can be placed under Finnegar's Watch. The main goal of the adventure is to defeat a group of slavers, the Bloodreavers. Since the Cult of Supremacy are also known slavers, they make a good opponent in this adventure, linking it easily with Keep on the Shadowfell.

The simplest option is to replace the minotaur builders of Saruun Khel with the Fomorian or the Fir Bolg. The base village provided in the adventure in the Seven Pillared Hall could probably be a Filwarf settlement. The Mages of Saruun can be a Thyatian organization, with little need for modification. Duergar do not exist in Mystara, but can be replaced with other underground dwellers (e.g., Glaurants), perhaps even a connection with the Hollow World (e.g., Shattenalfen). Paldemar can be another Alphatian member of the Cult of Supremacy trying to infiltrate the Mages of Saruun.

Pyramid of Shadows

The premise of this adventure makes it very easy to adapt -- the Pyramid of Shadows is essentially a prison for a powerful magic user (a Warlock in the original). That makes the adventure a collection of encounters that do not necessarily share much from a thematic point of view, since the idea is that a number of monsters and NPC groups have accidentally stumbled in the pyramid and became trapped there. The main exceptions are the main dramatis personae, which would be better recast as Nithians or Thothians -- particularly the

main villain, Karavakos, who could easily be a power-hungry Thothian sorcerer-pharaoh.

In my campaign, I've recast the Eladrin trapped in the pyramid as Sidhe Warriors from the Huldrafolk of Frisland, providing another connection with the Cult of Supremacy. Furthermore, both Karavakos and Vyrellis were recast as Thothians, Prince Khneramset and Princess Taburmentheti respectively.

REFERENCES

Aaron Allston,
“*Dawn of the Emperors: Thyatis and Alphatia*”
(TSR 1037), TSR 1989

Jennell Jacquays,
M5: “*Talons of Night*”, TSR 1987

Bruce Cordell and Mike Mearls,
H1: “*Keep on the Shadowfell*”, WotC 2008

Richard Baker and Mike Mearls,
H2: “*Thunderspire Labyrinth*”, WotC 2008

Mike Mearls and James Wyatt,
H3: “*Pyramid of Shadows*”, WotC 2008

Mappers of Mystara - Geoff Gander

Article continued from page [48](#)

SOURCES

In researching this article, I searched out all the references I could find, and consulted with everyone I could track down. I have made every effort to ensure that the information is accurate, but in some cases I may have slipped up — especially when dealing with maps that are years or even decades old. I take full responsibility for any mistakes; please don't hesitate to point these out if you find them! Following is a summary of my sources for your reference.

- Direct messaging with Geoff Gander
- [“It Started with a Single Hex-Map”](#) in *THRESHOLD Magazine* Issue #5
- [Mystara Mailing List Archive](#)
- [Mystara Message Board Archive](#)
- Geoff Gander's personal archives
- Hervé Musseau's personal archives
- Thibault Sarlat's personal archives

A generator of (almost) everything for a campaign in Mystara

Tables to create almost any Mystara PC's, NPC's, story and adventure!

Part 2:
Monsters and
Creatures

by Francesco Defferrari (Sturm)

INTRODUCTION

The purpose of this series is to provide inspiration for more Mystara stories and adventures. The first part, dedicated to Characters and Plots generation, has been published in [THRESHOLD Magazine issue #26](#).

The protagonist(s) does not exist in a void. There is scenery around her/them, a world made of locations, other people, animals and monsters. Randomly selecting such things could automatically create a plot, but the scenery ideas can be used to greatly enrich it as much as the DM desires.

MONSTERS & ENCOUNTERS



The Vaults of Pandius again has extensive lists of monsters, creatures and encounters - see the [“Creatures and Conversions”](#) section, including the massive *Monster Manual* compilations by Robin. Tables for random encounters are also obviously in Chapter 7 of the *Rules Cyclopedia*, in supplement AC9: “*Creature Catalogue*” and in the 1993 *Creature Catalog*. More creatures were introduced in the Savage Coast boxed set and in other Mystara supplements and modules. I have created my own generic encounter list, which is divided by creature

type, but not by terrain or level. Obviously it's my personal classification.

The *Rules Cyclopedia* tables are instead divided by Dungeon or Wilderness, then by environment, then with subtables by type of creatures. The AC9: "*Creature Catalogue*" has just a Creature Type Index and a Habitat Index. The 1993 *Creature Catalog* has 'Wilderness Encounters Tables' by terrain types (including dungeon / underground). My list in this article, however, also includes creatures from the *Classic*, *Blackmoor*, *Savage Coast* and *Thunder Rift* modules, plus some special creatures from the Vaults of Pandius and a limited number of AD&D creatures which were mentioned in Mystara AD&D material or used in fan works.

The **Chances** of encounters are detailed in the *Rules Cyclopedia* page 92 with a 1d6 roll by day and 1d12 by night. An encounter occurs on the following results depending on the region (categories simplified by the author):

Table A: Chances of Encounters

Region	Encounter occurs if 1d6 roll equals:
Inhabited	1
Borderland, sea or air	1-2
Wilderlands	1-3

In a dungeon or city the roll should be made on 1d6 every two turns or on 1d12 during the night.

Then it should be determined what kind of encounter it is. The *Basic Rules DM's Guide* (page 22) and the *Rules Cyclopedia* (page 93) have a **Monster's Reaction Chart**. The Basic set's one may have up to three rolls to determine what the creatures will do, while the *Rules Cyclopedia* has only one on 2d6, but I have simplified it to one roll on 1d12, the outcome of the uncertain and possible results should be determined by the PC's actions.

Table B: Monsters reactions

1d12 roll	Result
1-2	Immediate Attack
3-5	Possible attack, menacing
6-8	Uncertain
9-11	Possibly friendly
12	Friendly



But why are such monsters or creatures here? A possible answer is again in the *Basic DM's Guide* in 'Possible Reasons for Appearing' table listed under 'Human' (p. 32), or even in the Scenarios listed for 'Creating Dungeons' (pp. 46-47)¹. I think both could be used, modified as below (Tables C and D), one for single creatures (based on each monster's number roll) and one for groups. Both apply mostly to intelligent creatures, but the first one could also be used for unintelligent monsters or animals with minor modification.



¹ Credits to this suggestion goes to Cthulhudrew in [this thread](#) on the Piazza forum

Table C: Reasons for Appearing

1d8 roll	Result
1	Alone (and scared): the creature has been attacked or is escaping something and wants help, or has realized he cannot survive alone in this place.
2	Bait: the creature is charmed or controlled by another one and will try to deceive the PC's on behalf of his master.
3	Escaping: The creature is a prisoner running away, probably naked and without equipment.
4	Looking for someone: The creature is searching for someone else, who could be a prisoner, lost or dead.
5	Looking for something: The creature(s) are looking for something rumored to be here, hunting, farming, gathering domestic animals, or looking for food.
6	Not what they seem: The creatures are not what he/she/they appear to be; maybe are wercreatures, shapeshifters, disguised wizards or clerics, fairy or draconic creatures.
7	Running away: The creatures are running away from nearby monsters or creatures which are probably chasing them.
8	Sole Survivor: The creature is the only survivor(s) of a recent attack, battle or raid.

Table D: Additional reasons for the intelligent creatures to be in the region

1d10 roll	Results
1	They are explorers or scouts, from a nearby community, or from far away
2	They are investigating enemy outposts for a later attack or for defensive purposes.
3	They are recovering and clearing old ruins they want to settle, or pillage
4	They are destroying an ancient evil, item or monster, recently re-awakened or not. Or so they say.
5	They are on a pilgrimage to a temple/shrine, maybe lost or forgotten.
6	They are on a quest to find some magical object or artifact
7	They were slaves or captured soldiers on a mass escape/rebellion, or deserters, or mutineers
8	They are here to rescue prisoners or pay a ransom, or to kidnap someone or steal something
9	They are searching for a magical portal, or want to close it forever
10	They are a lost race which lived underground or somewhere else, even another world, plane, dimension or time.

Table E: Creature type

1d20 roll	Result
1	Constructs: see Table E1
2	Shapeshifters: see Table E2
3	Planar and Space: see Table E3
4	Undead: see Table E4
5	Ooze: see Table E5
6	Plants and fungus: see Table E6
7	Worms and insects: see Table E7
8	Fairies: see Table E8
9	Giants: see Table E9
10	Lizard kin and Amphibians: see Table E10
11-12	Humanoids, Demihumans and Near humans: see Table E11
13	Humans or other dominant 'civilized' race: see Table E13
14	Intelligent monsters and animals: see Table E14
15	Magical monsters: see Table E15
16	Giants and ancient animals, or also Hollow World, Lost worlds, or past ages: see Table E16
17-20	Common or giant animals: see Table E17†

†This line could be removed if the DM wants to stick to the creature present in Mystara sources: in this case 2d8 dice could be rolled

To determine the monster or creature actually encountered, use Table E. Note that it could be useful to roll first the Creature, and then determine its 'story' from tables C and D subsequently.

Sources of creatures:

All non-specified creatures are from Rules Cyclopeda (and BECMI sets). Other sources are indicated as:

- HW *Hollow World* boxed set and modules
- SC Savage Coast Monstrous Compendium
- DA# *Blackmoor* modules series
- B# *Basic* modules
- X# *Expert* modules
- CM# *Companion* modules
- M# *Master* modules
- IM# Immortal modules
- GAZ# Gazetteers
- CC Creature Catalog 1993
- AC9 Creature Catalogue
- CoM *Champions of Mystara* boxed set
- TR *Thunder Rift* material
- MMC AD&D *Mystara Monstrous Compendium*

Table E1 Constructs

I've divided them more or less by theme. The golems and gargoyles could be the more 'common' ones, while those listed under results 4 and 5 could have Elven, Alphantian, Nithian or Herathian origins depending on the type.



First 1d6 roll	Second roll, sub-types
1	Golem – roll 1d8 1 standard Golem 2 Golem, armour TR 3 Golem, bamboo TR 4 Golem, bone B7 5 Golem, Ganetra HWA3 6 Golem, glassine SC 7 Golem, red SC 8 Golem, Aelder SC
2	Gargoyle No subtypes except Kopoacynth (AD&D), aquatic
3	Blackmoorians – roll 1d4 1 Arakival (Pandius) 2 Automaton HW 3 Cyborg DA3 4 Robot DA3
4	Other wizard creations – roll 1d10 1 Phase stinger B12 2 Sabreclaw CM3 3 Skullwraith CM8 4 Guardian hand CM8 5 Bubbles B3 6 Magen B12 X2 CC 7 Manikin Gaz3 8 Enchanted armour CM7 9 Guardian warrior and horse CC 10 Living statue B9, B10, CC
5	Other special magical creations – roll 1d8 1 Critter temple SC 2 Heraldic servant SC 3 Naaruk SC 4 Swordsman, clockwork SC 5 Spider-spy SC 6 Omshirim SC 7 Silver warrior CC 8 Winged warrior B8, CC

Table E1 continues over ...

Table E1 continued ...

First 1d6 roll	Second roll, sub-types
6	Rare, gigantic or Extraplanar – roll 1d10
	1 Dusker M5
	2 Kirekan M3
	3 Huptzeen AC9
	4 Reflector AC9
	5 Drolem
	6 Beholder Undead
	7 Earthshaker CM4
	8 Juggernaut X4
	9 Iron Tyrannosaurus CM7
	10 Mek



Doppelgangers

Table E2 Shapeshifters

These creatures can change shape but are very different in behaviour, and all are mysterious in origin. They could be related to fairy folks, as drakes and pookas also can change shapes.

1d8 roll	Results with brief description
1	Adaptor - Alien race, intent on a mysterious quest to gather knowledge
2	Baldandar - Masters of illusions, collectors of magic, malevolent, often associate with humanoids
3	Doppelganger - Intelligent and evil, kill the victims to take their place
4	Metamorph - Protectors of nature, possibly linked to fairy folks
5	Mujina - Can imitate any human face, hate humans and often lead crime organizations
6	Polymar - A creature who can assume any shape and form social packs, apparently of low intelligence
7	Randara - Hunters and eaters of humans and humanoids, high intelligence
8	Special: Changeling, zargosian HWR3, Rakshasa (AD&D, but could have been present in ancient Sind)

Table E3 Planar and Space creatures

Origin 1d12	Second roll, creature
1	Plane of Air: roll 1d10: 1 Aerial servant 2 Djinni 3 Elemental 4 Elemental drake 5 Fundamental 6 Invisible stalker 7 Kal-muru 8 Plasm 9 Frost salamander 10 Sky wyrm (CoM)
2	Plane of Earth: roll 1d8 1 Desert Ghost 2 Elemental 3 Elemental drake 4 Fundamental 5 Horde 6 Kryst 7 Medusa 8 Plasm
3	Plane of Fire: roll 1d12 1 Efreeti 2-3 Elemental 4 Elemental drake 5 Fundamental 6 Helion 7 Lava Ooze 8 Phoenix 9 Plasm 10 Flame salamander 11 Flame wolf (M3) 12 Sollux
4	Plane of Water: roll 1d8 1 Elemental 2 Elemental drake 3 Fundamental 4 Hydrax 5 Plasm 6 Soo (IM p75) 7 Undine 8 Water weird B7

Origin 1d12	Second roll, creature
5	Others/Space: ^a Outsider (Planescape) Outsider (Spelljammer) Oard (CM6)
6	Ethereal/Spirit: roll 2d8 2 Ebon tiger (MMC) 3 Animal spirit 4 evil spirit 5 nature spirit (GAZ12) 6 Spirit wallaran (SC) 7 Ether weird (GAZ4) 8 Plasm 9 Planar Spider ^b 10 Soul render (Pandius) (IM1 has also a table on page 38 including also 11 Apparition 12 Blackball 13 Diaboli 14 Poltergeist 15 Snakemen (IM1) 16 Spectral hounds).
7	Astral: roll 2d8 2 Nipper (IM) 3 Protean (IM) 4 Prying eyes (CM8) 5 Repeater (IM) 6-7 Planar spider (IM1 has a table on page 37 listing also 8 Adaptor 9 Draeden 10 Dragons 11 Flickers 12 Immortals 13 Jumper 14 Diaboli 15 Soo 16 Titan

Table E3 continues over ...

Table E3 continued ...

Origin 1d12	Second roll, creature
8	Dream/Faerie: ^c Parparit (Pandius), Protector (B3), Wychlamp, and see also Fairies below
9	Shadow: ^d Symbiont, shadow (SC), Shadow
10	Outer Planes: roll 1d20 1 Archon 2 Baak (WotI) 3 Blackball 4 Blue imp (GAZ3) 5 Draeden (thought) (WotI) 6 Flicker (energy) (WotI) 7 Homunculus (MMC) 8 Immortal servant (Pandius) 9 Imp 10 Jumper (time) (WotI) 11 Megalith (IM) 12 Monster ruler (WotI) 13 Notion (WotI) 14 Repeater (IM) 15 Servitor (WotI) 16 Shedu greater (SC) 17 Spectral hound 18 Titan (WotI) 19 Tonal (IM) 20 Vortex creature (IM)
11	Entropy: roll 1d6 1 Death fiend 2 Fiend lesser (WotI) 3 Fiend narvaezan (SC) 4 Leech legacy (SC) 5 Red imp (GAZ3) 6 Utukku (SC)

Origin 1d12	Second roll, creature
12	Nightmare dimension: roll 1d12 1 Abelaat (Pandius) 2 Brain collector, 3 Chaos whelp (Pandius) Diabolus 4 Eater of magic (CM8) 5 Malfera 6 Mind melter (Pandius) 7-8 Nightmare creature (IM) 9 Nightmare horse 10 Portal monster (TR) 11 Soul eater 12 Tzitzimitl (HWR1)

Notes to Table E3

- ^a Also see [THRESHOLD Magazine issue #15](#) for inhabitants of Mystaraspace and beyond.
- ^b Also see *DRAGON Magazine* issues #170 and #180 which had articles about inhabitants of the Ethereal Plane
- ^c Not official in BECMI material, possibly a part of the Ethereal
- ^d Again not official but supposed by fans, possibly another part of the Ethereal

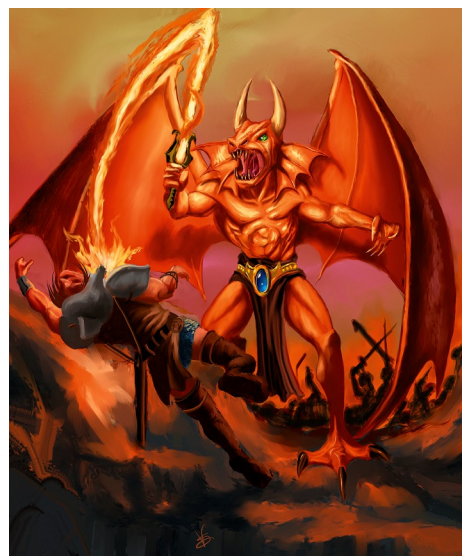


Table E4 Undead

Here I've decided to divide them into common, rare and special, the latter being the marine undead and those appearing in *Savage Coast* products.

1d6 roll	Result
1-3	Table E4 A Common undead
4-5	Table E4 B Rare undead
6	Table E4 C Sea or special

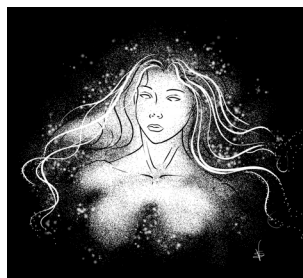


Table E4 Common Undead

1d20 roll	Result
1	Banshee
2	Darkhood (CC)
3	Death leech (CC)
4	Ghost
5	Ghoul
6	Ghostly horde (CC)
7	Lich
8	Mummy
9	Nosferatu (CC and Gaz1)
10	Phantom
11	Poltergeist
12	Reverer (CC)
13	Shadow
14	Skeleton
15	Spectre
16	Vampire
17	Wight
18	Wraith
19	Wyrd (CC and Gaz5)
20	Zombie

Table E4B Rare Undead

1d20 roll	Result
1	Agarat (X8 AC9)
2	Chimera undead X11
3	Dragon, night CoM
4	Dragon undead CC
5	Dusanu CC
6	Forbidding soul (Pandius)
7	Gray philosopher CC
8	Nightshade (Nightcrawler, Nightwalker, Nightwing)
9	Pegataur undead and Sphimera undead PC2
10	Possession AC9
11	Sacrol AC9
12	Skeletal beast X11
13	Spirit (Druj, Odic or Revenant)
14	Topi CC
15	Undead carcass PC2
16	Vapour ghoul AC9
17	Zombie Lightning WotI
18	Discorporate HW
19	Sun-Wight HW
20	Undecayed, Uncorporeal and Ancient Dead †

Notes to Table E4B

† See [“Undead of Elegy Island”](#) by Giampaolo Agosta, John Calvin and Francesco Defferari in *THRESHOLD Magazine* issue #13

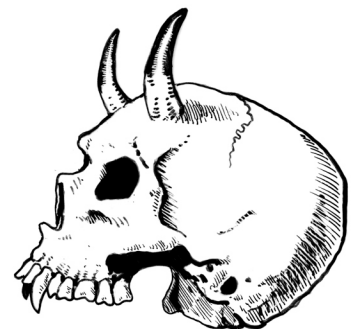


Table E4C Special Undead

First roll 1d6	Second roll
1-2	Sea (variants could be used also in freshwaters): roll 1d6
	1-2 Mesmer, sea CC 3-4 Phygorax, sea AC9 5-6 Velya, sea or swamp CC
3-6	Savage Coast (variants could be used in other regions of Mystara): roll 1d8
	1 Arashaeem SC 2 Cursed one SC 3 Deathmare SC 4 Lich inheritor SC 5 Spirit, heroic SC 6 Spawn of Nimmur SC 7 Yeshom SC 8 Zombie red SC

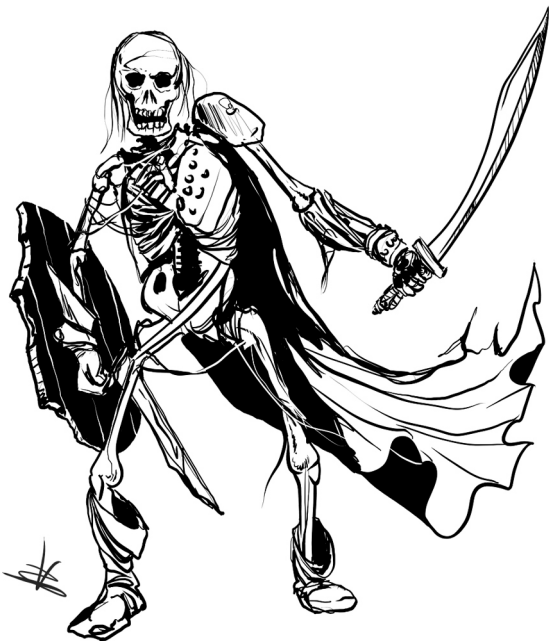


Table E5 Ooze

1d10 roll	Result
1	Amoeba giant
2	Black pudding
3	Diger B3
4	Gelatinous cube
5	Gray ooze
6	Green slime
7	Kartoeba B10
8	Ochre jelly
9	Sand-star† HWR2
10	Yellow mold
11-12	Use a gigantic version of a creature from other 4 kingdoms of biology (besides fungi, plantae and animalia listed below), i.e. Bacteria, Archaea, Protozoa or Chromista, or simply 'infect' the PCs with something.



Notes to Table E5

† Technically a sort of starfish living in the desert, but similar enough in behaviour to oozes to be grouped here.

Table E6 Plants and Fungus

1d6 roll	Result
1-5	Table E6 A Common
6	Table E6 B Special and Sea

Table E6A Common plants and fungus

1d20 roll	Result
1	Amber lotus CC
2	Archer bush CC
3	Blast spore
4	Darksnap GAZ13
5	Grab grass
6	Fungoid CC
7	Fungus, Vermeil SC
8	Jupiter blood sucker B3
9	Killer tree CC
10	Malusite M3
11	Pimpernel, Scarlet SC
12	Purple moss B3
13	Rose, Gargoñan SC
14	Serpentweed CC
15	Shrieker fungus
16	Sirenflower CC
17	Sporacle
18	Strangle vine CC
19	Vampire rose Gaz3 and CC
20	Whipweed CC

Table E6B Special Plants and Fungus

1d10 roll	Result
1	Cestian gobbler CoM
2	Guardian tree CoM
3	Somnastis plant HW
4	Chimer HW
5	Crystalweed HW
6	Eyeweel SC
7	Strangleweed CC
8	Weed eel (aquatic) CC
9	Randomly selected animated plant (perhaps by using this Wikipedia data). For intelligent plant based creatures, see also the Fairies table.
10	Randomly selected animated fungus (see this Wikipedia entry) but for intelligent fungus also check the article " On the Myconids of Mystara " by Cab Davidson at the Vaults.



Table E7 Worms and Insects

1d6	Second roll
1-2	Worms: roll 1d12
	1 Annelid, great and Masher (CC)
	2 Boneless
	3 Caecilia
	4 Carrion Crawler
	5 Death worm (Pandius):
	6 Echyran (SC)
	7 Leech, giant
	8 Leviathan (desert and marine)
	9 Purple worm
	10 Red worm or Fyrasnaca (CC)
	11 Slime worm (CC)
	12 Slug† giant and Slug giant freshwater (CM9).
3	Arachnids: roll 1d10
	1 Plopped spider (WotI)
	2 Rhagodessa
	3 Scorpion, giant
	4 Silk Spider swarm (DotE)
	5-6 Spider, giant (CC)
	7 Spider, giant sand (CoM)
	8 Spider, giant shroud (B10 and CC)
	9 Spider, huge wood (CC)
	10 Spider, white widow (TR)

1d6	Second roll
4-6	Insects: roll 2d8
	2 Ant, giant
	3 Bee, giant
	4 Beetle, giant
	5 Centipede, giant
	6 Dragonfly and Dragonfly nymph (MMC)
	7 Giant Tick
	8 Gridbug (HWA1)
	9 Herex and Herex larva (DA3)
	10-12 Insect swarm
	13 Locust, giant
	14 Robber fly
	15 Termite freshwater and sea
	16 Steam, weevil (CC)

This table lists those worms and insects in Mystara material; to create more of them, just roll on tables E17A and E17B below.

Note to Table E7

† Not technically worms, but gastropods.



Table E8 Fairies

2d12 roll	Result
2	Brownie
3	Centaur, Chevall or Nuckalavee
4	Coltpixy and Elven dog or other enchanted animal
5	Drake (woodrake, shadow-drake, coldrake)
6	Dryad, Hamadryad or Lilia (Pandius)
7	Flitterling (MMC)
8	Faedorne (CC)
9	Faerie
10	Faun or Actaeon (CC)
11	Hsiao (PC1)
12	Leprechaun (PC1)
13	Nixie
14	Pixie
15	Pooka (PC1)
16	Redcap (PC1 CC)
17	Shargugh (CC)
18	Sidhe (PC1)
19	Sprite
20	Tepictoton HW or other 'local' fairy
21	Treant or Gakarak (DA3 and CC) or Stolari [†] (Pandius), or other intelligent plant creature.
22	Unicorn
23	Wood imp, Bog and garden imp (PC1, CC and MMC)
24	Wychglow (CC)

Note to Table E8

[†] Cacti folk created by Gilles Leblanc (in [this article at the Vaults](#)), grouped here as intelligent plants even if not necessarily related to treants.

All fairies could be listed under other categories (demihumans, near humans, magical animals or shapeshifters) but I've listed here all the ones from PC1 and also those normally listed by canon and fans as fairy folk.

Table E9 Giants and Giant-kin

Giants could also fit under Humanoids, Demihumans and Near Humans, but given the size difference I thought it was more useful to leave them in their own category.



1d12 roll	Result
1	Athach
2	Cyclop
3	Hill Giant or Garl [†] (CC)
4	Rock Giant
5	Mountain Giant
6	Fire Giant
7	Frost Giant
8	Storm Giant or Sea Giant ^{††}
9	Cloud Giant
10	Hephaeston (CC)
11	Stalwart (AC9)
12	Ubue (B3)

Note to Table E9

[†] Described as 'primitive humans' but 'large' so fans consider them related to giants, but I have also included them in the 'humans and demihumans' table (E11)
^{††} Under the sea the 3-9 results are Sea Giant and the others aquatic version of Athach, Cyclop or Ubue

Table E10 Lizard kin and Amphibians

2d8 roll	Result
2	Carnifex (M3, Pandius)
3	Cay-man (CC, SC)
4	Chameleon men (CC, SC)
5	Gator man (CC, SC)
6	Kalihya (Pandius) or Serpentine† (Pandius) or Yuan-ti (AD&D)
7	Lamara (CC)
8	Lizard man
9	Lizardkin krolli (SC)
10	Pteryx†† or Saurial (FR)
11	Sis'thik (CC)
12	Troglizard (Pandius)
13	Troglodyte
14	Frog-folk (DA2)
15	Newt (TR)
16	Turtle (CC and SC)



Note to Table E10

† Created by James Mishler in *“The Age of Blackmoor”* (at the Vaults) and inspired by the [Serpent Men of Conan](#). The AD&D and other editions Yuan-ti or other snake men statistics could be used for them.

†† Created by Sharon Dornhoff in *Hollow Moon* material and also developed by John Calvin aka *Chimpman*, see the article *“Pteryx of the Apennines”* at the Vaults, and the *“Return to the Hollow Moon”* article in *THRESHOLD Magazine* issue #2. Other Saurial as in the *Forgotten Realms* could exist in Mystara. Indeed, the Saurial of *Forgotten Realms* canonically came from another world..

Table E11 Humanoids, Demihumans and Near-humans

First roll 1d8	Second roll
1	Demihuman: roll 1d4 1 Dwarf 2 Elf or Ee'aar (SC) 3 Halfling 4 Gnome
2	Humanoid: roll 1d10 1 Bugbear 2 Gnoll 3 Goblin 4 Hobgoblin 5 Kobold 6 Ogre 7 Orc 8 Troll 9 Thoul, Troll, legacy or Fach-an ogre (SC) or other special 10 Beastman, Half-ogre or Half-orc or other hybrid ^a

Table E11 continues over ...



Note to Table E11

^a Beastman are the ancestors of humanoids, now present mostly in the HW, but some Outer world populations may still exist. Half-ogre are present in the Voyages of the Princess Ark (N'djatwa and the Tanagogre of Gombar and Suma'a), half-orcs were supposed by fans for example in the Adri Varma plateau (see *“The Oghriz”* by Christopher Cherrington at the Vaults) and many other places. Other hybrids are likely as well.

Table E11 continued ...

First roll 1d8	Second roll
3	Near-human or Demianimal: roll 2d12
	2 Actaeon ^b 3 Bunrab (Pandius) 4 Cryion (CC) 5 Enduk (SC) 6 Faenare (PC2) 7 Giff ^c (AD&D) 8 Goatman (SC) 9 Gyerian (CC) 10 Harpy 11 Hutaakan (B9, CC, HW) 12 Jorri (SC) 13 Lupin (CC, SC) 14 Lycanthrope (werewolf, werebear, werefox, weretiger, werebat, wererat, devil swine, werewolf (HW), werejaguar (HW) 15 Minotaur 16 Mythu'nn folk (SC) 17 Mugumba mud-dwellers (CoM) 18 Nagpa (X4 and CC) 19 Neshezu (SC) 20 Pachydermion (CC) 21 Pegataur 22 Phanaton (CC and SC) 23 Rakasta (CC and SC) 24 Ratling (TR)
4	Simian and Hominids: roll 1d6
	1 Ape, snow 2 Ape, white 3 Baboon, rock 4 Garl CC or Gruquotec (HW) 5 Neanderthal 6 Sasquatch

First roll 1d8	Second roll
5	Arachnids and Insectoids: roll 1d6
	1 Aranea (CC and SC); 2 Hivebrood (CC); 3 Manscorpion (CC and SC); 4 Arachnotaur (Pandius) 5 Refractor (HWR2) 6 Antmen ^d
6	Others, planar: roll 1d6
	1 Bargda CC 2 Bhut (X4 and CC) 3 Gremlin 4 Sollux (CC) 5 Tabi (X4 and CC) 6 Other D&D editions races: Dragonborn, Tiefling, Genasi.
7	Silicans: roll 1d6
	1-2 Geonid (CC) 3-4 Rockman (CC) 5-6 Sand folk (DA3)
8	Sea: roll 1d12
	1 Crabman ^e (AD&D) 2 Kna (CC) 3 Kopru (CC) 4 Merman (CC) 5 Shark kin (CC) 6 Snapper (CC) 7 Triton (CC) 8 Sea giant (CC) 9 Aquatic elf or nixie 10 Omm-wa (SC) 11 Sea hermit (SC) 12 Wereshark or Wereseal

Notes to Table E11

^b Also listed under Fairies above.

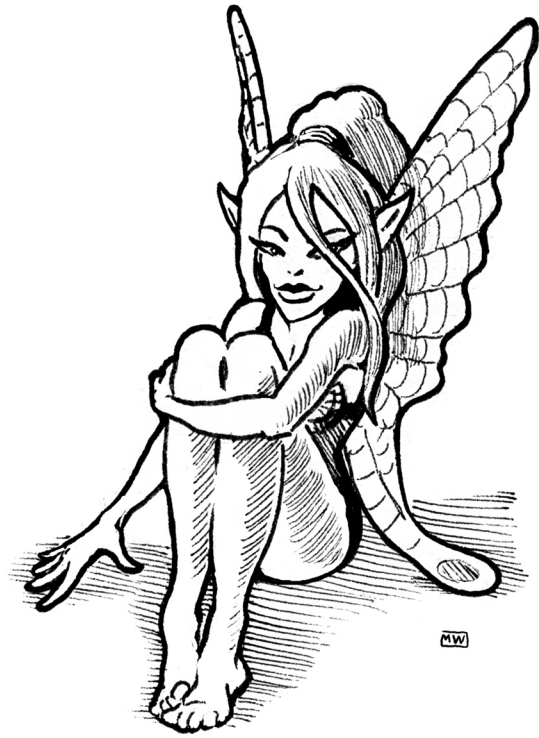
^c As one appears in the 1994 *First Quest* Boxed set

^d Placed by fans in Davania - see "[Thoughts about Platea, summary 2](#)" by LoZompatore at the Vaults

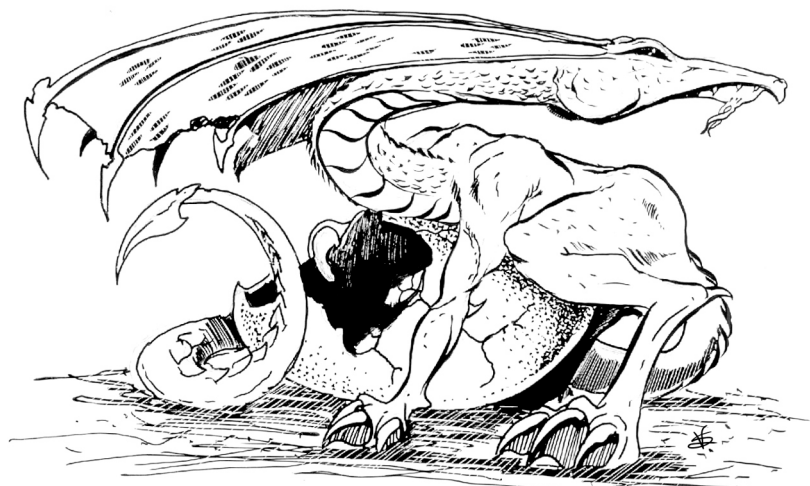
^e Mentioned in GAZ2: "*The Emirates of Ylaruam*".



Lupin



Fairy



Dragon

Table E13 Humans or other dominant race in the area

Sub-table 3 on page 97 of the *Rules Cyclopedica* is dedicated to encounters with Humans, listing bandits, traders, adventurers, nobles, pirates and buccaneers, fighters, clerics, magic users, berserkers, cavemen by terrain type.

The table could be adjusted to the dominant species in the place where the PCs are travelling, for example elves in Alfheim and rakasta in Bellayne and thus working as a 'companion table' to the previous one.

There is also sub-table 10 on page 98, Castle encounters by occupation, and table 11, City encounters by profession.

An alternative could be to divide the encounters with humans (or any other dominant population) by the likely social composition:

1d100 roll	Result (roll as shown for-number appearing)
1-85	1d12 Peasants or common workers
86-91	1d20 Traders, probably with carriage or caravan if appropriate
92-96	1d20 Bandits or Pirates
97-99	1d12 Adventurers or individual(s) of a specific class (Wizard, Cleric and so on)
00	1d20 Noble or ruler, likely with guards and servants

Table E14 Intelligent monsters and animals

First roll 1d6	Second roll
1-2	Intelligent monsters: roll 2d8
	2 Beholder 3 Crone of Chaos (CC) 4 Dark wing (CC) 5 Decapus land (B3, CC) 6 Deep Glaurant (GAZ8,CC) 7 Dragon, red hawk (SC) 8 Eagle, great 9 Fish, talking ^a (PC1) 10 Frelon (SC) 11 Hag 12 Hellhound 13 Medusa 14 Sphinx 15 Scamille (CC) 16 Wurmling (SC)
3-4	Dragons: roll 1d12
	1 White 7 Ruby 2 Black 8 Crystal 3 Green 9 Onyx 4 Blue 10 Jade 5 Red 11 Sapphire 6 Gold 12 Amber
5-6	Sea: roll 1d10
	1 Beholder, aquatic (CC) 2 Decapus, marine (CC) 3 Devilfish (CC) 4 Dolphin noble or Narwhal 5 Dragon, sea (CC) 6 Dragon turtle 7 Fish, talking (PC1) 8 Hag, sea 9 Kla'a-tah turtle (SC) 10 Shimmerfish dolphin (SC)

Note to Table E14

^a Freshwater version

The creatures listed in Table E14 are not considered in the previous two tables because they are non-social or only partially so, i.e. they tend not to form cities or communities, but the DM can obviously decide otherwise and surprise the party with a city inhabited by medusa, dragons or beholders.

Table E15 Magical or special creatures

This table includes the non intelligent and non-social creatures which are often labelled as monsters and do not fit in other categories, such as giant animals. They could be of otherworldly or magical origin but really each one of them could have a different origin. For best use of this table I've decided to divide them by environment.

1d6 roll	Result
1-2 land, lava or fresh-water	See Table E15A
3-4 flying	See Table E15B
5-6 sea, swimming	See Table E15C



Table E15A Magical creatures of land, lava and freshwater

3d10 roll	Result
3	Ash crawler (CC)
4	Baric rat (B3)
5	Basilisk
6	Beetle earthquake (CC)
7	Blink dog
8	Choker Gaz8 and (CC)
9	Cockatrice
10	Displacer beast
11	Galumph (TR)
12	Gargantuan
13	Hook beast, hook horror and hulker (CC)
14	Hynosnake (CC)
15	Lava lizard (CC)
16	Lava fish (GAZ13)
17	Leveller elephant (AC9)
18	Hydra
19	Nekrozon (Catoblepas) (AC9)
20	Owl bear
21	Piranha bird (CC)
22	Rockfang (GAZ8)
23	Roper (CC)
24	Rust monster
25	Snake, giant marble (B3)
26	Surtaki (CC)
27	White-fang (CC)
28	Wynzet SC
29	Xytar (CC)
30	Yowler (CC)

Table E15B Magical flying creatures

2d12 roll	Result
2	Bat, zargosian (HW) or Moan bird (HW) or Feathered serpent (HW) or Viper, flying (HW).
3	Chimera
4	Dragon, pocket (CC)
5	Dragonne (CC)
6	Feywing (GAZ8) (CC)
7	Gargantuan, flying
8	Gorgon
9	Ghriest (SC)
10	Griffon
11	Hippogriff
12	Manticore
13	Nightgleet (GAZ8)
14	Pegasus
15	Roc
16	Seergar (GAZ8)
17	Simasus (Pandius)
18	Skinwing (GAZ13)
19	Skinwing bat (SC)
20	Stirge
21	Thunderhead (CC)
22	Tyminid (SC)
23	Vulturehound (SC)
24	Wyvern

**Table E15C
Magical and special sea creatures**

1d4 roll	Result
1	Glutton, sea (SC)
2	Kraken (CC)
3	Sea horse (CC)
4	Sea serpent (CC)

**Table E16
Giant animals, Hollow World & Past ages**

A list of the common monsters in the *Hollow World* is on page 30 of the boxed set. Many of these animals can also be encountered in 'Lost world' regions such as the *Isle of Dread* and many regions of Davania and Northern Brun. Giant animals are in the same category as they could be considered survivors of previous times, even the most common ones. Anyway the DM could decide that those listed in the HW material only are extinct in the Outer world, or at least much less common.

Note that some other specific Hollow World creatures are also listed in the tables above: Golem, Ganetra, Automaton or other special golems (Constructs), Changing, zargosian (Shapeshifter), Tzitzimitl (Outsider) Discorporate and Sun-Wight (Undead) Somnastis plant, Chimera, Crystalweed (Plants) Tepictoton (Fairy) Gruquotec, Werehawk, Werejaguar, Refractor (Demihumans and near humans) Bat zargosian (Magical creature).

Then there are the specific 'prehistoric creatures' described in the *Rules Cyclopedica*, the *Hollow World* boxed set or other modules. Giant insects, spiders and oozes (see tables above) are also appropriate for similar environments and past ages.

1d4 roll	Result
1	See Table E16A Giant and ancient birds and mammals
2	See Table E16B Giant and ancient and special reptiles
3	See Table E16C Dinosaurs
4	See Table E16D Giant and ancient sea and aquatic creatures

Table E16A
Giants and ancient birds and mammals

3d12 roll	Result
3	Auroch (HW)
4	Bat giant or Bat steam (GAZ13)
5	Bear cave (HW)
6	Beaver giant (Pandius)
7	Bekkah panther (CC)
8	Bison giant (HW)
9	Boar, great (GAZ12)
10	Elk giant (X1,(CC)
11	Elven warhorse (GAZ5)
12	Ferret giant
13	Grangeri (CC)
14	Magpie giant (CC)
15	Megatherium (CC) or Sloth, Vulcanian (<i>DRAGON</i> #161)
16	Grazer (DA3)
17	Hawk giant (CC)
18	Hound amorian, (HW)
19	Mammoth (HW)
20	Marmoset monkey, giant (B3)
21	Otter giant (Pandius)
22	Owl giant (CC)
23	Phororhacos (X1, HW)
24	Porcupine giant (CC)
25	Rat giant
26	Reindeer giant (HW)
27	Skunk giant (CC)
28	Shrew giant
29	Spotted lion
30	Sprackles bird (WotI)
31	Titanothere (CC)
32	Weasel giant
33	Wolf, arctic (HW)
34-36	Other extinct animals, see table E16E below

Table E16B
Giant and ancient amphibians and reptiles

2d12 roll	Result
2	Bounder lizard (HW)
3	Camarilla lizard (DA3)
4	Cave cambo snake (TR)
5	Crocodile giant
6	Crocodile, Phobosuchus (HW)
7	Flapsail (HW)
8	Frog giant poisonous (CC)
9	Frog, killer (DA2)(
10	Lizard, giant
11	Lizard, thumper (HW)
12	Lizard, Rockhome (GAZ6)
13	Lochnar (X13)
14	Snake giant anaconda (CoM)
15	Snake giant boa (CoM)
16	Snake rock python
17	Snake giant rock rattler
18	Snake, rainbow viper (CoM)
19	Snake, tik polonga (CoM)
20	Snake, white cobra (HW)
21	Skitterling lizard (GAZ13)
22	Toad giant
23-24	Others, see Table E16E below.

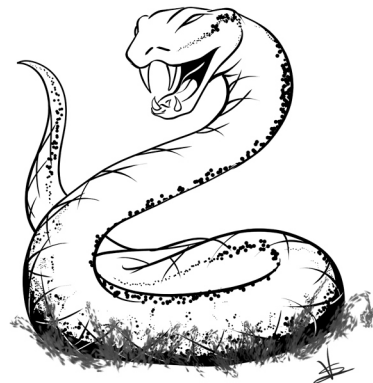


Table E16C Dinosaurs

1d20 roll	Result
1	Dinosaur, carnivore: Allosaurus
2	Dinosaur, carnivore: Tylosaurus
3	Dinosaur, carnivore: Tyrannosaurus
4	Dinosaur, carnivore: Velociraptor
5	Dinosaur, herbivore: Ankylosaurus
6	Dinosaur, herbivore: Brontosaurus
7	Dinosaur, herbivore: Dimetrodon
8	Dinosaur, herbivore: Trachodon
9	Dinosaur, herbivore: Stegosaurus
10	Dinosaur, herbivore: Triceratops
11	Archeopteryx (HW)
12	Giant pteranodon
13	Pachycephalosaurus (HW)
14	Pisanosaurus (HW)
15	Dream-hunter (Deinonychus) (HW)
16-20	Others, see Table E16E below.



Table E16D

Giant and ancient sea or freshwater animals

1d8 roll	Result
1	Archelon turtle (Pandius) or Turtle, giant snapping (CM9)
2	Carp, gargantuan
3	Crab, giant and Crab, ice (MMC)
4	Dinosaur aquatic: plesiosaur (HW)
5	Dinosaur aquatic: tanystropheus (HW)
6	Dinosaur ichtyosaurus (HW)
7	Dinosaur, nothosaurus (HW)
8	Eel, electric or Eel, giant swamp (CM9)
9	Fish giant (CC)
10	Jellyfish giant (CC) (MMC) or Jellyfish, agrisian (HW)
11	Lamprey giant (Pandius)
12	Octopus, giant (CC)
13	Oyster, giant (CC)
14	Piranha giant (CC)
15	Squid giant (CC)
16-20	Others see Table E16F below

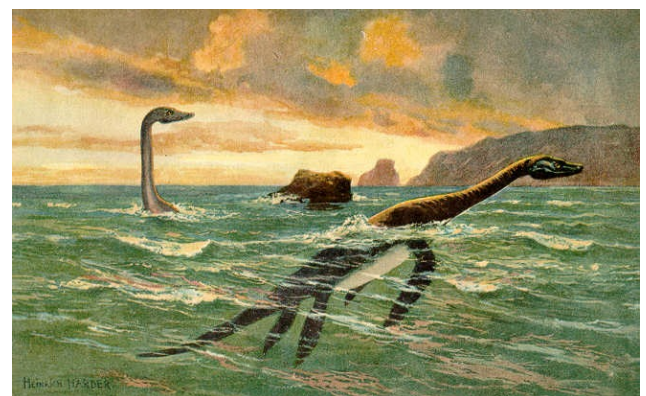


Table E16E

Other prehistoric land & flying creatures

Several Wikipedia pages could be used to randomly select a prehistoric creature which would be appropriate in the *Hollow World* or in any secluded land like the Isle of Dread. They are all listed in Wikipedia's [Lists of prehistoric animals page](#) and each sub-page has illustrations too. For simplicity, the DM can simply use an appropriate stat of the creatures above in tables E16 and change only the appearance of the creature.

1d10 Roll	Result
1	Amphibians: see Wikipedia
2	Insects: see Wikipedia
3	Mammals, except for primates, cetaceans and seals: see Wikipedia
4	Primates: see Wikipedia
5	Birds: see Wikipedia
6	Crurotarsans: see Wikipedia
7	Pterosaurs: see Wikipedia
8-10	Dinosaurs: see Wikipedia with further possible division by region/continent: North and Central Brun South west Brun and western Davania Central and Southern Davania Eastern Davania South east Brun and Eastern Davania North west Skothar and East Brun Eastern Skothar

Table E16F

Other giant and prehistoric sea creatures

1d20 roll	Result
1	Annelids, Barnacles, Corals, Echinoderms (starfish and sea cucumbers), Brittle stars, Bryozoa, Chitons, Sponges ^a
2	Eurypterid: see Wikipedia
3	Trilobites: see Wikipedia
4	Mosasaur: see Wikipedia
5	Ichthyosaur: see Wikipedia
6	Plesiosaurs: see Wikipedia
7	Malacostracans (crustaceans): see Wikipedia
8	Medusozoan: see Wikipedia
9	Mollusks, squids, octopuses: see Wikipedia and nautiloids: see Wikipedia
10	Sarcopterygii: see Wikipedia
11	Bony fish: see Wikipedia
12	Cartilaginous fish: see Wikipedia
13	Jawless fish: see Wikipedia
14	Acanthodii: see Wikipedia
15	Conodonts: see Wikipedia
16	Placoderms: see Wikipedia
17	Pinnipedimorpha (ancient seals): see Wikipedia
18	Cetacea Archaeoceti: see Wikipedia
19	Cetacea Mysticeti: see Wikipedia
20	Cetacea Odontoceti: see Wikipedia

Note to Table E16F

^a Normally small, harmless and beautiful sea creatures, but obviously a fantasy world should have gigantic and poisonous variants: see ['other marine animals'](#) at Wikipedia

Table E17 Common Animals

The following tables could be used to simply create some 'scenery' as the PC's are travelling, to alternate non-dangerous encounters to more dangerous ones, or to create monstrous versions of common animals. To have BECMI or AD&D statistics, the simplest solution is to copy the most similar creature of the previous tables E16. Real world animals can also be used to create intelligent near humans as those in table E11 above, and to create sub-species or sub-cultures of existing near humans races, such as gyerians and turtles.

Real world animals inspiration for Mystara animals

- Besides the obvious presence of magical and extinct creatures in Mystara, the distribution of animals is quite different, with european and north-american animals overlapping in Brun and Skothar, so in Brun (that would be Mystaran north america) there are typical eurasian animals like horses, hedgehog, tigers, elephants, wild antelopes and goats, eur-asian-african animals like camels and african animals like hyenas. The Savage Coast has even south american and australian animals. But it's not really necessary that Mystara animals mirror those on Earth, as in the past of our planet elephants lived in continents where they are now long extinct, such as in North America and Europe, and the same is valid for many other animal species and genera. But to maintain some differences between the major continent and areas and following canon as much as possible, the DM could decide to establish some equivalences:

- - Brun could have a mostly European-like fauna in the east (with some exceptions like tigers and lions surviving in some regions, as the Caspian Tiger² and the European Lion³ did.
- - Western Brun and the Eastern Savage Coast could have mostly Northern and Central American fauna.
- - Western Savage Coast and Arm of the Immortal could have lots of marsupials and Australian fauna, but also some American like fauna.
- - The unique fauna of New Guinea⁴ would be appropriate for Herath and the Orc's Head Peninsula.
- - Western Davania fauna could be mirrored mostly on the South American one, but possibly with many more surviving marsupials, extinct in the real world.
- - Eastern Davania fauna could be mirrored mainly on the African one.
- - The Alphatian sea region could be mirrored on the Caucasus, i.e. a border zone between European and Asian animals, but keeping alive those extinct in the real world. So Alphatia, Bellisaria and the other island could have populations of aurochs, bisons, deers, turs, mouflons, chamois, wild goats, gazelles, otters, elks, camels, bears, wolves, tigers, lions, leopards, lynxes, seals, ostriches and a lot of other birds. Ancient Caucasus had also elephants, giant rhinoceros and cave hyenas, so the DM may have them surviving in modern Alphatia.
- - Skothar's fauna could be easily modelled on Asia while the Farend ocean could have a fauna similar to the one in real world Polynesia.

The random selection of animals for encounters below is based on the scientific classification, but the probability of encoun-

² See [Wikipedia](#) entry

³ See [Wikipedia](#) entry

⁴ See [Wikipedia](#) entry

ters takes into account their probable size. In fact, even if giant worms and insects do exist on Mystara, too many encounters with them in play would be a little too weird, as most of them are small and harmless creatures.

The probability does not mirror at all the real prevalence of classes and species, but it is chosen to provide diversity, so it should be changed at will by the DM.

Table E17 Common Animals

1d10 roll	Result
1	Annelids, Nematodes and Platyhelminthes: worms, but of three different phylum. Live on land, sea and freshwater, more than 60,000 different species, see table E17A
2-4	Arthropods, i.e. insects and crustaceans, the biggest group with 1,257,000 known species, see table E17B
5	Bryozoa, Cnidaria, Echinoderms, Rotifers and Sponges: five different phylum, living only in the seas and freshwaters, more than 41,000 different species, see table E17C
6-9	Chordates, i.e. the ones we commonly call animals, from fish to reptiles, birds and mammals, more than 60,000 species, see table E17D
10	Molluscs, from snails to octopuses, more than 100,000 species on land and water, see table E17E

Table E17A Worms

1d6 roll	Result and sub-roll
1-2	Anellid: roll 1d6 1 Anellid, Polychaeta 2 Anellid, Oligochaeta – earthworms 3 Anellid, Branchiobdellida 4 Anellid, Hirudinea – leeches 5 Anellid, Sipuncula 6 Anellid, Machaeridia
3-4	Nematode roll 1d4 1 Nematode, Dorylaimida 2 Nematode, Enoplea 3 Nematode, Secernentea 4 Nematode, Chromadorea
5-6	Flatworm: roll 1d4 1 Flatworm, Turbellaria 2 Flatworm, Trematoda 3 Flatworm, Monogenea 4 Flatworm, Cestoda

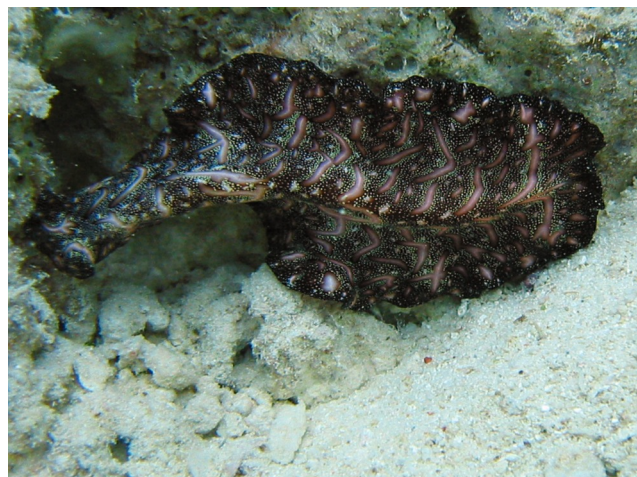


Table E17B

Insects, spiders and crustaceans

1d 20 roll	Result and sub-roll
1	Sea arthropods (extinct in the real world): 1d12 roll 1 Dinocaridida 2 Isoxys 3 Megacheira 4 Kiisortoquia 5 Fuxianhuiida 6 Artiopoda (trilobites) 7 Habelia 8 Sanctacaris 9 Mandibulata Aquilonifer 10 Mandibulata Euthycarcinoidea 11 Pancrustacea Hymenocarina 12 Mandibulata Crustacea Thylacocephala
2	Chelicerata Euchelicerata : 1d6 roll 1 Dibasterium and Offacolidae (marine, extinct) 2-4 Xiphosura (horseshoe crabs) 5-6 Eurypterida and Chasmataspidida (extinct)
3	Chelicerata Pycnogonida Sea spiders
4-5	Chelicerata Arachnids (100,000 species): 1d20 roll 1-2 Scorpiones 3 Opiliones (harvestmen) 4 Pseudoscorpiones 5 Solifugae (sun spiders) 6 Palpigradi (microwhip scorpions) 7 Trigonotarbida and Haptopoda (extinct) 8-13 Araneae (spiders) see subtable E17B1 below 14 Amblypygi (whip spiders)

1d 20 roll	Result and sub-roll
4-5	Chelicerata Arachnids (100,000 species): 1d20 roll 15 Thelyphonida (whip scorpions) 16 Schizomida 17 Ricinulei (hooded tickspiders) 18-20 Anactinotrichida and Acariformes (ticks and mites, a lot of species, but usually very small)
6-7	Mandibulata Myriapoda (millipedes and centipedes): 1d8 roll 1-2 Chilopoda 3-5 Diplopoda 6 Pauropoda 7 Symphyla 8 Arthropleuridea (extinct)
8-9	Mandibulata Crustacea : 1d12 roll 1 Branchiopoda (freshwater small shrimp) 2 Remipedia 3 Cephalocarida 4 Maxillopoda (barnacles and others), 5-6 Ostracoda (70,000 species, mostly very small) 7 Malacostraca Hoplocarida 8 Malacostraca Phyllocarida 9-12 Eumalacostraca (crabs, shrimps, lobsters and others) see subtable E17B2 below
10	Mandibulata hexapoda entognatha Collembola (springtails), Diplura (“two-tail”) and Protura (“first-tail”)
11-20	Mandibulata hexapoda insecta The biggest group with one million species, see Subtable E17B3 insects

Subtable E17B1 Spiders

1d8 roll	Result
1	Mesothelae
2	Mygalomorphae
3	Araneomorphae Hypochiloidea
4	Araneomorphae Austrochiloidea
5	Araneomorphae Haplogynae
6-8	Araneomorphae Entelegynae

**Subtable E17B2
Crustacea Eumalacostraca**

1d8 roll	Result
1	Syncarida
2	Peracarida (including land, sea and freshwater isopods)
3	Eucarida Euphausiacea i.e. the small shrimps known as krill and similar Eucarida Amphionidacea
4	Eucarida Angustidontida (extinct shrimps)
5-8	Eucarida Decapoda (prawns, shrimps, lobsters, crabs): 1d10 sub-roll:
	1 dendrobranchiata
	2 stenopodidea
	3 caridea
	4 achelata
	5 polychelida
	6 astacidea
	7 axiidea
	8 gebiidea
	9 anomura
	10 brachyura

Subtable E17B3 Insects

The insect orders in the table below are in descending order of diversity, from the coleoptera with almost 400,000 species to the Mantophasmatodea with only 20, so obviously the percentage do not reflect the relative diffusion of each order.

1d100 roll	Result (and sub-roll)
1-38	Coleoptera (beetles): 1d10
	1 Adephaga
	2 Archostemata
	3 Myxophaga
	4 Polyphaga Bostrichiformia,
	5 Cucujiformia,
	6 Elateriformia,
	7-8 Scarabaeiformia,
	9 Staphyliniformia
	10 Protocoleoptera (extinct)
39-49	Lepidoptera , (moths and butterflies)
50-60	Diptera (flies) 1d20
	1 Ptychopteromorpha (phantom and primitive crane-flies)
	2 Culicomorpha (mosquitoes)
	3 Blephariceromorpha (net-winged midges etc)
	4 Bibionomorpha (gnats)
	5 Psychodomorpha (drain flies sand flies etc)
	6 Tipuloidea (crane flies)
	7 Stratiomyomorpha (soldier flies etc)
	8 Xylophagomorpha (stink flies etc)
	9 Tabanomorpha (horse flies snipe flies etc)
	10 Nemestrinoidea
	11 Asiloidea (robber flies bee flies etc)
	12 Empidoidea (dance flies etc)

Subtable E17B3 continued...

Subtable E17B3 continued...

1d100 roll	Result (and sub-roll)
50-60	Diptera (flies) 1d20
	<ul style="list-style-type: none"> 1 Ptychopteromorpha (phantom) 13 Aschiza 14 Phoroidea (flat-footed flies etc) 15 Syrphoidea (hoverflies) 16 Hippoboscoidea (louse flies etc) 17-18 Muscoidea (house flies dung flies etc) 19 Oestroidea (blow flies flesh flies etc) 20 Acalypratae (marsh flies etc)
61-69	Hymenoptera (wasps, ants and bees): 1d20
	<ul style="list-style-type: none"> 1 Symphyta(sawflies wood wasps) 2 Stephanoidea 3 Ichneumonoidea 4 Cynipoidea 5 Proctotrupoidea plus Diaprioida 6 Platygastroidea 7 Chalcidoidea 8 Chrysididae (jewel wasps) 9 Vespidae (yellowjackets hornets paper wasps) 10 Mutillidae (velvet ants) 11 Pompilidae (spider wasps) 12 Scoliidae 13-14 Formicidae (ants) 15 Sphecidae 16 Bembicinae 17 Pemphredoninae (aphid wasps) 18 Philanthinae 19-20 Anthophila (bees)

1d100 roll	Result (and sub-roll)
70-75	Hemiptera , (cicadas, aphids, bed bugs): 1d8
	<ul style="list-style-type: none"> 1-2 Fulgoromorpha (planthoppers) 3-4 Cicadomorpha (cicadas leafhoppers spittlebugs etc) 5 Coleorrhyncha (moss bugs) 6-7 Heteroptera (shield bugs assassin bug) 8 Sternorrhyncha (aphids)
76-77	Orthoptera (grasshopper and crickets): 2d8 roll:
	<ul style="list-style-type: none"> 2-3 Acridoidea – grasshoppers, locusts 4 Eumastacoidea – monkey or matchstick grasshoppers 5 Pneumoroidea – bladder grasshoppers 6 Pyrgomorpoidea – gaudy grasshoppers 7 Tanaoceroidea – desert long-horned grasshoppers 8 Tetrigoidea – ground-hoppers or grouse locusts 9 Trigonopterygoidea – leaf grasshoppers 10 Tridactyloidea – pygmy mole crickets and allies 11 Grylloidea – crickets, mole crickets 12 Hagloidea – grigs 13 Raphidophoroidea – camel crickets, cave crickets, cave weta 14 Schizodactyloidea – dune crickets 15 Stenopelmatoidea – weta and allies 16 Tettigonioida – katydids / bush cricket.

Subtable E17B3 continued...

Subtable E17B3 continued...

1d100 roll	Result (and sub-roll)
78	Trichoptera (caddisfly): 1d6
	1-2 Annulipalpia 3-4 Integripalpia 5-6 Spicipalpia
79	Blattodea (cockroaches and termites): 1d4
	1-2 Cockroaches 3-4 Isoptera (termites)
80	Odonata (dragonflies and damselflies): 1d6
	1-2 Epiprocta 3 Anisozygoptera, 4 Anisoptera, 5-6 Zygoptera
81	Neuroptera : 1d10
	1 Osmylidae 2-3 Mantispidae (mantidflies) 4 Ithonidae (moth lacewings) 5-6 Chrysopidae (green lacewings) 7 Nymphidae (split-footed lacewings) 8-9 Myrmeleontidae (antlions) 10 Ascalaphidae (owlflies)
82	Thysanoptera (thrips): 1d4
	1-2 Terebrantia 3-4 Tubulifera
83	Psocoptera (barkflies): 1d6
	1-2 Trogiomorpha 3-4 Troctomorpha 5-6 Psocomorpha
84	Phthiraptera (lice): 1d4
	1 Anoplura 2 Rhyncophthirina 3 Ischnocera 4 Amblycera
85	Plecoptera (stoneflies): 15 families

1d100 roll	Result (and sub-roll)
86	Ephemeroptera (mayflies): 1d6
	1-2 Pannota 3-4 Schistonota 5-6 Furcatergalia
87	Phasmatodea (stick insects): 1d6
	1-2 Agathemerodea 3-4 Timematodea 5-6 Verophasmatodea
88	Mantodea (Mantises) 30 families.
89	Siphonaptera (fleas) more than 2,000 species
90	Dermaptera (earwigs): 12 families
91	Mecoptera (scorpionflies): 1d8
	1 Eomeropidae 2 Bittacidae 3 Meropeidae 4 Choristidae 5 Apteropanorpidae 6 Panorpodidae 7-8 Panorpidae
92	Strepsiptera (endoparasites in other insects): roll 1d6
	1 Corioxenidae 2 Elenchidae 3 Halictophagidae 4 Myrmecolacidae 5-6 Stylopidae
93	Zygentoma (silverfish) 6 families.
94	Archaeognatha (bristletails): Machilidae and Meinertellidae
95	Embioptra , (webspinners) 11 families:
96	Megaloptera (alderflies) Corydalidae and Sialidae:
97	Raphidioptera (snakeflies): Raphidiidae and Inocelliidae
98	Zoraptera (angel insects)
99	Grylloblattodea (icebugs)
100	Mantophasmatodea



Striped anglerfish



Jellyfish



Crayfish



Sea spider



Rider on giant goat



Wasp



Spider

Table E17C Bryozoa, Cnidaria, Echinoderms, Rotifers and Sponges

1d8 roll	Result (and sub-roll)
1	Bryozoa : 1d4 1 Plumatellida 2 Cyclostomatida 3 Ctenostomata 4 Cheilostomata
2	Cnidaria Anthozoa (corals and anemones): 1d10 1 Actiniaria (sea anemones) 2 Antipatharia 3 Corallimorpharia 4 Scleractinia 5 Zoantharia 6 Alcyonacea 7 Helioporacea 8 Pennatulacea 9 Penicillaria 10 Spirularia
3-4	Cnidaria Medusozoa (jellyfish): 1d8 1 Hydrozoa 2-3 Cubozoa (box jellyfish) 4-5 Scyphozoa (true jellyfish) 6-7 Staurozoa (stalked jellyfish) 8 Polypodiozoa
5-6	Echinoderm (starfish and others): 1d8 1 Hemichordata 2 Homalozoa 3 Crinoidea (feather stars) 4 Holothuroidea (sea cucumbers) 5 Echinoidea (sea urchins etc) 6 Ophiuroidea (brittle stars) 7-8 Asteroidea (starfish)
7-8	Rotifers , microscopic, but giant versions could be used in play and Sponges (five classes)

Table E17D Chordates

1d10 roll	Result
1-2	Fish and other aquatic animals, see subtable E17D1
3-4	Amphibians, see subtable E17D2
5-6	Reptiles, see subtable E17D3
7-8	Birds, see subtable E17D4
9-10	Mammals, see subtable E17D5

Table E17D1 Fish and other aquatics

1d20 roll	Result
1	Leptocardii (lancelets) and Agnatha (lampreys and hagfish)
2	Vetulicoli and Tunicata (sea squirts)
3	Ancient fish (extinct in the real world): 1d8 roll: 1 Conodonta 2 Myllokunmingiida 3 Pteraspidomorphi 4 Thelodonti 5 Anaspida 6 Cephalaspidomorphi 7 Placodermi 8 Acanthodii
4-6	Chondrichthyes (cartilaginous fish i.e. sharks and rays): 2d8 2 Mongolepidida 3 Carcharhiniformes 4 Lamniformes 5 Orectolobiformes 6 Heterodontiformes 7 Squaliformes 8 Squatiniformes 9 Pristiophoriformes 10 Hexanchiformes 11 Myliobatiformes 12 Rajiformes 13 Rhinopristiformes 14 15 Torpediniformes 16 Chimaeriformes

Subtable E17D1 continued...

1d20 roll	Result
7	Sarcopterygii , 1d4 roll, 1-2 Coelacanth 3-4 lungfish
8	Actinopterygii Clastidia e Actinopteri: 1d4 roll, 1 Polypteriformes (bichirs reedfishes) 2 Acipenseriformes (sturgeons paddlefishes) 3 Lepisosteiformes (gars) 4 Amiiformes (bowfins)
9-10	Actinopterygii Elopomorpha : 1d4 roll, 1 Elopiformes (tenpounders tarpons) 2 Albuliformes (Japanese gissus and bonefishes) 3 Notacanthiformes (deep sea spiny eels) 4 Anguilliformes (true eels)
11	Actinopterygii Osteoglossomorpha : 1d4 roll, 1-2 Hiodontiformes (mooneyes) 3-4 Osteoglossiformes (bony-tongues, elephantfishes)
12	Actinopterygii Otocephala : 1d8 roll, 1 Clupeiformes (herrings) 2 Alepocephaliformes (slick-heads) 3 Gonorynchiformes (milkfish) 4-5 Cypriniformes (minnow carp loach) 6 Characiformes (tetras and piranhas) 7 Gymnotiformes (knifefish) 8 Siluriformes (catfish)

1d20 roll	Result
13-14	Actinopterygii Euteleostei 1d8 roll, 1 Lepidogalaxiiformes (salamanderfish) 2 Argentiniformes (marine smelts) 3 Galaxiiformes (whitebait and mudfishes) 4 Esociformes (pike) 5-6 Salmoniformes (salmon trout) 7 Stomiiformes (dragonfish) 8 Osmeriformes (smelt)
15-16	Actinopterygii Euteleostei Neoteleostei : 1d12, 1 Atelepodidae (jellynoses) 2 Aulopiformes (lizardfish) 3 Myctophiformes (lanternfish) 4 Lampriformes (oarfish opah ribbonfish) 5 Percopsiformes (troutperches) 6 Zeiformes (dories) 7 Stylephoriformes (tube-eyes thread-fins) 8 Gadiformes (cods) 9 Polymixiiformes (beardfish) 10 Beryciformes (alfonsinos; whalefishes) 11 Trachichthyiformes (pinecone fishes & slimeheads) 12 Holocentriformes (squirrelfish; soldier fishes)

Subtable E17D1 continued...

Subtable E17D1 continued...

1d20 roll	Result
17-20	Actinopterygii Euteleostei Neoteleostei Percomorpha , 1d100
	1-2 Ophidiiformes (cusk-eels)
	3-4 Batrachoididae (toadfishes)
	5-6 Gobiiformes (gobies)
	7-8 Kurtiformes (nurseryfishes, cardinalfishes)
	9-10 Scombriformes (tunas, mackerel)
	11-12 Syngnathiformes (seahorses, goatfishes)
	13-14 Synbranchiformes Anabantiformes
	15-16 Sphyraenidae (barracudas)
	17-18 Carangiformes (jacks)
	19-20 Istiophoriformes (billfish)
	21-22 Centropomidae (snooks)
	23-24 Pleuronectiformes (flatfish)
	25-26 Cichliformes
	27-28 Beloniformes
	29-30 Cyprinodontiformes
	31-32 Atheriniformes
	33-34 Ambassidae (Asiatic glassfishes)
	35-36 Congrogadidae (eel blenny)
	37-38 Pomacentridae (damselfishes)
	39-40 Embiotocidae (surfperches)
	41-42 Mugiliformes (mulletts)
	43-44 Lipogramma
	45-46 Plesiopidae (roundheads)
	47-48 Pseudochromidae (dottybacks)
	49-50 Blenniimorphae,
	51-52 Grammatidae (basslets),
	53-54 Opistognathidae (jawfishes),
	55-56 Gobiesociformes,
	57-58 Blenniiformes,
	59-60 Gerreidae,

1d20 roll	Result
17-20	Actinopterygii Euteleostei Neoteleostei Percomorpha , 1d100
	61-62 Uranoscopiformes (stargazers),
	63 Centrogenyidae,
	64-65 Labridae (wrasses),
	66-67 Centrarchiformes (blackbasses, temperate perches),
	68-69 Pempheriformes,
	70-71 Perciformes (perches, seabasses, sticklebacks, etc),
	72-73 Sillaginidae (smelt-whittings),
	74-75 Moronidae (temperate basses),
	76 Ehippiformes
	77-78 Chaetodontiformes (butterflyfishes),
	79 Sciaenidae (drums; croakers),
	80 Monodactylidae (moonfishes, fingerfishes),
	81-82 Acanthuriformes (surgeonfishes, ponyfishes),
	83-84 Emmelichthyidae (rovers),
	85-86 Pomacanthidae (angelfishes),
	87 Lutjaniformes,
	88 Callanthiidae (splendid perches),
	89 Malacanthidae (tilefishes),
	90 Lobotiformes,
	91-92 Spariformes (sea breams),
	93 Siganidae (rabbitfishes),
	94 Scatophagidae (scats),
	95 Priacanthiformes,
	96 Caproidae,
	97-98 Lophiiformes (anglerfishes),
	99-100 Tetraodontiformes (pufferfishes).

Table E17D2 Amphibians

1d12 roll	Result
1	Lepospondyli (extinct in the real world)
2	Temnospondyli (extinct in the real world)
3	Albanerpetontidae (extinct in the real world)
4	Gymnophiona (caecilians) 1d12 roll: 1 Eocaecilia (extinct), 2 Rubricacaecilia (extinct), 3 Rhinatrematidae, 4 Ichthyophiidae, 5 Scolecomorphidae, 6 Chikilidae, 7 Herpelidae, 8 Caeciliidae, 9 Typhlonectidae, 10 Indotyphlidae, 11 Dermophiidae, 12 Siphonopidae
5-6	Caudata (salamanders), 1d10 roll: 1 Triassurus, Egoria, Kulgeriherpeton, Marmorerpeton, Urupia, Karauridae (extinct) Urodela: 2 Cryptobranchidae (Giant salamanders) 3 Hynobiidae (Asiatic salamanders), 4 Ambystomatidae (Mole salamanders), 5 Amphiumidae (Congo eels) 6 Plethodontidae (Lungless salamanders), 7 Proteidae (Mudpuppies and olms), 8 Rhyacotritonidae (Torrent salamanders) 9 Salamandridae (Newts and true salamanders), 10 Sirenidae (Sirens)

1d12 roll	Result
7-12	Anura (frogs) 1d100 roll: 1 Ascaphidae 2-3 Bombinatoridae 4-5 Alytidae 6 Leiopelmatidae 7-8 Megophryidae 9 Pelobatidae 10 Pelodytidae 11-12 Pipidae 13-14 Rhinophrynidae 15 Scaphiopodidae 16-17 Palaeobatrachidae (extinct) 18 Amphignathodontidae (marsupial frogs) 19-20 Aromobatidae (skunk frog) 21-22 Arthroleptidae (squeakers) 23 Brachycephalidae (saddleback toads) 24-30 Bufonidae (true toads) 31 Calyptocephalellidae 32-33 Centrolenidae (glass frogs) 34 Ceratophryidae 35-40 Craugastoridae 41-44 Dendrobatidae (poison dart frogs) 45-47 Eleutherodactylidae 48 Heleophrynidae (ghost frogs) 49-50 Hemiphractidae 51 Hemisotidae (shovelnose frogs) 52-60 Hylidae (true tree frogs and relatives) 61-62 Hylodidae 63-66 Hyperoliidae (sedge frogs "bush frogs") 67-68 Leiuperidae

Subtable E17D2 continued...

Subtable E17D2 continued...

1d12 roll	Result
7-12	Anura (frogs) 1d100 roll: 69-71 Leptodactylidae (southern frogs tropical frogs) 72 Mantellidae 73-75 Microhylidae (narrow-mouthed frogs) 76-77 Myobatrachidae 78 Nasikabatrachidae 79 Petropedetidae (African torrent frogs) 80 Pseudidae (swimming frogs) 81-82 Pyxicephalidae 83-93 Ranidae (true frogs) 94 Ranixalidae 95-96 Rhacophoridae (shrub frogs "bush frogs" "moss frogs") 97 Rhinodermatidae (Darwin's frogs) 98 Sooglossidae (Seychelles frogs) 99-100 Strabomantidae



Table E17D3 Reptiles

1d10 roll	Result
1	Rhynchocephalia , only one species left, the tuatara, but multiple extinct species
2	Squamata Amphisbaenians (worm lizards) and Dibamidae , 1d8 roll: 1-2 Amphisbaenidae 3 Bipedidae 4 Blanidae 5 Cadeidae 6 Rhineuridae 7 Trogonophidae 8 Dibamidae
3	Squamata Ophidia (snakes) 3d12: 3 Leptotyphlopidae 4 Anomalepididae 5 Typhlopidae 6 Anilius 7 Tropidophiidae 8 Uropeltidae 9 Anomochilus 10 Cylindrophis 11-12 Pythonidae 13 Xenopeltis 14 Loxocemus 15 Acrochordidae 16 Xenodermidae 17 Pareidae 18-20 Viperidae 21 Homalopsidae 22-23 Lamprophiidae 24-26 Elapidae 27-29 Colubridae 30-31 Boidae 32 Erycinae 33 Calabaria 34 Ungaliophiinae 35 Sanzinia 36 Candoia.

Subtable E17D3 continued...

Subtable E17D3 continued...

1d10 roll	Result
4	Squamata Gekkota (geckos), 1d8 roll: 1 Diplodactylidae 2 Pygopodida 3 Carphodactylidae 4 Eublepharidae 5 Sphaerodactylidae 6 Phyllodactylidae 7-8 Gekkonidae
5	Squamata Scinciformata (skinks): 1d8 roll: 1-5 Scincidae 6 Cordylomorpha 7 Xantusiidae 8 Cordylidae
6	Squamata Lacertoidea (lizards, excluding Amphisbaenia): 1d6 roll: 1 Alopoglossidae 2 Gymnophthalmidae 3 Teiidae 4-6 Lacertidae
7	Squamata Anguimorpha (excluding snakes): 1d10 1 Anguinae (slow worms) 2 Diploglossinae (galliwasp) 3 Gerrhonotinae (alligator lizards) 4 Xenosaurus 5 Shinisaurus 6 Heloderma 7 Lanthanotus 8-9 Varanus (monitor lizard) 10 Aigialosauridae and Mosasauridae (extinct)



1d10 roll	Result
8	Squamata Iguanomorpha (iguanas, chameleons), 1d20 1-3 Agamidae 4-6 Chamaeleonidae 7 Corytophanidae 8 Crotaphytidae 9 Dactyloidae 10 Hoplocercidae 11-13 Iguanidae 14 Leiocephalidae 15 Leiosauridae 16 Liolaemidae 17 Opluridae 18 Phrynosomatidae 19 Polychrotidae 20 Tropiduridae
9	Testudines (turtles), 1d20 1 Pelomedusidae 2 Podocnemididae 3 Chelidae 4-6 Testudinidae (Tortoises) 7 Geoemydidae 8 Platysternidae 9-11 Emydidae (Terrapins) 12 Chelydridae 13 Dermatemydidae 14 Kinosternidae 15 Dermochelyidae 16-18 Cheloniidae (sea turtles) 19 Carettochelyidae 20 Trionychidae

Subtable E17D3 continued...

Subtable E17D3 continued...

1d10 roll	Result
10	Crocodilia , 1d10 roll: 1 Caiman 2 Melanosuchus 3 Paleosuchus 4 Alligator 5 Crocodylus 6 Mecistops 7 Osteolaemus 8 Gavialis 9 Tomistoma 10 Duerosuchus Borealosuchus Planocraniidae or Pristichampsidae(extinct)

Table E17D4 Birds

As the number of different species is staggering, the [List of Birds by Region](#) page at Wikipedia is the best online resource, using the real world region most similar to the Mystaran one, as described with the Common Animals main table (E17). Alternatively, list of the bird families can be found at [this Wikipedia page](#).



Subtable E17D4

1d100 roll	Result
1-2	Palaeognathae (Ostriches and relatives)
3-6	Galliformes (chickens and relatives)
7-10	Anseriformes (ducks and relatives)
11-12	Phoenicopteriformes (flamingos)
13-14	Podicipediformes (grebes)
15-16	Gruiformes (rails and cranes)
17-19	Charadriiformes (waders and relatives)
20-21	Opisthocomiformes (hoatzin)
22-23	Caprimulgiformes (swifts, hummingbirds, nightjars and allies)
24-25	Otidiformes (bustards)
26-27	Musophagiformes (turacos)
28-29	Cuculiformes (cuckoos)
30-32	Columbiformes (pigeons)
32-33	Mesitornithiformes (mesites)
33-34	Pterocliiformes (sandgrouse)
35	Phaethontiformes (tropicbirds)
36-37	Eurypygiformes (sunbittern and kagu)
38-39	Gaviiformes (loons)
40-41	Procellariiformes (albatrosses and petrels)
42-44	Sphenisciformes (penguins)
45-46	Ciconiiformes (storks)
47-48	Suliformes (boobies, cormorants, etc.)
49-50	Pelecaniformes (pelicans, herons & ibises)

Subtable E17D4 continued...

Subtable E17D4 continued...

1d100 roll	Result
51-53	Cathartiformes (New World vultures)
54-57	Accipitriformes (hawks and relatives)
58-61	Strigiformes (owls)
62-63	Coliiformes (mouse birds)
64-65	Leptosomiformes (cuckoo roller)
66-67	Trogoniformes (trogons and quetzals)
68-69	Bucerotiformes (hornbills and relatives)
70-71	Coraciiformes (kingfishers and relatives)
72-75	Piciformes (woodpeckers and relatives)
76-77	Cariamiformes (seriemas)
78-79	Falconiformes (falcons)
80-84	Psittaciformes (parrots)
85-86	Passeriformes (passerines) Eurylaimides
87-88	Passeriformes (passerines) Tyrannides
89-90	Passeriformes (passerines) Menurides, Climacterides, Meliphagides, Orthonychides
91-94	Passeriformes (passerines) Corvides
95-100	Passeriformes (passerines) Passerida

Table E17D5 Mammals

As the distribution of [mammals](#) in Mystara could well mirror the real world regions, suggestions have been included in the table below.

1d20 roll	Result and sub-roll
1	Monotremata : platypus, echidna and extinct species (South West Brun, Western Davania, Farend Ocean)
2-3	Marsupialia , 1d12 roll: 1-2 Didelphimorphia (opossum) 3 Paucituberculata (shrew opossum) 4 Microbiotheria (monito) 5 Thylacinidae (thylacine) 6 Dasyuridae (mulgara kowari quoll dasyure tasmanian devil) 7 Myrmecobiidae (numbat) 8 Peramelemorphia (bandicoots) 9 Notoryctidae (marsupial moles) 10 Vombatiformes (wombats koala and the extinct giant wombat marsupial tapirs and marsupial lion) 11 Phalangeriformes (cuscus possums and gliders) 12 Macropodiformes (kangaroos wallabies rat-kangaroos and bettongs) (South West Brun Western Davania Farend Ocean).
4	Afrotheria : 1d8 roll: 1 Orycteropodidae (aardvark) 2 Macroscelidea (elephant shrews) 3 Chrysochloridae (golden moles) 4 Potamogalidae (otter shrews) 5 Tenrecidae (tenrecs) 6 Hyracoidea (hyraxes) 7 Proboscidea (elephants) 8 Sirenia (dugongs and manatees) (Davania).

Subtable E17D5 continued...

1d20 roll	Result and sub-roll
5	Xenarthra: 1d6 roll: 1-2 Cingulata (armadillos and the extinct glyptodonts) 3-4 Vermilingua (anteatera) 5-6 Folivora (sloths and the extinct ground sloths) (Davania).
6-7	Euarchonta (primates and relatives), 1d12 roll: 1 Scandentia (treeshrews) 2 Colugos 3 Lorises 4 Lemurs 5 Tarsiers 6 Platyrrhini (new world monkeys) 7 Cercopithecoidea (old world monkeys) 8 Gibbons 9 Orangutans 10 Gorillas 11 Pan (chimpanzee and bonobo) 12 Australopithecus and Homo (Davania but possible also in Southern Brun and Skothar).
8-10	Glires (rodents and rabbits), 1d10 roll: 1 Ochotona (pikas) 2-4 Leporidae (hares and rabbits) 5 Anomaluridae (scaly-tailed squirrels) 6 Pedetidae (springhares) 7-8 Castoridae (beavers) 9 Geomyidae (gophers) 10 Heteromyidae (kangaroo rats and mice) 11 Ctenodactylidae (gundis) 12 Bathyergidae (mole rats) 13-14 Hystricidae (Old World porcupines)

1d20 roll	Result and sub-roll
8-10	Glires (rodents and rabbits), 1d10 roll: 15 Petromuridae (dassie rat) 16 Thryonomyidae (cane rats) 17 Heptaxodontidae (extinct giant hutias) 18 Abrocomidae (chinchilla rats) 19 Capromyidae (hutias) 20-22 Caviidae (guinea pigs maras and capybara) 23-24 Chinchillidae (chinchillas viscachas) 25 Ctenomyidae (tuco-tucos) 26 Dasyproctidae (agoutis) 27 Cuniculidae (pacas) 28 Dinomyidae (pacaranas) 29 Echimyidae (spiny rats) 30-31 Erethizontidae (New World porcupines) 32-33 Myocastoridae (nutria) 34 Octodontidae (octodonts) 35 Diatomyidae (Laotian rock rat) 36-37 Dipodidae (jerboas and jumping mice) 38-40 Arvicolinae (voles lemmings muskrat) 41-43 Cricetinae (hamsters) 44-45 Neotominae (deer mice and relatives) 46-47 Sigmodontinae (brucies and relatives) 48-49 Tylomyinae (climbing rats and relatives) 50-51 Deomyinae (spiny mice brush furred mice link rat) 52-54 Gerbillinae (gerbils jirds and sand rats) 55 Leimacomyinae (Togo mouse) 56-57 Lophiomyinae (maned rat or crested rat) rels)

Subtable E17D5 continued...

1d20 roll	Result and sub-roll
8-10	Glires (rodents and rabbits), 1d10 roll: 58-70 Murinae (bush rats, field mice, grass mice, swamp rat, forest mouse, shrew rats, striped rats, tree rat, giant rat, spiny rat, tree mice, pygmy mice, thicket rat, acacia rat, vlei rats, prehensile-tailed rats, hopping mice, brown rat, black rat, wood mouse, multimammate rats, naked-tailed rats, marine mouse and more) 71-72 Nesomyidae (climbing mice rock mice white-tailed rat Malagasy rats and mice) 73 Platanthomyidae (spiny dormice) 74-75 Spalacidae (mole rats bamboo rats zokors) 76 Aplodontiidae (mountain beaver) 77-79 Gliridae (dormice) 80-81 Ratafinae (oriental giant squirrel) 82-83 Sciurillinae (pygmy squirrels) 84-87 Sciurini (squirrels) 88-89 Pteromyini (flying squirrels) 90-91 Callosciurinae (asian beautiful squirrels) 92-93 Funambulini (palm squirrels) 94-95 Xerini (ground squirrels) 96-97 Protoxerini (african squirrels) 98-100 Marmotini (rock squirrels marmots groundhogs prairie dogs chipmunks) (Everywhere).

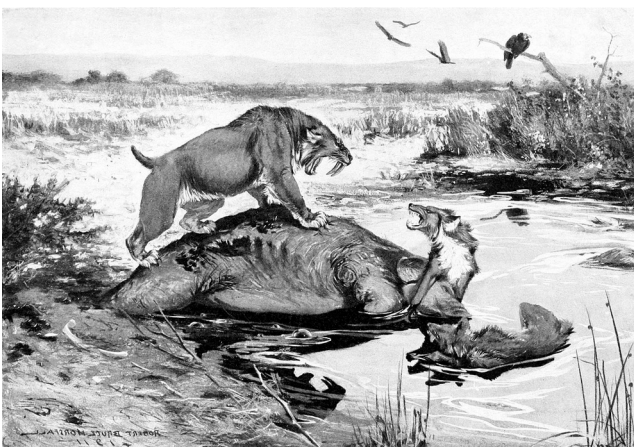
1d20 roll	Result and sub-roll
11	Eulipotyphla , 1d6 roll: 1 Erinaceinae (hedgehogs) 2 Galericinae (gymnures or moonrats) 3 Soricidae (shrews) 4 Talpidae (moles) 5 Solenodontidae (solenodons) 6 Nesophontidae or other extinct families (Everywhere)
12	Chiroptera (bats), 1d6 roll: 1-2 Megachiroptera 3-4 Rhinolophoidea 5-6 Yangochiroptera (Everywhere)
13-15	Euungulata , 1d20 roll: 1-2 Equidae (Horses, asses and zebras), 2 Tapiridae (Tapirs), 3 Rhinocerotidae (Rhinoceroses), 4 Camelidae (Camels and Llamas), 5 Tayassuidae (Peccaries), 6-7 Suidae (Pigs), 8 Tragulidae (Chevrotains), 9 Antilocapridae (Pronghorn), 10 Giraffidae (Giraffes and okapi), 11-12 Cervidae (Deer, fallow deer, elk, moose, reindeer, muntjacs), 13 Moschidae (Musk deer), 14-16 Bovidae (Oxen, bison, buffalo, orix, eland, kulus, gazelles, impalas, antelopes, wildebeest) 17-19 Bovidae Caprinae (muskox, chamois, goats, sheeps, turs, ibex, serow, goral), 20 Hippopotamidae (Hippopotamuses). (Everywhere).

Subtable E17D5 continued...

Subtable E17D5 continued...

1d20 Result and sub-roll roll

- 16 [Euungulata Cetacea](#), 1d20 roll:
 1 Balaenidae (Bowhead and right whales),
 2 Cetotheriidae (Pygmy right whale),
 3 Eschrichtiidae (Gray Whale),
 4-5 Balaenopteridae (fin whale, blue whale, humpback whale),
 6 Physeteridae (Sperm whale),
 7 Kogiidae (Lesser sperm whales),
 8 Platanistidae (Indian river dolphins),
 9 Ziphiidae (Beaked whales),
 10 Lipotidae (Baiji, functionally extinct),
 11 Iniidae (Amazonian river dolphins),
 12 Pontoporiidae (La Plata dolphin),
 13-14 Monodontidae (Beluga and narwhal),
 15-16 Phocoenidae (Porpoises),
 17-20 Delphinidae (Oceanic dolphins, orca, pilot whales). (All seas).
- 17 [Pholidota](#) (pangolins) and the extinct [Palaeanodonta](#) (Davania and Skothar).



1d20 Result and sub-roll roll

- 18-19 [Carnivora](#): 1d20
 1 Miacidae, Percrocutidae, Lophocyonidae, Barbourfelidae, Nimravidae, Amphicyonidae (giant hyena, sabre tooth tigers, bear dogs and other extinct predators),
 2 Hyaenidae (hyenas, aardwolf and many extinct species),
 3 Herpestidae (mongooses, meerkats),
 4 Eupleridae (fossa, Malagasy mongooses),
 5 Viverridae (civets, genets),
 6 Prionodontidae (Asiatic linsangs),
 7 Nandiniidae (African palm civet),
 8-10 Felidae (lion, tiger, leopard, jaguar, bay cat, caracal, serval, ocelot, margay, lynx, cougar, cheetah, leopard cat, cat),
 11-13 Canidae (extinct Hesperocyoninae and Borophaginae, wolf, dog, fox, african wild dog, coyote, jackal, maned wolf, raccoon dog and more),
 14-15 Ursoidea (polar bear, brown bear, black bear, sloth bear, panda and more),
 16 Procyonidae (raccoons, ringtails, nasua, coati and more),
 17-18 Mustelidae (martens, wolverines, ferrets, otters, badgers, weasels),
 19 Ailuridae (red panda),
 20 Mephitidae (skunks and stink badgers). (Everywhere depending on the species).
- 20 [Carnivora Pinnipedimorpha](#): Desmatophocidae and other extinct families, Otariidae (eared seals, seal lions), Odobenidae (walrus-es), Phocidae (earless seals, monk seal, elephant seal, leopard seal, grey seal). (Almost all seas but more numerous in cold waters).

Table E17E Molluscs

Most of these live in the seas and freshwaters, but a lot of species of slugs and snails on land.

1d12 roll	Result
1-3	Gastropoda (slugs and snails): 2d8 2 Siphonarioidea (air breathing sea snails), 3 Acochliacea and Sacoglossa (sea and freshwater slugs), 4 Glacidorboidea and Hygrophila (freshwater snails), 5 Amphiboloidea (land snails), 6 Pyramidelloidea (sea snails), 7-9 Eupulmonata (most of land snails and slugs, some marine), 10 Euopisthobranchia (sea snails and slugs), 11 Nudipleura (sea snails and slugs), 12-13 Caenogastropoda (most marine shelled molluscs), 14 Neritimorpha (shelled marine and freshwater snails), 15 Vetigastropoda (shelled marine molluscs), 16 Patellogastropoda (true limpets).
4	Bivalvia (clams): 1d6 roll: 1-2 Heterodonta (clams, giant clam, cockles), 3 Palaeoheterodonta (saltwater clams and freshwater mussels), 4 Protobranchia (small marine clams), 5-6 Pteriomorpha (oysters, scallops, true mussels and more).

1d12 roll	Result
5	Polyplacophora (chitons), 1d10: 1-2 Chelodida, 3-4 Septemchitonida, 5-6 Lepidopleurina, 7-8 Chitonina, 9-10 Acanthochitonina.
6-8	Cephalopoda , (octopuses, squids), 1d20 roll: 1 Nautilida (nautilus), 2 Argonautidae (argonauts), 3 Vampyromorphida (vampire squid), 4-7 Octopoda (octopus, 300 species), 8 Sepiolida (bobtail squid), 9-11 Sepiida (cuttlefish, 120 species), 12 Idiosepiidae (pygmy squids), 13 Myopsida (pencil squids), 14 Spirulida (spirula), 15 Bathyteuthoidea (deep squids), 16 Oegopsida (pelagic squids) 17-20 Teuthida (giant squid and most other squids).
9	Scaphopoda (tusk shells)
10	Aplacophora (deep water worm-like molluscs).
11	Monoplacophora (deep sea limpet-like molluscs) and Rostroconchia (extinct bivalves).
12	Helcionelloida (extinct ancient sea snails)

And that's all for creatures, monsters and animals. In the next issue of *THRESHOLD Magazine*, we'll see some more tables from Mystara modules and fan production to create scenery and situations.

To be continued...

The Talking Whisker



by Lost Wooddrake

In honor of the Vaults' anniversary, I decided to conduct an experiment of sorts. Without knowing what I'll find, I revisited my very first article published at the Vaults to see if I can reconsider it, given the massive amount of knowledge and creativity gathered since, in the Vaults and elsewhere.

My debut at the Vaults (from 2004! Yikes) turned out to be a very short blurb about a tavern:

“My favourite tavern is from long long ago. Its name was “The Talking Whisker”. It was located in Thyatis City, and managed by Qenju and Jaalacia - two Rakasta ex-slaves. They were held captive by some Thyatian Senator, but eventually managed to buy their freedom.

Since they were the only Rakastas in Thyatis, they were somewhat of a celebrity. Their tavern was ultra-trendy, serving exotic Rakasta food (IMC at the time, Rakasta culture had a strong Persian flavour - and so was their food). You needed to book places there in advance etc. etc. The whole upper class of Thyatis went there.

I ran that campaign years ago, when I still did not have DotE - and my only source about Rakasta was the Creature Catalogue, so I guess some info here needs to be modified...”

As I'd already predicted then, this is not really compatible with much of the canon and fanon materials out there about Thyatis or the Rakasta in Mystara (not to mention that Qenju, albeit in a different spelling, is accidentally the name of a prominent Rakasta from the Princess Ark articles). Since then, I've been able to read more material, especially community content published in the Vaults. I therefore (rather substantially) rewrote my original article, and what follows is based on the astounding richness offered by the Vaults (especially Agathokles' “Gazetteer of Myoshima”; Simone Neri's “History of Evolution of Rakastas”; and Giampaolo Agosta's “History and Origins of the Rakasta”).

This revision is therefore first and foremost an homage to the treasure troves of the Vaults. It is written in gratitude to all the members that developed such wonderful material and especially to Shawn for his incredible work, which enables so much depth, detail and complexity in the depictions of Mystara.

So, here we go...

THE TALKING WHISKER REVISITED

The Talking Whisker is a popular tavern located in the infamous Club Row, at the Heart of Thyatis City, and is owned by a duo of female domestic Rakasta, Qande and Jaalaeia. They live there along with their cute pet tanuki (raccoon-dog), Nagu – who is very popular with the tavern’s patrons. Both Qande and Jaalaeia have intense green eyes. Qande’s fur is dark grey, almost black, with bluish circles that surround her eyes. Jaalaeia has reddish fur, ranging from darker burgundy to a lighter saffron hue.

The tavern serves exotic food that cannot be found anywhere else in the Empire’s capital, and has therefore become quite a hit amongst the elite of Thyatis City. When asked, the Rakasta say they are from faraway lands in Davania. They were brought to Thyatis to serve as cooks at an old Senator’s mansion, but by the time they arrived at port, the Senator had already died and they were left for themselves at the shore.

The truth, however, is quite different. Qande’s real name is Uchamota Amahuru, whilst Jaalaeia is actually Shunratsu Amahuru. They are sisters (non-identical twins), and were born in the faraway lunar empire of Myoshima. The Amahuru sisters lived in the countryside of Myoshima in the province of Senmori. Their mother, Hino’eka, served as a Shrine Maiden (or Miko) in a shrine dedicated to a Great Heron Spirit, Niyalani. Their father allegedly died before they were born, and their mother refused to speak of him.



Shunratsu in her ninja outfit

During the years 961-964 AC, Heldannic Knights arrived in Myoshima and fighting quickly ensued. The Knights raided the lands and defiled the shrines across their path, including Niyalani’s. Hino’eka was slain during these events, and the twins – merely cubs at the time – were adopted and taken care of by the nearby clan. Even though the Knights were finally banished from the moon and the shrine of Niyalani was restored, Uchamota and Shunratsu were raised with the traumatic memory embedded in them, and craved vengeance. Uchamota dedicated herself to Niyalani, striving to become a Miko like her mother. Eventually, she started to serve at the shrine. Her more combative sister, Shunratsu, became a Kunoichi (a female Shinobi, or Ninja), and joined a local secret network of female and male ninjas, “The Harbingers of Dusk”.

A few years past, Uchamota started to receive dreamlike visions in her sleep: Vanya, the Immortal worshipped by the Knights of Heldann, roams disguised on the planet of Mystara, in a city called Thya-

tis. As these visions persisted, she confided in her sister and together they decided to make their way to Thyatis City, track Vanya down, and extract their revenge on her. It is unclear who sent these visions to Uchamota, although the sisters suspect that the Four Fairy Brothers might have been involved, as a Pooka named Nagu, in the form of a humanoid tanuki, later appeared at their doorstep to offer his assistance in getting them to the planet of Mystara and to Thyatis City. He joined them there even after their arrival on the planet, and proved surprisingly (and helpfully) knowledgeable about Thyatian culture and society.

The sisters opened their establishment to great success and their foreign cuisine became an overnight sensation (if you wish, you can imagine it as Thyatis City's first sushi place). Senators and their lovers, famous gladiators and courtesans, ambassadors and cunning rakes, all frequent the Talking Whisker and the Rakasta siblings slowly ingratiate themselves with the high society of Thyatis. They often dress according to contemporary Thyatian fashion, with only hints at their home-culture – to keep the “exotic” mystique and further lure the Thyatian elite in. Uchamota has a small shrine for Niyalani in the tavern's basement, and there she dresses in the traditional garbs of a Shrine Maiden. Shunratsu, on rare occasions, may roam the alleys of



Uchamota in her tavern clothing

Thyatis wearing her ninja outfit, sometimes alongside a dandily dressed humanoid tanuki... The sisters have not yet encountered Anya, lover and advisor to Emperor Thincol, but they are getting close.

The sisters maintain contact with the Harbingers of Dusk in Senmori. If Myoshima ever has plans of conquering areas in the Known World, or continuing their battles with Heldann, the Talking Whisker may very well become an underground center for an espionage network devoted to such efforts.

Of Masters and Deceptions

- Behind the Hulean Wars - Part 1

An Entropic perspective on the Great War between Hule and the Known World

by LoZompatore

Note from the author

This is my personal attempt to establish a backstory for the Great War between Hule and the countries of the Known World, trying to give some motivation to the actions of the Master of Hule in the decades before the conflict erupts. I also provide some fictional background for some magical items, namely the Crystal Casket in Greatrealm's temple described in adventure module X5: *Temple of Death*, and the Soul-Gem of Thanatos/Dagger of Cymorrak described in module X10: *Red arrow, Black Shield*. I promoted all of them to artifact level magical items, tying their origins to the actions of specific Immortals. All of this in the attempt to merge X10 war events with earlier information provided in X4 and X5 modules and to motivate the progress in Hulean land acquisitions between AC 950 and AC1010, providing some rationale for borders' inconsistencies among canon sources (mostly X5, CoM, RS, SC and PWA III maps).



Portrait of Loki

PROLOGUE

Estates of Entropy, Immortal City of Pandius, AC 1010

Woer the Shifting, exalted lords of all bald-andars of Mystara, walked unimpeded across the entrance of the Crumbling Archives of the Sphere Entropy. He was there to file his testimony over the deeds of his revered Master and Immortal patron, Bozdogan the Trickster.

As he walked along the four huge smoky blackstone statues of the entrance - he knew too well they were guardians in disguise, and approved their demeanor - he could not refrain from thinking about the futility of his task.

The Archives were mostly an unorganized collection of sparse deeds related by those Entropic Immortals whose egos wished some form of self-gratification. Nothing to compare with the Chrestomathies of Knowledge in the Quarters of Thought, or with the Chronicles of Omnia managed by the Sphere of Time. As expected, many of the Entropics simply didn't care about any form of organized storage of information. A few of them actually petitioned for the (possibly violent) destruction of the Crumbling Archives, to be substituted with a repository of cursed weapons, or with a breeding pool for experiments on lifeforms, a gladiatorial arena, a smoky observational vortex to Mystara, or whatever came to their deranged minds.

But the Hierarchs of Entropy - most of them, and Nyx at least - always rejected such projects: sometimes a research in the old documents proved useful and inspirational to some scholarly Entropic Immortal to improve the spreading of chaos and destruction in the world below. And, so, the Crumbling Archives still stood - in the immediate, at least.

His master's Bozdogan apparently belonged to the same school of thought of these Hierarchs - thought Woer while crossing the two lines of spiked columns in the long, dark, gothic hall leading to the Acquisitor. After all, the baldandar's task was not much different from what the hundreds of clerics in Hule and elsewhere were doing every day, painstakingly recording and archiving the effects on the mortal world of the mischievous actions of their two-faced patron.

Nevertheless, Woer felt there was something more subtle in this pilgrimage to the Archives on Pandius. When granting him the Sigil of Admittance to the library Bozdogan gave Woer quite precise instructions on what to do.

But the baldandar's thoughts were suddenly interrupted by a loud lamenotus voice. "Whaat are yooou doing heere, servaant of the Greats? Whyy are yooou interruptiing myy deep, inconsolable sorroow?"

Woer looked around. He had reached the poorly-lit round hall of the Acquisitor, its nest barely visible in front of him but clearly empty. He was too deeply absorbed in thought and, in places like this, it was a serious mistake. Before he had time to complete an arcane scan of the surroundings Woer felt a warm, foul breath on his head. His shoulders were stained by drops of venom dropping from the wide-open stings of the creature hanging over him. Such was the attitude of Sabakhu the Acquisitor, the exalted Only One Book Worm of the Crumbling Archives.

The quick-thinking ability for which the baldandars were renowned was not necessary to Woer to realize that the giant black spider was at an advantage, and that a swift attack would ensue if Bozdogans' envoy did not provide a satisfactory answer. Any aggression was formally prohibited in the Archives but, as the building was shielded from external scrying, the disappearance of some minor visitor when no other witness was around was not unheard of. And Woer noticed the Archives looked pretty deserted at that moment. A little mix of adulation and threat was perhaps the best course of action, he thought.



“I salute you, mighty Sabakhu, Chosen by Entropy, first among the scions of great Aracne, Mistress of the evil spiders of Mystara! I come on the orders of my Master Bozdogan to express his deepest condolences for your recent loss. He desires to pay homage to your office with a little token written by His own hand, which I am commanded to recite by heart in front of you. My powerful and generous Lord wishes this narration could help you to alleviate your deep melancholy!”

“Reaaly is sooo? And hoow do youu believe to succceed in thiis, laackey of Bozdooogan?” – the poisonous stings moved still closer to Woer’s big head. The baldandar wished there was no need for a fight, as the killing of that arrogant spider would vanish any chance Woer possibly had of archiving Bozdogan’s report.

“O Elevated among spiders, I am confident you will enjoy learning about how my Master fooled a puny bunch of Immortals of Life and promoted his Champion in the mortal world, causing every sort of trouble to the people of Mystara. His deeds resounded so deep in the Pits of Entropy that even mighty Thanatos was so impressed to make a deal with my Lord!”

“Alaas, nothiing and nooo-one will ever bee able to confoort me after the deeth of Aketheti¹, my beloved sisteer!”

Nevertheless, Woer’s arcane senses perceived a small relaxation of the stings, a small movement of the spiders’ body in the web. Perhaps in a more comfortable position. Perhaps it was a glimpse of curiosity. The baldandar quickly decided silence was the best course of action, it was important to let the spider talk -

“Wee weere soo similaar, shee lovede boooks and scrolls sooo much. When the Greets promoted mee to thiis hiigh office I waas only glad entruustiiing her the managemeeent of the Great Libraary of Edaiiro. Sooo much to coon-fuuuse, soo much to deeelete. And noow, a buunch of filthy humaans stolee her awaay from mee! Myy oown mootheer waas humiliated!² Teen cen-

¹ Aketheti is detailed in module M5: “*Talons of Night*” as a notable member of the progeny of the Immortal Aracne Prima. Aketheti moved from Aran in the Great Escarpment to Thothia to corrupt its people. She assumed human form and tricked the ruling pharaoh Ramenothep III into marrying her. As a giant spider she lurked every night in the Great Library of Edairo with her own giant spider descendants. Aketheti was killed by Norwold barons around AC 1002 during the events of module M5.

turiees uupsiide down in three boooiling oooil wouuuld noot bee a reeetriibbution good eennough floor them ”

This was an opportunity to take, Woer thought . “I know that eight years of mourning are nothing but the blink of your eight eyes, Noble spider, for your strapping race is gifted with the long and fruitful lifespan you cunningly stole from the despised planar spiders³. Your wound is still fresh, I concur. But as a partial solace you have my Master’s personal assurance that Entropy will soon take care of those desecrators.”

This was actually a little outstretching the will of Bozdogan - Woer pondered - as his Lord could not care less about the murderers of Aketheti. But, in truth, who will never be affected by the forces of Entropy, sooner or later?

“Moreover, I am more than persuaded that your own mother, the ineffable Aracne Prima, is right now plotting her own subtle revenge for the early demise of such a gifted daughter. My Master is pinning down the Champions of Life in the west, while you certainly noticed how the east ended up pretty... uhm... empty after the recent events⁴. Right

² Reference is to the defeat of an avatar of Aracne Prime and to her loss of the Periapt of Pax thanks to the actions of Norwold barons during the events of M5 module.

³ According to module M5 (page 42) the aranea are a form of degenerate planar spider. Here it is supposed that this corruption was due to Aracne Prime and her progeny, who also stole from their cousins as much power and knowledge as possible.

⁴ Reference here is to the Wrath of the Immortals’ events and the sinking of mainland Alphatia at the end of AC 1009 in particular.

now Norwold and the Isle of Dawn are ripe lands for the just vendetta of your kin. Bozdogan is aware of this and just wishes to help a trusted ally with his own insufficient wisdom. The advice of one of the Greats is at your disposal if you just let me tell His tale to register. And, if I may suggest, should you ever find some valuable advice for your Mother to report, you will be the only one to whom Her gratitude will be shown. My Lord would never deprive a clever mind of its proper reward”.

Woer almost smiled at the double meaning of his last sentence, but he made an effort to assume as contrite an attitude as possible.

“Let greed and personal ambition carve their paths in the mind of the spider, thought the baldandar. You, just like me, live for the commendation of your Master. If this will not change your mind about the awful reception you reserved me then nothing else will do. And my dear, foul librarian, if you insist on playing the current game you’ll discover that I’m not so easy to kill.”

After quite a silence the stings were withdrawn, to Woer’s relief.

“Weeell, it happens thaaat tooday is quiiite a dead moorning, eheheheh. I believe I could spaare soome tiime from myy otheer impooortaant duutiiees to listen to thee taaale of yooour Maaaster, aafter aall”

Sabakhu carefully moved his boated figure from the web above Woer to the silky nest just in front of the baldandar. The huge spider assumed what to him was perhaps a comfortable posture. His front legs took a thread of silk just extruded from his spin-

neret and, with an amazing speed, wove it into a continuous sheet. Woer knew that the apparently uniform parchment would include tiny bumps, holes and reflections forming letters, words and sentences, a pattern visible only to those knowing how to read the fragile document. An almost useless prudence in a place of unearthly powers like Pandius but, still, clarity of understanding was not within the aims of Entropy.

“I will liiisteen, I will reegisster, I wiiiil aaarchiivee. Buut bee caarefuul noot to boore mee, seervant of Boozdogaan. This woouuld bee aa criimee agaai-insst yooour maaastteer aand yooour liiiffe aaas weeel.

“Well. at least we are a step further”
- thought Woer, not with some inner satisfaction on how he managed to persuade the unpredictable Librarian in doing his bid-dings. And so he began relating the story, just as Bozdogan impressed it in his mind.

A Champion of Bozdogan is Born



Woer began his tale:

“**This** is a story that spans people, regions and centuries, for Bozdogan is not a Lord who drops his threads before the web is fully ready to greet its victim. By the time we follow the mortal course of events the horde of Chief Wogar, a great humanoid king from Urzud, had just finished slaughtering the Oltecs and elvish clans of southern Brun⁵ and was ready to enter the land of Huyule⁶. What glorious days of carnage

⁵ Reference here is to the destruction of the Oltec and elvish civilizations of the eastern Savage Coast, happening around BC 1300, described in “Red Steel” and SC supplements. By cross-checking this information with the map of humanoid migrations of GAZ10 and with other pieces of info available in VotPA it is clear that the horde of Wogar was responsible for this destruction.

⁶ The fanon term “Huyuleans” (first introduced by

were these! We should take them as a model, for seldom a minion of Entropy managed to replicate the deeds of king Wogar Wolf-Tamer.”...

Wogar and his horde were committed on their holy Quest for Steel of retrieving the Blue Knife, a mystical weapon sacred to all humanoids that was stolen centuries before in the barbaric city of Urzud. Decades before⁷ voices about the Blue Knife reached Urzud from the west, and so Wogar’s immense horde of orcs, ogres, goblins and kobolds - which he called ‘The Wolf-Riders’ or, simply, ‘The Tribe’⁸ - slowly moved toward the sunset, ravaging all the lands along the course of the Yalu river.

Then, in the middle of the difficult crossing of the desert region of Khuzud just north of the Dry Flats⁹, Wogar was betrayed by his Ogres. Here the Ogres killed the personal Great Shaman of Wogar and stole his sacred gri-gri, which was the only item able to detect the Blue Knife - at least, the horde widely believed this.

James Mishler in *“History of Great Hule”* is used in this work as a collective name to indicate the ancestors of the modern Huleans, at the time living mostly in the plains at the crossing of the major rivers east of Lake Tros (approx. corresponding to the current provinces of Huyule, Birgidir and Boludir of this [Hulean Empire Border map](#) by Gary Davies)

⁷ According to GAZ10 Wogar’s horde left Urzud in BC 1310, reaching the inner sea of the Cradle shortly thereafter. They left this body of water following the course of the outflowing Yalu River in BC 1305.

⁸ The ‘Wolf-Riders’ name for the horde of Wogar is mentioned in VotPA Part 20, while ‘The Tribe’ term is mentioned in GAZ10.

⁹ The Dry Flats are shown in the map of *“Tortle of the Purple Sage - Part 2”* adventure in *DUNGEON Magazine #6*. They lay just south of the land of Khuzud, which in turn is described as an arid region in GAZ10, so a connection between the two lands as parts of the same desert is logical.



Gri-gri

After the battle of Khuzud the Ogres fled to the western wilderness, disappearing among the dozens of barbaric people living in the region. Although he lost contact with the Ogres, Wogar swore to chase them across the whole world, crushing everything that stood in between, until he managed to get the gri-gri back.

It happened that the Ogres found a suitable hiding place among the fertile plains of the Huyuleans, a land that was well protected by a dark forest to the west¹⁰, an impassa-

¹⁰ The Dark Wood around Lake Tros. In the following the alternate name “Niwhelm” for this forest is used (see X5 page 10) assuming this is the name given to

ble mountain range to the east and by large elvish clans to the south. The puny Huyuleans, well, really were no match for them and were quickly enslaved. The Ogres planned to create their own dominion there, conquer the goblinoid tribes to the south west¹¹. They would become strong enough to face the fury of Wogar's Horde when he finally found them. Unfortunately for them, their plans were cut short in a mere few years¹², when raiding parties from the goblinoid tribes met with Wogar scouts in the fallen lands of the Dravi, revealing the current location of the Ogres.

Wogar did his best to take by surprise the Ogres marching from the least obvious direction - the civilized lands of the Oltecs and elves. He planned to cut a path for his soldiers thanks to the use of the stealth and velocity which made his wolf-riders dreaded and respected all around the western Brun. But, then, those pesky humans and elves efficiently opposed the trespassers and so Wogar was forced to ally with the goblinoids¹³ and eradicate most of

this place by the human barbaric tribes living there (the ancestors of the people of Robrenn and Eusdira on the Savage Coast) before Hulean conquest.

¹¹ These tribes living in the steppes south of the Great Escarpement are described in all Savage Coast supplements (see for example Red Steel - "Lands of the Savage Coast" book pages 6 and page 32). They reached this region around BC 1700 and were part of some unmarked early humanoids' migration from Urzud. Possibly the goblinoids are related to one of the groups who fled Urzud during the Steel Wars (see GAZ 10 Player's Manual page 1).

¹² According to GAZ10 the battle of Khuzud happened in BC 1296 while according to CoM Explorer's Manual the Ogres settled around the Plain of Fire of the Great Waste in BC 1291.

¹³ Alliance between the horde of Wogar and the goblinoids is inferred from the Red Steel timeline where it is said that the Oltec and elvish cultures were exterminated by goblinoids. See also Note 5 above.

the 'civilized races' before he could proceed. It was a bloody campaign that took years to complete, after which the Oltecs and the elves were no more. Served them right, anyway.

This delay allowed the Ogres to leave Huyule and flee eastward, across the Black Mountains, dispersing again in the immense prairies that laid further east¹⁴. The Huyuleans enjoyed a short, illusory, independence before the Tribe of Wogar was over them¹⁵. Wogar seized the human capital city of Khuur, slaughtered his way through the overconfident human defenders and entered the great mud and stone castle used as headquarters by the Ogres. As expected, he did not find any hints about the Ogres, the gri-gri, the Blue Knife and the route to be taken next.

Undeterred, Wogar decided to stop there and hold court in the dark recesses of the castle of Khuur, until a new omen would show up. Following the example of the

¹⁴ According to *CoM Explorer's Manual* (page 5), the Great Waste was a relatively hospitable savannah for about a millennium, between the earthquakes of BC 1750 and the rising of the new Atruaghin Plateau of BC 765. It is also said that the Ogres settled in BC 1291 on the marginal lands of the Plain of Fire, the only desert region left in the Great Waste. It can be assumed they settled east of the Plain of Fire, to leave the desert between them and the horde of Wogar. GAZ 10 migrations' map shows a 'BC 1280' tag related to these Ogres in the middle of the Great Waste. It may be assumed this corresponds to the date of full settlement in the region, when the Ogres established a proper country (in CoM reference it is said that for a few years the Ogres lived peacefully).

¹⁵ According to the "Voyage of the Princes Ark" (Vot-PA) supplement Part 20 the Tribe of Wogar conquered the lands of Hule in BC 1271, twenty years after the departure of the Ogres. It is logical to assume that, in this timeframe, the Huyuleans enjoyed an ephemeral independence.

Ogres before him, he accommodated his horde in Khuur and in the Hunting Fields east of it. The Huyuleans, the demi-humans and all humanoids who fell in disgrace upon Wogar were corralled west across the large Bolu river¹⁶, in the shantytown of Kizil¹⁷ built around the ancient Temple of Chaos¹⁸. Here raided food, slaves and gold were collected before being brought to Khuur on the Three Bridges crossing the large Bolu river. For six long years the Tribe oppressed the people of Huyule.

Among the human slaves living in misery in Kizil there was Hosadus, a pious priest of Bozdogan whose edge more than once eased the suffering of his people under the rule of the Ogres. The man took a very low profile, hiding from the attention of Wogar's officers, because for five years he acted as an interpreter between the Ogres and the goblinoid tribes of the south west,

and he feared torture and retaliation by the disappointed Tribe. We may speculate that Hosadus was the one who persuaded the goblinoids to reveal the position of the Ogres to Wogar, but facts are uncertain about such early times in the life of this man.

Anyway, while hiding in a derelict granary of Kizil, Hosadus had the opportunity to hear no less than Hexka, the old shaman of Wogar - the one who inherited the position from the slaughtered Great Shaman in Khuzud - talking to her personal guard about the Blue Knife. The shaman was there to empty the granary of its last supplies, in preparation for some unexpected extra sacrifices: in the last group of Huyuleans fugitives caught in the Hunting Fields by Wogar wolf-riders, all the humans had blue eyes.

This - the shaman continued - was definitely a sign from the Immortals about the sacred Blue Knife: the humans were fleeing to the eastern mountains so, possibly, the sacred item laid in that direction. To appease the Greater Powers the humans were going to be sacrificed that very night at the attendance of Wogar himself; then the haruspices would be taken from their bodies to get further insights on where the scouts should go next. The extra supplies were needed for the ensuing banquet at Wogar's court.

Hearing all of this, Hosadus came up with a daring idea. That late evening he showed up, unarmed and in plain sight, to the goblin guards at the Slaves' Bridge. He said he was a priest of Bozdogan, the last of the Ogres interpreters and that he had an important omen to show to Wogar himself.

¹⁶ I assumed this is the ancient name of River Thanat, based on the fanon Hulean province of Boludir which is cut in half by this river. For reference see for example the [Hulean Empire Border map](#) by Gary Davies.

¹⁷ In CoM maps and in other official supplements the city at the intersection of the rivers Rosin, Thanat and Gree is called Khuur. On the map of SC "Savage Baronies" supplement the same city is called Kizil, instead. Not wishing to lose this bit of info by choosing between one of the two names, I assumed that the city is actually made by two towns built at the opposite sides of river Thanat. The town on the western side is called Kizil (let's assume this word means "West" in ancient Hulean language), while the one built on the eastern side is called Khuur (meaning "East" in ancient Hulean language). This is similar to the real world towns of Buda and Pest which later merged to form the city of Budapest. Khuur is larger and more important than Kizil so its name is more often shown in the maps of Hule.

¹⁸ The fanon Temple of Chaos was first introduced by James Mishler in his ["History of Great Hule"](#) article. The temple was established in BC 2400 and, over time, hosted the cult of several Immortals of different Spheres and chaotic demeanor.

The guards at the bridge were amazed and puzzled by the foolish bravery of this worthless human; for a while they thought about killing the man outright and throwing his body to their wolves. But something in his confident demeanor and the fact that he was the follower of an Immortal exerted some leverage on their superstition, so they immobilized Hosadus and brought him to Wogar's court.

There, Wogar was supervising the last preparations for the human sacrifice: he was old for a goblin¹⁹ but still an impressive figure: almost as tall as a hobgoblin, muscular and somewhat furry, covered in blood-red armor (part of the colour was actually made by old blood stains of his enemies) and surrounded by his three giant dire wolves Khalp, Ghelf and Tramk - the Hunter, the Stalker and the Ambusher. A dark black cape made with the skinned fur of fearsome Javraga, the ferocious mother of the three wolves, was pinned on the shoulders of Wogar's armor. The yellow eyes of the king had a steely glance that, alone, was enough to instill discomfort even in the most seasoned veteran of his personal guard. In truth, he was a dreadful sight to behold for anybody.

Once Hosadus was announced, Hexka swiftly approached him, eager to add this foolish human to the group of sacrifices. But, somehow, Hosadus managed to keep his nerves and plainly said in the goblin language

¹⁹ It is assumed the event is happening in BC 1265. By that time Wogar was already king for 45 years during his Quest for Steel, not considering the time he was king in Urzud before he left the city in BC 1310. He is definitely a venerable individual for both goblin and human standards of this barbaric time. His age by his dialogue with Hosadus could possibly be estimated at 70 years old or more.

"Move not, Hexka, for I was sent by the Immortal Bozdogan to collect his human heralds. You captured all of them in the Fields, proving yourself worthy of His help, so He sent me to finally show where you will find the sacred Blue Knife. Oisz Yldah!"

The last two words were the final commands of a spell Hosadus carefully prepared before showing up at the Slaves' Bridge. He was aware that he would be very likely immobilized, and that Wogar's court would be filled with weapons of all sorts. The magical words animated a sword nearby, lighted it with a blue hue and had it floating flat over the floor, spinning in a circle.

All the humanoids at the court shouted curses and litanies for protection, grabbed pikes and unsheathed swords. Some ran for shelter, Wogar's son and other close relatives surrounded their leader to protect him - and to get protection. The wolves howled and growled. Hexka, albeit surprised by Hosadus' knowledge of her name, unsheathed her ceremonial dagger and placed it at the throat of the human priest.

"Just dare uttering another word in the presence of Great Lord Wogar and you'll be the first to die this evening."

Wogar stood calm, his impenetrable eyes pondering Hosadus and the rotating sword, a single gesture from his hand would have unleashed his three dire wolves and sent a dozen arrows through Hosadus body. But the Chief did not move, nor speak.

Hosadus had foreseen such an outcome as well. By now the spell did not need further words of command, and the sword could

be moved only through his thoughts alone. He had the rotating sword move above the nearest wolf-riders' saddle scattered around the hall, then had it suddenly stop in the direction of the Great Pass of the Black Mountains, slowly vibrating. At Hosadus' mental command, the vibrations of the sword created sounds in the air, sounds that looked like eerie goblin words.

“Oh great Wogar, there lies the path of your eternal glory.”

Then the sword suddenly pointed down and dropped, running through the saddle and losing all magical powers.

And the court stood still, awaiting for Wogar's verdict on Hosadus.

“Enough. Live. Bring your comrades with you and thank your patron for my decision. I don't want to see you again or you will die. Guards, throw all of them back on the other side of the Slaves' Bridge.”



The Blue Knife

We may never know if Wogar truly believed the ruse or if the show arranged by Hosadus was just useful to the king's purposes, allowing him to push his horde across unwelcoming lands, his authority now unquestioned thanks to the 'will of the Immortals'. Anyway, the very next morning, Wogar dispatched the first groups of scouts towards the Black Mountains and, in a month, the Tribe was moving east. Well, actually not the whole horde, as at least one humanoid every three - including the majority of the goblins of the Tribe - decided to stay in Huyule. Wogar did not care, for he already left splintered humanoid tribes all along his route from Urzud and he was not sure he could find enough loot to feed all the tribes while on the prairies.

Most importantly, Wogar was now directed to the very Blue Knife - the very object of his Quest for Steel - and not to the pitiful gri-gri of his slain Shaman. The Ogres already left the prairies when Wogar departed²⁰, but even this was not important anymore.

On his part, as soon as the Wolf-Riders left, Hosadus used Wogar's words to legitimize

²⁰ According to GAZ10 and *CoM - Explorer's Manual*, the Ogres suffered five years of droughts in a row between BC 1276 and BC 1271 and they were forced to leave their lands in the Great Waste. In BC 1270 they devastated the lands of Sind and finally, in BC 1269, they reached the Broken Lands. Wogar himself became Immortal in BC 1263, while the Tribe was crossing the Great Waste. Wogar's son - quite an old goblin himself - died a few years later. The Tribe, led by the son of his son - who renamed the horde 'The Red Orcs' - reached the coast of Sind and Atruaghin in BC 1257. The leader died in battle in BC 1255 while completing the conquest of the land of Atruaghin. His young son took over, but died in battle a mere year later. Following the death of the last of Wogar's direct descendants, in BC 1254 the Red Orcs split into three tribes and migrated in different directions.

the public cult of Bozdogan and, soon, several among the formally 'ruling' humanoids became followers of the cult of the 'subjugated' humans. Within a decade, the lack of a strong humanoid leader and the 'wise advice' of Bozdogan's priests reverted the balance of power in Huyule. Now the church of Bozdogan ruled over the country, with humanoids' tribes treated as 'respected allies' of the much relieved Huyuleans, or outright subordinate to Hosadus' commands. The saddle crossed by a sword became the symbol of these non-human followers of Bozdogan²¹.

Woer summarised the situation:

"Great Bozdogan himself took great pleasure in Hosadus' deeds, as they represented the most pure form of his 'power through deceit' philosophy he attended so far. My Master was eager to submit Hosadus to the Tests to Immortality but, unfortunately, Bozdogan's champion was a man aged before his time, crippled by the deprivations suffered under decades of humanoids' rule²². Mighty Thanatos had already cast his eye on Hosadus."

²¹ This coat of arms of the humanoids' followers of Hosadus is described in VotPA part 20.

²² By the time Wogar's Tribe left Huyule in BC 1265 Hosadus was already active for at least 31 years, so he was likely a middle-aged man, if not older.

A Deal between Immortals

Woer continued:

"Lord Bozdogan was not so ready to let his greatest champion die before even attempting the Tests, but he could not directly intervene to instill extra life into Hosadus, as the Immortals' Law prohibited it. He also did not want to upset the Immortal of Death by depriving him of a prized prey.

My Master told me about a meeting he had with mighty Thanatos, somewhere in the dark recesses beyond space and time dominated by Entropy, where a deal was made...

"I want his soul for my own purposes" uttered the dark form of Thanatos.

"And you will definitely have it, my Lord" replied Bozdogan; "What is time for beings like you and me? Give this promising mortal his chance to test himself for us. I want him reincarnated at the proper time, so I may set the stage for a grand show of Entropy, for him to complete. If he succeeds he will become like us: I will relinquish my initial patronage of him and his soul will be bound to your bidding for as many years as he lived in his mortal life. If he fails his Test, well, I guess you just had to wait a bit longer for his mortal soul."

"So be it" pondered Lord Thanatos, "I will give him time. Time that must be paid in souls. You say that his body is too weak to face the Tests of Immortality right now. So I will crush this body soon, his soul I give it to you to reincarnate as you say. But, for this, you must

pay me with a fine soul chosen among your own followers, another of your promising champions. Someone who will become my own servant to monitor the life of such a 'promising protégé', and check that our deal is not deceived."

"That is a deal, my Lord" answered Bozdogan, "I will sacrifice another of my candidates for Hosadus. But I wish to extend further your own words. The plan I had in mind for him and for the rest of the world may be too extended in time for a single lifetime to come into fruition. So, let's add this little clause to our agreement: in his new life my champion will be granted time to finish his quest as soon as he finds other souls to be sacrificed to you, whatever the means. The exact amount of the time granted for every soul is up to your generosity."

"Fine. On it is. But you should never ask for generosity from Death incarnate, you know."

It was BC 1250²³, in case you wish to record this date. Following this eldritch agreement by the two Lords of Entropy the lives of Hosadus and of Mohrbu, Hosadus' second-in-command at the church of Khuur came to an abrupt end. One night, at the height of an important ceremony, both priests were surrounded by a huge cloud of giant bats. They tried to counter it by summoning their spells, but no help came from Bozdogan and no magic was created. The same happened to any other cleric attempting to save the two from the assailants.

²³ This date for the death of the first body of Hosadus was chosen to be consistent with James Mishler's "[History of Great Hule](#)".

Before the guards and priests managed to make their way with weapons to the center of the cloud of bats, both men were dead. Any attempt to resurrect them failed, any question to Bozdogan by the high priests answered with: "This is the will of the Immortals, this is where their paths are divided."

Both bodies were buried, in different places according to the obscure message from Bozdogan. The crypt of Morhbu was found desecrated and empty the very next day of his burial, his body was never found again. In truth, he was turned into a vampire by the bats sent by Thanatos during the ceremony. The vampire took residence in the dungeons of Wogar's Palace of Khuur, patiently awaiting for the signs of Hosadus' reincarnation²⁴.

Vampire



²⁴ This is the same vampire found in module X5 in the den of the secret exit detailed in entry D4, page 26. The vampire is not fleshed out in the module, just noticing that it is an old acquaintance of the Master and they do not disturb the peace of the other. In the following this vampire is given a background and he is associated with the evil mentor of the new reincarnation of the Master hinted in module X5.

Hosadus' mortal body had a more ordinary demise. He remained buried in a holy crypt in the Temple of Chaos in Kizil for several centuries, until the temple and Hosadus' ashes were destroyed in a fire caused by a surprisingly successful barbaric incursion from the west. Part of the early arrangements of Lord Bozdogan for his grand scheme of the future, indeed. The temple was soon rebuilt but, as decreed by the Entropic Immortals, no trace of the original mortal body of Hosadus was left in this world.

In truth, Hosadus' soul was put in a stasis without memory in Bozdogan's own Home Plane, until the right time would come to wake him up in a new mortal body²⁵."

²⁵ According to VotPA Part 20 the first body of Hosadus died at the time of Wogar, but Bozdogan reincarnated his soul in a new body a few centuries ago. This second body is the one standing in the magical crystal casket of the Hall of Laws (see description of room B3 of X5 module, page 21). All other bodies used by Hosadus / the Master are avatars where his soul temporarily resides.

The Last gasps of the Nithian Empire

"Looks liike yoor chaaampion waaas nooothing buut a paawn soooo faaar, iisn't iit?" commented Sabakhu "Aaa siinglee aact ooof cleevernees cannoot graaant hiiim Immmoortality foor suure. Yoor Maaaster waaas peerhaaps a liiittlee toooo coonfi-deent abooout his prooteeegééé toooo maaakee suuch a deeeaaal with Loooord Thanatos hiiimself!!"

Woer noticed how the exalted spider correctly pronounced the name of mighty Thanatos while avoiding to explicitly pronounce the name of his Master Bozdogan. "You'll pay even this in time, my friend", thought Woer, "together with your blatant lack of faith toward Bozdogan. But first the full story must be told for the Archives."

"That is what might appear to a superficial glance, my friend" replied Woer "And I am sure that your trained, multiple eyes already spotted the hidden pattern woven by Lord Bozdogan for Hosadus and for the world. I just hope that what I'm going to recount now would not bore you too much! Let's just start when things start becoming interesting."

More than seven centuries passed since the burial of Hosadus, and the land of Huyule prospered under the teachings of Bozdogan. But, for a while, we should focus our attention to other lands far to the east: to the mighty Nithian Empire, the most powerful civilization since the Great Rain of Fire.

At that time, after centuries of personal intervention by Mighty Thanatos himself - whose deeds seeded chaos, strife and infighting among the prosperous Nithians - the fall of their empire of the Nithians was now a certain thing, heralded by its last, devastating civil war²⁶. Petty Nithian nobles wasted resources and manpower in rebellions and border conflicts, while the philosophical struggle between the water and fire elementalists was stronger than ever, ultimately leading to a scarcity of both elements in the sophisticated Nithian society.

For a long time most of the eastern colonies on the Isle of Dawn - who rejected early the new defiling cults inspired by Lord Thanatos in favour of passive contemplation of the element of fire - were acting as de-facto independent dominions. Shortly before BC 500, appalled by the extremes of violence and intrigue running rampant in the Empire, those colonies sent ambassadors to pharaoh Taphose²⁷ declaring their formal independence and peaceful non-interference in the affairs of the Throne.

Taphose's counselors, already utterly corrupted by the Entropic influence, advised him not to trust the rebellious provinces of the East, for they surely desired to over-

throw his rightful rule by feigning goodwill and peaceful intentions. Deception should be answered with deception - they argued - and suggested accepting independence for the moment while, at the same time, saving resources to turn the Nithian capital Ranak into a huge, impregnable fortified complex.

Taphose - an usurper himself and a paranoid, temperamental kind - at the time was still posing as a mighty and benevolent ruler, so he accepted the advice of his court and let the Thothians pursue their freedom²⁸. Then he gave orders to build for himself a new, magnificent, impregnable, palace in Ranak. A place from which all possible threats can be successfully repelled and a base where a solid, loyal army could be gathered to re-unify the Empire under Taphose's glorious name²⁹.

²⁶ Both Woer and Sabakhu are exalted beings of the Entropic Immortals so they are immune to the effects of the Spell of Oblivion cast on Mystara by the Immortals. They know well about the Nithian Empire and its demise as the fall of such a powerful culture is considered among the greatest successes of Entropy of the last few millennia.

²⁷ Taphose is the last pharaoh of the Nithians in the Outer World. He is described for example in HWR2: "Kingdom of Nithia" supplement (see for example page 2 of the DM's Manual) and in PWA1 page 62.

²⁸ It must be assumed that Taphose alliance with the entropic powers was not publicly discovered until very close to the Fall of Nithia. According to HWR2 module (page 2) the pharaoh bargained with Entropy to create a spell of such awesome power that it would bring back all the rebellious provinces under his rule. According to the module, this was done 'unbeknownst to all combatants'. So, in the following, Taphose is viewed by the Empire at large as a benign ruler until he shows his true colours right before the destruction of Nithia.

²⁹ Most of this info comes from the HWR2 supplement.

Usu-Minre the Usurper and the Soul-Gem of Thanatos

“At the same time, the long-planned preparations of a rather peripheral Nithian Overseer named Usu-Minre, were coming into fruition.

Usu-Minre was the governor of the Nithian Colony of the West, built on the coastal highlands south of Huyule. Corrupted by Thanatos since his youth, Usu-Minre became an accomplished priest of the Nithian cults of this Immortal³⁰. Feigning an unswerving loyalty to the pharaoh, in his hubris Usu-Minre made long-term plans to overthrow his lord.

Thanks to the favour of Thanatos, Usu-Minre was instructed to travel to the splendid City of Ivory³¹, the capital of Odak, the newest, westernmost colony of the Empire along the northern Agyptian coast. Here the Overseer had to recover some arcane crystals just discovered in the desert by Nithian explorers. The crystals were slowly pro-

³⁰ In game terms, Usu-Minre would be a 30th level cleric (BECMI levels) at the time of his challenge against Pharaoh Taphose..

³¹ The fanon Nithian colony of Odak - established in BC 550 on the easternmost tip of the Agyptian Coast of Davania - was introduced in [“The Odak’Tar”](#) by Alex Benson and expanded in [“A recent history of Davania”](#) by Sturm. The Ivory City is a likely Nithian ruined city loosely described in *DUNGEON Magazine #9* adventure “The Djinni’s Ring” which has a troublesome placement due to the presence of the port of Serendib. Here I assume that the Ivory City is in Agypt instead of Ylaruam and that the city was the capital of the colony. As Odak was very last (and short-lived) Nithian colony established in the Outer World I assume the Ivory City was built drawing from the full magical and mundane lore of the Nithians, so it was an utmost example of splendor. Perhaps it was truly entirely made of ivory, who knows.

duced over centuries by an otherworldly subterranean, inextinguishable White Flame³², one of those mysterious manifestations of ancient magic predating perhaps the Immortals themselves.

The crystals had the power to absorb mortal souls into themselves, that might be used as a source of raw magical power. Instructed by Thanatos, Usu-Minre hid in the City of Ivory and with his powerful magic acted like a wolf among sheeps, systematically depleting most of the population to fill the crystals with souls. The terror and sense of helplessness on the population - which notably did not receive any help from the jealous Overseers of nearby Nithian colonies - led the survivors to abandon the city and flee deep in the Agyptian wastelands, never to return³³. This caused the demise of the colony of Odak, just a few years before the Empire at large. But, as you will see, it definitely was for a good cause. All for the major glory of Entropy!

Once back in his pyramid-temple in the Western Province, Usu-Minre consecrated the crystals to Thanatos who, in turn, created with them a powerful artefact, the *Soul-Gem*. It was a peculiar item, indeed. The Gem was able to steal the whole life force of the individuals sacrificed to her so to prolong by a little amount the life of the

³² The soul-absorbing crystals and the white flame were described in *DUNGEON Magazine #50* adventure “Object of Desire”. Placement for the Mound of the White Flame and nearby locations was never explicitly stated; here it is assumed they are located in the inland of northern Agypt.

³³ The survivors were guided by the Immortal Pflar to an oasis deep into the Agyptian Desert; in later times those survivors mixed with the K’Tar clan of yuan-ti and became the race of the [Odak’Tar](#) (by Alex Benso)



owner, or instantaneously heal non-deadly wounds³⁴. This was a pretty much unbalanced trade between life and death - I must admit it - but that's our job, after all.

Usu-Minre believed that, with the power of the Soul Gem at his disposal, he would possess a strategic advantage against the powerful magic attacks of Taphose, enabling him to defeat the pharaoh in single combat. Moreover, once in power, a suitable, well-organized stream of human sacrifices to the Gem would allow him to live forever as the fabled Eternal Pharaoh so long sought throughout Nithian history³⁵.

³⁴ See also module X10 for details on the powers of the Soul-Gem.

³⁵ The legend of Eternal Pharaoh is an addition of mine, just to add some flavour to those turbulent times. In the last two centuries of the Nithian Empire Thanatos spread among its rulers a false myth - substantiated with false proofs - concerning the possibility for an outstanding pharaoh - irrespective of his relationship to established ruling dynasties - to get an eternal life at the head of the Empire as a reward by the Immortals. This brought many ambitious and unscrupulous regional rulers to try to subvert the ruling pharaoh and seize the

No one in the Empire would ever dare challenge such a mythical position, for fear of direct punishment by the Immortals themselves, thus making the Usu-Minre position truly permanent.

With this problem solved, Usu-Minre moved on to find a way to bypass the powerful defenses of Ranak to challenge Taphose in single combat.

Over the years Usu-Minre built a secret striking force of fanatical elite warriors, which would support him and keep the defences of the palace busy, giving the Overseer enough time to reach the sancta-sanctorum of the pharaoh. This force was made of 500 fanatical elite warriors imbued with magical powers and armed with magical weapons. The warriors were to be embarked on 11 newly-built flying boats

throne, to get a chance to become the Eternal Ruler. Needless to say, most of them failed in their efforts to overthrow the ruling monarch but, as a consequence, the Empire suffered a permanent instability for many decades until its Fall.

powered by skeletons³⁶, so as to bypass most of the land forces and garrisons of the pharaoh and swiftly approach Ranak.

Although corrupted, the Nithians were indeed at the apex of their power, so Usu-Minre was able to cast peculiar spells on the very land of his colony. These spells drained magic from Mystara itself to grant magical powers to suitable people living on the affected lands, and to create a new kind of magical, self-replicating, lightweight mineral ore from which magical weapons and armors could be built in large numbers. This ore was later known as *cinnabar*³⁷.

Following subtle suggestions by the agents of Bozdogan at his court, Usu-Minre built the shipyard for his flying boats in a secret place deep into the northern woods of Niwhelm: it was on the western shore of the Lake of the Deeps³⁸, at the same location of present-state Greatrealm. Here he also summoned a small patch of cinnabar to avoid the need of moving it from afar³⁹. All of this was part of Bozdogan's plan, of course.

³⁶ The flying fleet is the same used by the Hulean elite army of the Legion of Doom, accounting for the 10 flying airboats of the Doomflyers Regiment - see X10 and also PWAII page 102 for details - plus the personal flying boat of the Master described in module X5 (page 16). This is to explain how the Huleans managed to get such a large fleet of flying ships. Notice also that in most of this article, the Huleans actually stole lore and magical items from other people, in this case the Nithian boats created by Usu-Minre. I believe this is in tune with their national philosophy of followers of Bozdogan.

³⁷ Both spells will form the basis for the powers of the Inheritors and of the Red Steel/Red curse in the Savage Coast, as per Red Steel and Savage Coast campaign modules. Notice that the original use of Cinnabar as depicted in VotPA (Part 20 and beyond) is different from what is depicted in later modules such as "Red Steel".

³⁸ Alternate name for Lake Tros according to X5 page 10.

³⁹ An ore of cinnabar in Greatrealm is described in VotPA part 20.

To be truly sincere, poor Usu-Minre was manipulated on multiple levels: he was not even aware that the legend of the Eternal Pharaoh was in itself a corruption of the paths to Immortality introduced in the Nithian Empire by other servants of Entropy. Basically, he was following a lie.

Moreover, in all his display of power, the Overseer did not realize that Taphose was a secret follower of mighty Thanatos as well, the pharaoh's true aura magically altered by the Immortal to give false readings of neutrality to all but the deepest screening attempts. The Immortal of Death did not bother to disclose this little piece of information to Usu-Minre, nor to warn the pharaoh about the incoming conspiracy from the west. Thanatos delighted in putting his servants one against the other, so as to spread mayhem among the Nithians and, ultimately, put an end to as many lives as possible.

In truth, to the cold, ruthless eye of Thanatos, the survivor of this grueling fight would merely be a single step closer to Immortality as a potential candidate to Entropy, still in need of further testing. My erudite Woer, don't you find this a stimulating aspect of our Sphere? If you wish to become important among us you should learn as quickly as possible to be wary against the treachery of your comrades - and of your own sponsor as well! True Destruction needs focus, the fools and the unworthy at this task must be pruned out along the path. But I digress."

Creation of the Crystal Dagger of Cymorrak

“The creation of the *Soul-Gem of Thanatos* greatly alarmed the Immortal of Fire Rathanos, who foolishly believed that the Nithian Empire could still be saved as a single political entity under a benevolent ruler. Someone like Taphose, for example.

On the opposite, the rather blatant attempt of Usu-Minre at becoming a potentially immortal evil Nithian pharaoh who fed on human sacrifices was seen by Rathanos as the greatest menace to the Empire. The deluded Immortal was aware that whole cadres of Nithian officials were now utterly corrupted and that they would gladly take Usu-Minre’s place should the opportunity arise. The removal of the Overseer through the heroic acts of some principled Nithian champion was not the best course of action as soon someone else would seize the *Soul-Gem of Thanatos* and continue Usu-Minre’s work.

For this reason Rathanos invested a great deal of his own personal power to hastily create the *Crystal Dagger of Cymorrak*, an artifact whose sole scope was to destroy the *Soul-gem of Thanatos*, freeing all the souls trapped within the Gem and ending forever this menace to the Nithian throne.

A pious Nithian priest of Rathanos named Kepher was tasked with retrieving the basic materials for this artifact. First, he needed to find the largest and purest diamond encrusted among many thousands of others on the ceiling of the great cavern where the shadow elves established their City of the Stars. Then he needed to go to the same

Mound of the White Flame visited a few years before by Uzu-Minre and collect the largest crystal still devoid of a soul. Unlike Usu-Minre - and thanks to his actions, I must say - the area was now filled with tormented undead spirits - the result of failed experiments by the Overseer, who also left more than a few guardians to the place.

Once done,, Kepher had to bring the diamond and the crystal to the greatest Modiswerg artisan of that time, Cymorrak the Engraver⁴⁰, to carve them into three separate parts which could be assembled into a dagger. The diamond was used to carve the balde and the hilt, while the crystal was used to create the *Soul-Gem of Light*⁴¹.

Cymorrak, the dark dwarf, was a genius of his times, but he was also well known for his extravagant and demanding prices. In exchange for his work he asked Kepher for a single leaf and a small root from Yggdrasil, that extraplanar nexus shaped like an immense tree we all know so well. The problem was that Cymorrak asked Kepher for the leaf to be spontaneously given him by Nithog, the great wyrm dwelling among the roots of Yggdrasil, and for the root to be spontaneously given him by Vedfolnir, the giant eagle dwelling among the highest branches of the mystical tree. As you know

⁴⁰ The origin of the word Cymorrak was never explained in module X10. Here I assume this was the name of the mortal artisan who shaped the dagger by carving the diamond of the blade and the hilt and also the Gem of Light. The whole description on the creation of the dagger is fan-made by me and was meant to represent a test Rathanos assigned to his champion Kepher, perhaps as a prelude to following proper Tests for Immortality. Unfortunately, Rathanos badly miscalculated the circumstances in Nithia and the whole quest of Kepher backfired spectacularly.

⁴¹ See X10 page 24 for a brief description of the Soul-Gem of Light.

well, Nithog and Vedfornil are sworn enemies and each never dares trespassing the domain of the other⁴².



Dwarf

Kepher somehow managed to complete even this task, even if I strongly suspect that Nibble-Tooth⁴³, that troublemaking exalted squirrel dwelling on the trunk of the tree, might have had quite a great role in this success.

Bah! This is what always happens with the Spheres of Life: they act like sworn

⁴² The characters of Nithog (and, by extension, of Vedfornil) are taken from ancient Viking legends. They are referred to in GAZ 8 under the description of Yggdrasil as an Outer Plane.

⁴³ Again, the squirrel Nibble-Tooth is introduced in GAZ 8 under the description of the Outer Plane of Yggdrasil.

enemies and their philosophies seem impossible to conciliate, until they find a common enemy in Entropy and become best friends forever, help each other and the like. That's why none of those hypocritical Spheres will be spared by us in the end times.

Anyway, that puppet of Kepher finally presented the carved pieces of the dagger to Rathanos' avatar, who turned them into that vile *Crystal Dagger of Cymorrak*. The three separate pieces were meant to make the detection of the artifact more difficult by Thanatos and the rest of our Entropic forces. Moreover, every piece of the *Dagger* was so strongly aligned against evil that creatures strongly associated with Entropy could not even touch it⁴⁴ without feeling an excruciating pain. May Rhathanos be perpetually damned for this.

The pieces of the *Dagger* were scattered in different locations of the Isle of Dawn and, again Kepher was tasked with their retrieval. Another waste of time for the forces of Good, always obsessed with useless procedures. Once done - and this just highlights Rathanos' supreme stupidity - Kepher was sent to Ranak to gift the *Dagger* to pharaoh Taphose, so he could protect himself against the power of the *Soul-Gem*."

⁴⁴ See module X10 for further details about the powers of the *Dagger of Cymorrak*.

Kepher's Ordeal

“*After* quite a long wait in Tahpose’s private chambers Kepher - who was, after all, a high-ranking priest of an important Nithian Immortal - managed to get an audience with the ever-suspicious pharaoh. As you may expect, when gifted with the *Dagger of Cymorrak*, Tahpose proved unable to touch the artifact, showing his true colours and his allegiance with Entropy. And, of course, by that time it was too late to stop the events already set in motion.

As you may guess, the pharaoh was so frightened by the *Dagger* that he ordered the artifact to be destroyed at once. Kepher, of course, was to be executed for having attempted to kill the ruler of Nithia. The poor priest barely managed to escape the palace alive, thanks to the powers of the *Dagger* and with some indirect help from a baffled Rathanos. Kepher then fled Ranak toward the Western Province, determined to destroy the *Soul-Gem of Thanatos* himself.

As the allegiance between Tahpose and Entropy was now evident to the eyes of the Immortals of the Spheres of Light, these august beings moved their own pieces on the Nithian chessboard to remove the pharaoh from the throne. And so the civil war that brought to the destruction of the most powerful empire on Mystara was unleashed⁴⁵.

⁴⁵ Details about the magical civil war which ended with the fall of Nithia and the erasing of its culture from the outer world can be found in the "Hollow World - *Kingdom of Nithia*" supplement. Basically, the casting of an extremely powerful - and cursed - binding spell by Tahpose to stop the onslaught among his former Over-

Just notice how often the Spheres of Life end up doing most of the job for us, if properly directed! Entropy is superior and will always be, a Sphere able to stand up alone against the other four combined.

Back to poor Kepher, he found himself hunted without respite both by agents of Tahpose and of Usu-Minre: when the *Dagger* was assembled, those stalkers were attracted by the magical aura of the artifact like flies to a rotting carcass. When the *Dagger* was disassembled and undetectable, the network of spies and watchers of the two Nithian nobles was more than enough to keep track of Kepher’s moves.

And so pretty soon the good priest realized he was unable to reach the court of Usu-Minre and destroy the *Soul-Gem*. In desperation, he disassembled for the last time the *Dagger of Cymorrak* into the three constituting pieces, then he gifted each of them to a different leader chosen among the people who were least prone to harbor a network of Nithian spies and ally themselves with the Entropic Immortals. Such recipients were no-one but the tedious dwarves of the Cruth Mountains, the pesky elves of Alfheim and the naive halflings of the Shires, three rather unremarkable people who carried a living at the fringes of the rotten splendor of metropolitan Nithia.

The crystal blade of the *Dagger* was gifted to Alevar, this self-important and ‘respected’ leader of the Grunalf clan. It is said that Alevar always kept the blade with him, the strong magical aura of the item masked by the rest of his magical paraphernalia to

seers and dignitaries was what made the Immortals decide that the Empire of Nithia was to be destroyed and erased from mortal memories.

better avoid detection by the forces of Entropy. Figure out, such a guy was so 'respected' by his kin to become the second king of Alfheim after Mealiden Stawatcher some 150 years later⁴⁶. He was so 'respected' that they let his tomb be desecrated by Balefire, a large red wyrm from our side who opened the coffin stole the blade and mockingly buried the corpse of the king with a huge amount of gold and treasure. And what did the elves do about this? Absolutely nothing! They carried on with their lives until a party of external adventurers solved this problem for them⁴⁷.

The intricately-carved crystal hilt of the Dagger was gifted to Gunzuth the Clanless⁴⁸, at that time the elderly Sheriff of Seashire. The paranoid chap, fearing Nithian retaliation on the settlements of the halflings, hid the hilt in an old ruined temple of the Gentle Folks, in a wretched and forgotten wood merely a dozen of miles north of Shireton Port. Not exactly into the wild, I must say. The sheriff then dedicated himself to his main interest - crushing humanoid skulls while their brains were still inside them. Apparently he never told the location of the hilt to anybody else, so the location of this part of the Dagger was forgotten with the Sheriff's death.

As the more popular dwarves of Rockhome were embroiled in their own struggle with the humanoids - the infamous Battle of

Sardal Pass was going to happen just a few years later⁴⁹ - Kepher asked for help to the destitute dwarvish clans of Underduin and Thunderdelve⁵⁰, at that time one of the few dwarvish colonies outside Rockhome, by gifting them with the *Soul-Gem of Light*⁵¹. The colony was governed by the humble descendants of tyrannical Loktal Ironshield⁵²; they were so miserable and desperate for recognition that they decided to place the gem among their most honoured treasures, deep in the mines of their underground complex, hoping it was far from detection by the evil forces. The fools!

⁴⁶ See GAZ 5 and module X10 for details.

⁴⁷ Reference here is to the Alfheim quest described in X10, where the PCs must defeat Balefire, a large red dragon who set himself in the tomb of Alevar and added the blade of the Dagger to his huge treasure.

⁴⁸ This is the founder of the modern Five Shires country, see GAZ 8 for details.

⁴⁹ BC 492 according to GAZ 10 and GAZ 6, only 8 years after the Fall of Nithia.

⁵⁰ See module XS1 for details about Thunderdelve, which are updated (including some bits of info about Underduin) in *DUNGEON Magazine #62* adventure "Dragons' Delve". In the following it is assumed that both dwarvish communities are located in the mountains northeast of the Five Shires, following the "[Thunderdelve placement theory](#)" by Paleologos.

⁵¹ The original hiding place of the *Soul-Gem of Light* is not stated in module X10, as the agents of the Master manage to retrieve the item before the PCs. Notice however that, according to X10, the Master's minions may be intercepted in their return trip to the Master when they are 5 hexes west of Shireton Port - (i.e. they may be in Athenos) or 5 hexes west of Alfheim Town (i.e. they may be in Favaro). Thunderdelve and Underduin, which are about halfway between Alfheim Town and Shireton Port - could be a good starting point for the Master's agents. For this reason here it is assumed the *Soul-Gem of Light* was hidden somewhere in Thunderdelve because this dwarvish clanhold is mostly abandoned by present time (see module XS1 and *DUNGEON Magazine # 62* for details on the status of Thunderdelve).

⁵² See GAZ 8 for details on Loktar Ironshield. Here it is assumed that Thunderdelve and Underduin were founded by Loktal Ironshield around BC 912 when he and his dwarves fled the Five Shires (then named Glittering Lands by Loktal himself) due to a major uprising of the halflings they enslaved. According to GAZ8 the dwarves moved to the mountains to the north, and Loktal was never heard of again.

After the three parts were delivered, Rathanos sent Kepher back to Ranak, to save as many people as possible while the pharaoh and his enemies were busy casting terrible spells on each other, on the land and on anybody caught in between.

As you know well, at the very climax of the war - when perhaps the planet itself was on the verge of destruction - the Immortals got rid of the remnants of the Empire of Nithia, erased most memories of this empire from the outer world and moved the whole city of Ranak to the Hollow World, filled with a selected population of 'innocents'. Here Kepher was nominated first pharaoh of the reborn Hollow World⁵³ Nithia.



Unfortunately for him, his failure to address the situation at the court of pharaoh Taphose ultimately prevented his ascent to Immortality. A potentially powerful Immortal removed from the ranks of our opponents, all thanks to a little, almost trivial, trick by Thanatos.

After all, we always say that the fall of Nithia was our greatest success in recent history, don't we?"

⁵³ See Hollow World: "Kingdom of Nithia" supplement for details.

USU-MINRE IS PINNED DOWN

"Usu-Minre was advised by Thanatos to take advantage of the civil war, reach Ranak as soon as possible and seize power for himself. Unfortunately, the Overseer became embroiled in a series of rebellions from petty nobles throughout his colony, as ultimate power in Nithia was now all the rage among the depraved nobility. Many people were sacrificed to the *Soul-Gem* in those chaotic days.

And then the Immortals decided to erase Nithia. The Fall caught Usu-Minre totally off-guard, just while he was embarking his small army for the invasion of Ranak. He was spared by the surrounding destruction only thanks to the bond established with the *Soul-Gem* which, being an artifact of Immortal origin, was unaffected by most of the magic unleashed that day. It also managed to partially shield the Overseer from the effects of the Spell of Oblivion⁵⁴. At the same time the evil *Gem* intercepted and fed upon the thousands upon thousands of Nithian souls who died during the ravaging of the Western Province.

When the cataclysm was over, Usu-Minre discovered he was the only living being left amid the ruins of his own temple-pyramid. All other Nithians within dozens of miles were dead: some had killed each other during the strife, others were destroyed by the Immortals for their impiety or were whisked to the Hollow

⁵⁴ According to HW supplement (page 76) the Spell of Oblivion "affected every living, mortal being in the face of the world, robbing from them any memory of the Nithians; it sought out and destroyed almost every artifact or piece of monumental architecture the Nithians had ever build, destroying them utterly".

World; the few survivors simply fled the wretched land, with amnesia and confusion planted in their minds. By questioning Thanatos, Usu-Minre learned that, by Immortals' decree, he should be dead by now: the only thing that was keeping him alive was the life force provided by the Soul-Gem.

The Nithian Overseer already knew that the life-giving power of the Gem had a fairly limited range. It did not extend farther than a week on foot from the artifact⁵⁵; the crossing of this limit would sever the protective, life-giving link and Usu-Minre would be subjected to the Immortals' justice, immediately crumbling to dust. Moreover, to Usu-Minre's despair, following the feast of souls from the demise of Nithia, the *Soul-Gem* cannot be moved anymore.

This was a funny side effect engineered by Thanatos on the artifact: every absorbed soul added a minimal permanent "weight" (in a mystical sense) to the *Gem*, and the sheer number of souls absorbed during the fall of Nithia made the item as heavy as a mountain range. The immobile artifact could now be moved only through Immortal magic but, after the Spell of Oblivion was cast on Mystara, Thanatos was explicitly forbidden by the Hierarchs' Council to directly interfere with the scattered magical relics of Nithia.

At least, the huge number of souls absorbed by the *Gem* was able to prolong the life of Usu-Minre for several centuries, albeit the artifact was very mean in provid-

⁵⁵ In game terms it could be assumed that the maximum range of the life-giving power is approx. 80 miles from the Soul-Gem.

ing new life to the Overseer⁵⁶: While this gave quite enough time for Usu-Minre to reorganize and establish an army of now-undead servitors, the search for new victims to be sacrificed to the *Gem* for further life extension was now much more difficult.

So Usu-Minre repaired his flying ships - the very vessels he planned to use in his assault on Ranak - turning them into a raiding fleet with which he scouted the lands surrounding his temple-palace, looking for human preys to sacrifice.

The very limited range of movement granted by the *Soul-Gem* prevented Usu-Minre to effectively continue his quest to Immortality. The Overseer was effectively trapped in a small bit of land but, at least, the continuous raids by his flying fleet had the benefits of scourging the area around his palace, preventing any re-population and the rise of potential enemies for more than a millennium⁵⁷.

My Lord Bozdogan enjoyed this development very much, as it isolated the south-

⁵⁶ In game terms the Gem provided an average of only 6 hours of extra life for every HD of intelligent beings' soul being absorbed.

⁵⁷ The impossibility to settle in the lands surrounding the palace-temple of Usu-Minre is also to explain why Hulean expansion to the southern lands took so much time (according to SC information the coastal Barony of Babosas - established only in AC 951 - is conquered by Hule not before AC 971. Moreover, in VotPA Part 19 the inhabitants of the Hulean coastal town of Boyazka are described as having the same red skin complexion of the people of Slagovich, meaning that the coast was first settled by non-Huleans (basically Traladarans in AC 450 and Espans in AC 900). So there should have been something preventing Huleans from settling and annexing the southern lands to the coast until recent times.

ern border of Huyule and protected his followers from further humanoid invasions from the southwestern steppes. When the Huyuleans were expanding their borders - they managed to build a couple of small empires over the centuries - Bozdogan always sent suitable messages to his priests so that those Huyuleans traders and settlers close to the true faith always kept clear from the lands surrounding the 'sacred' mound.

Throughout the epochs adventurers, heroes and whole armies from the lands of Southold were sent to clear the solitary mound from its mysterious and sinister occupant, but the power of the Gem proved too strong: none of the would-be "liberators" succeeded; most of them were slain by the trapped, but invulnerable, Nithian Overseer.

Over the centuries the name of the palace-temple was corrupted by the ignorant local barbarians into "Mound of Uzumir", a name that is still used in modern days"

The Niwhelm Campaign

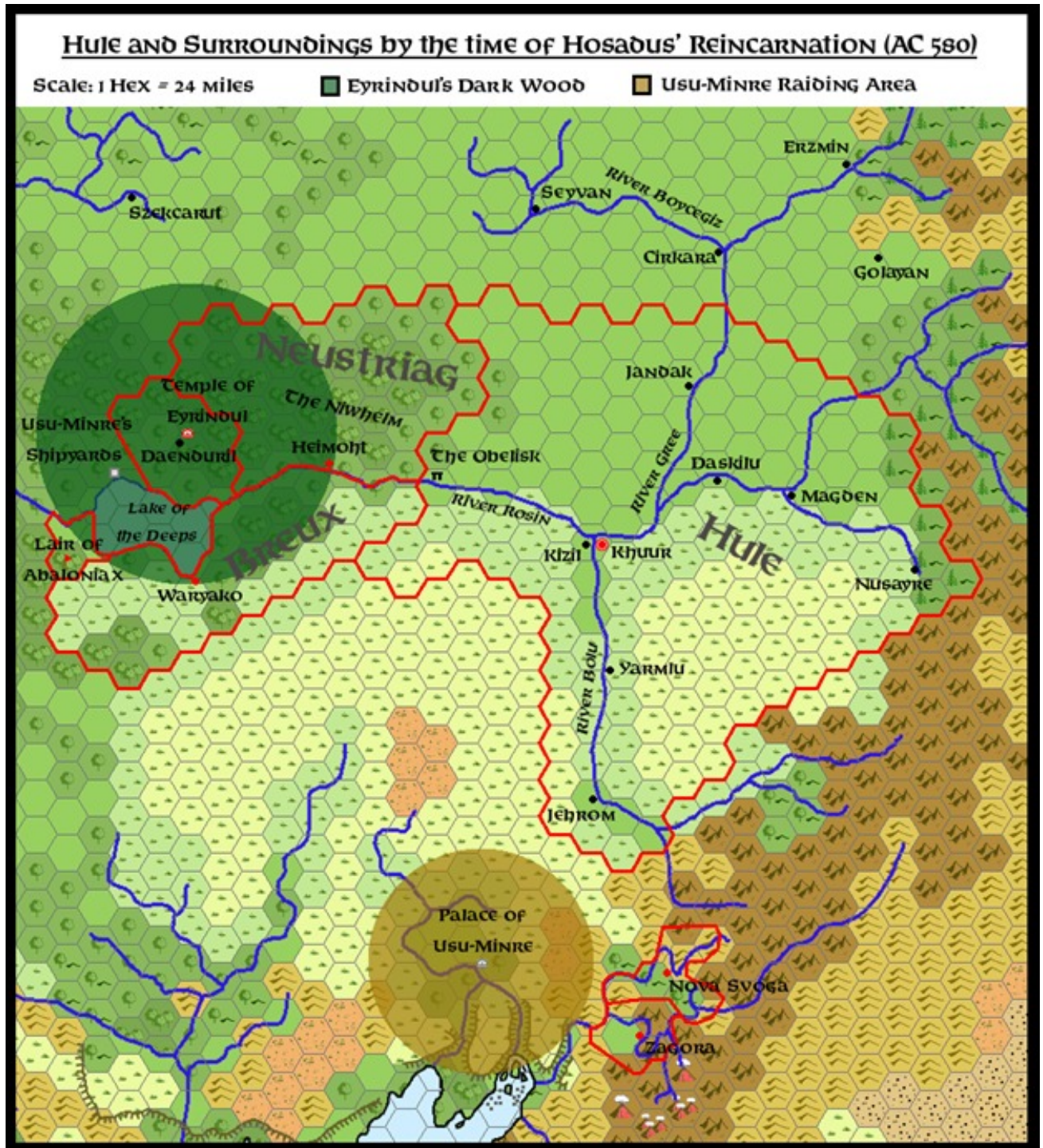
"Yooooou taaalk abooout three faaailu-ure oof aaa chaamppiioon of Thaaana-toos aaas iiif iit waas juust aa miinoor seetback! Hooow daaare yooou insuult thee fooresiight of our mooost poower-ful Immooortaal Liiieege? I shooould kiil you riiight noow foor thiis!"

Again, Sabakhu extended its poisonous fangs towards Woer, perhaps just to overcome the boredom of a story where Entropy was not a total winner. But this part was important for the rest of the story, thought Woer, and must be recorded in the Archives.

"Please, calm down, my friend. I assure you that Mighty Thanatos was not displeased by the course of the events. After all, he intentionally designed the flaw of the Soul-Gem to test his candidate.

The Lord of Death recognized the surviving Overseer as the 'winner' of his little contest among the Nithian upper echelons, but the deeds of his champion were still not enough to grant to this mortal the patronage of Thanatos to Immortality. For the same reason, the Lord of Death always refused to provide any help to the Overseer in finding a way to increase his freedom of movement, something that Usu-Minre always failed to grasp by himself. This was not acceptable by a champion of Entropy, so Usu-Minre was left eternally alive, but ultimately impotent to progress further in the ranks of his Master.

So, let's leave Usu-Minre in his beautiful buried palace for a while and go back to Hosadus. Around AC 600 - more than 1800



years after his death - Lord Bodzogan decided it was the right time to reincarnate his champion. It happened that, at that time, another Immortal decided to play on the Hulean chessboard. He was Eyrindul, a cunning, rogue Immortal of the elves. During his mortal life Eyrindul created the Niwhelm itself, as part of his Path to Immortality.⁵⁸ The wood was inhabited by Eyrindul's own clan of chosen elvish priests, the Daendurs⁵⁹. The forest was shared with two large clans of human barbarians: the warlike Neustriags⁶⁰ and the nature-worshippers Breuxi⁶¹, the ancestors of current Eusdrians and Robrennite people, respectively. The Daendurs were taken in high regard among both the Neustriags and the Breuxi and their lands were considered sacred by both people, who instead often clashed among themselves pretty often.

Although the barbarians of the forest provided a shield against Hulean interference, Eyrindul was wary about the slow encroachment of the eastern Niwhelm by the followers of Bozdogan. What Eyrindul feared the most was to lose control of the core of the dark forest, centered on the very first temple dedicated to his own cult. While in his mortal life Eyrindul spent centuries and countless energies to turn this part of Niwhelm into the arcane Dark Wood he wished it to be. In the following millennium his modifications expanded also to

the rest of the forest and, still now, Niwhelm was the template for what Eyrindul had in mind for the forests of the Shyie-Lawr elves. Niwhelm should not be lost to enemy hands⁶².

During the VIth century AC Eyrindul's elvish followers managed to forge a tenuous truce among the barbarians and prevent most infighting in the forest, moving the attention of Neustriags and Breuxi towards a potential common enemy to the east. This stabilized the border for a while, but it still was not enough to prevent the occasional Hulean land grab after some particularly resounding defeat of the barbarians.

In truth, Eyrindul needed a strong leader, someone able to inspire the barbarians to greater deeds and to bring war back to the Hulean lands. So this Immortal used his renown duplicity to create such a leader, was he willing or not. And, by sheer luck, when this process was almost done, he found another suitable general to lead the barbarians on the Hulean plains.

But let's go in order. Eyrindul instructed one of his most intelligent and charismatic priests among the Daendurs, an accomplished elvish mage named Gallus, into a quest to retrieve the Crystal Casket. This artifact was created by Eyrindul and acted like an enhanced form of a Magic Jar spell. Someone entering the crystal coffin would have his slumbering in stasis, untouched by time and mortal needs. His soul, instead, would be well awake and ready to possess the body of another recipient within the

⁵⁸ See *Codex Immortalis* entry about Eyrindul.

⁵⁹ Again, the Daendurs are introduced in the *Codex Immortalis* entry about Eyrindul.

⁶⁰ Made-up name for the barbarian ancestors of modern Eusdrians, I assumed "Neustriags" means "People of the sacred land between the two rivers", where the two rivers are the Rosin River and the Boycegiz River.

⁶¹ Made-up name for the barbarica ancestors of current Robrennites. Assume "Breuxi" means "Followers of Breig", where Breig is the local name for the Immortal Ordana.

⁶² In Immortals' terms (see *WotI: "Codex of the Immortals"* pages 81-82) assume that if Eyrindul loses the forest of Niwhelm he would suffer a Stroke by Bozdogan.

area of effect, establishing some kind of a parasitic link. If successful, this kind of possession would enable the one in the casket to fully control the actions of the victim, irrespective of distance.

Now, Eyrindul was not a truly evil being - a real pity for our Sphere, indeed! - so he arranged for the soul of the victim to reside in a suitable vessel, slumbering and ready to return to the original body once the possession is not needed anymore. As a suitable vessel he chose a black altar of stone dedicated to himself in his very temple in Niwhelm⁶³. In case the original body was killed, destroyed, or unable to host a soul anymore, Eyrindul arranged for the black altar to develop a Magic Jar power which would grant the soul trapped in the vessel to gain a new body from someone else. This was just a contingency plan, as Eyrindul did not truly believe it would ever be necessary to activate this specific functionality of the item.

According to Eyrindul's plans, Gallus was to use the Crystal Casket to possess the body of the most important leader among the Neustriags or the Breuxi and then use his diplomacy, his magic and his superior knowledge of tactics to bring a unified army of barbarians against the Huleans. Military defeat was never an option for Eyrindul: after the victorious campaign, Gallus would retreat back to his original body; in turn, the body of the barbarian commander would get its original soul back.

In AC 575 Gallus found the suitable leader, a powerful - if somewhat naive - Neustriag chieftain named Tros. He persuaded the

⁶³ This altar of stone is the same detailed in "The Black Altar" section of module X5 (page 15).

chieftain to visit the Temple of Eyrindul to get an omen from the Immortal and then possessed his body through the Crystal Casket. From this year on⁶⁴ Gallus started the slow process of uniting as many barbaric tribes as possible, to strike Hule with a mighty blow and definitely repel the intrusion on the Niwhelm.

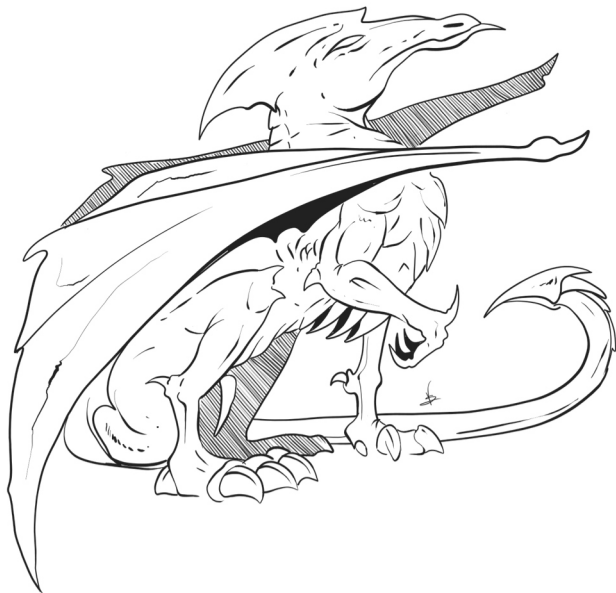
But this boring part is not so important for our story. I said before that Eyrindul managed to find two generals when he was just looking for one of them. Well, it happened that a powerful gemstone dragon, a huge jade female wyrm who just left the Glantrian Highlands, decided to settle on a deep wood close to the western shores of the Lake of the Deeps, just next to the lands of the Breuxi. The dragon's name was difficult to pronounce in human terms, so he accepted to be called Abaloniax by the awed Breuxi druids.

The jade gemstone dragon was one of the brainwashed commanders of the endless armies of the Overlord, a foolish extraplanar being who attempted a fruitless invasion of Mystara a few decades before⁶⁵. Until recently, Abaloniax helped his kin in the difficult post-war aftermath, as many former races enslaved by the Overlord - including the gemstone dragons themselves - had to be relocated on Mystara. Then Aba-

⁶⁴ See Christian Constantin's "[Hulean timeline](#)", which is used as a reference for the events of the barbaric invasion.

⁶⁵ For details see the *Dragonlord Trilogy*. Gemstone dragons were corrupted and brainwashed by the Overlord and left Mystara several millennia before, becoming generals and officers of the Overlord's army. For the attack on the Glantrian Highlands (and, in perspective, for the conquest of Mystara) the Overlord sent 500 gemstone dragons to Mystara, together with an army at least a million units strong.

loni-ax got bored and sought new challenges in his new home. She heard about Warlord Tros' rallying and of his charismatic leadership and, intrigued by the possibility of a large-scale military campaign, she decided to enlist as well under the barbarians' banner. The jade dragon intentionally placed his lair next to the lands of the still undecided Breuxi, who immediately treated her as a manifestation of Nature incarnate. In quite a short time, her passionate speeches led the Breuxi into joining the growing barbaric alliance, a mere three years since the beginning of the campaign.



Needless to say, Eyrindul was delighted by this turn of events, and ordered Gallus / Tros to share the leadership of the barbarian army with Abalonix.

Hosadus Reborn

“Thiiiiis loookss liiikee a baaad siiituu-uatiiooon fooor thee foolloow-eeers ooof yooour Loooord!” sneered Sabakhu “Eeyriinduul - maaay hiiis name beee cuurseed - iis noot aaa guu-ullibleee ooppooneent. Hee hiiis cleeeveer, aaand suuubtleee, aaand neeveer too beee uuundeereestiiii-maaateed...”

“Correct, my most poisonous friend” cut short Woer. At least this time the spider gave Lord Bozdogan the proper title. “And that’s precisely why my Lord was interested in Niwhelm and in the Daendurs in the first place. He wanted to provoke Eyrindul in his own sacred lands, to see what the elvish Immortal was capable of. It was a challenge of wit and cunning, you could say. “

“**For** many decades before the war, Bozdogan instructed his followers into provoking the barbarians of the western forest, to intentionally raise tension and cause a conflict. The naive minds of the forest folks were somewhat impervious to the subtle manipulations developed by the priests of Bozdogan, but they understood basic things like dishonourable deeds, trespassing of borders and pillaging raids.

And when the war was going to start Lord Bozdogan definitely did not sit idly on top of the Hulean pantheon! Actually, my Lord carefully watched Gallus' quest from the beginning. Bozdogan studied from afar the Crystal Casket he determined its powers and immediately decided this was the perfect gift for his reborn champion. And so, with but a whim of my Master,

Hosadus' soul was sent back to Mystara. It was AC 580⁶⁶, just five years after Tros began the unification of the barbarian tribes, a couple of years after Abaloniax chose her side.

Lord Bozdogan knew that the proper training and coordination of an army of barbarians would require many years - especially with proper Hulean interference and opposition - before it was effective enough to defeat his followers in open fields. For this reason he chose such a late date for Hosadus appearance: he wanted his champion to be as much as unnoticed as possible, mixed between the youths who still have to prove their value in this unforgiving world.

Of course, a few selected were informed of the event. My Master sent the proper omens of Hosadus' return to Morhbu, who reached the humble family of farmers south of Jandak where the champion was going to birth anew. The vampire attended in person the birth⁶⁷, so he could pose Bozdogan's and Entropy's blessings upon the newborn.

For a couple of decades Bozdogan let Eyrindul think that he was winning the

⁶⁶ I anticipated by 20 years the date of Hosadus' reincarnation with respect to [Christian Constantin's timeline](#) because I assume - as per module X5 - that Hosadus was reincarnated as a baby and not as a full grown adult (as Christian Constantin's timeline implies given that Hosadus leads Hulean armies into victory in AC 603 after being reincarnated in AC 600). I guess that 20 years is a good compromise as Hosadus in X5 is mostly depicted as a young man while performing his deeds.

⁶⁷ This corresponds to the event depicted in the first panel of the Shrine of Hosadus in Magden (see X5 page 12): "The first panel shows his birth-a baby is lifted above a smoking cleft by a clawed hand while two humans watch".

grinding campaign, while Morbhu's minions took care of Hosadus education and training in a safe place. Slowly but steadily, Tros' and Abaloniax's armies conquered province after province and realm after realm, bringing Hule to the minimum land extent since the time of Wogar.

What was worse, all along the campaign the barbarian leader always survived all attempts of assassination by Hulean hitmen. Many times they reported his death, only for a leader of different appearance - but always named Tros and apparently with the same memories and competence - to rise a few days later to lead again the barbaric armies against the Huleans. For Eyrindul this was a somewhat unpleasant effect of the long and nasty campaign, as now there was a whole set of souls of barbarian commanders stored in the black altar; their bodies no more suitable to accept their original souls. The need for a swift replacement of slain commanders also required the movement of the altar and the Crystal Casket at the eastern border of the Niwhelm, as close as possible to the frontline as was deemed safe.

Finally, around AC 600, a barbarian army led by Abaloniax laid siege to Kizil, ready to burn to the ground the nearby capital of Khuur and put an end to the war. All Hulean forces still able to fight were hastily moved east of the Gree and Bolu rivers, abandoning anything on the other side to the fury of the barbarian hordes. In desperation, a draft of all able bodies was established to help in the defence of Kizil's walls: the 19 years old Hosadus was among the young conscripts.

On the first morning of the siege Abaloni-
ni-ax flew high above the western gate and
dictated the conditions for the surrender
of the town. She emphasized her speech
with a powerful lighting bolt⁶⁸ that left the
gate crippled and ready to be taken by the
approaching barbarians.

At that very moment, from the highest spire
of the Temple of Chaos of Kizil, a bolt of
dark energy missed Abaloni-ax by a few
yards. A thundering voice, clearly heard by
defenders and attackers alike, so spoke:

“Do not dare to give orders to my people,
for I am Hosadus the Returned and
before the end of this morning, my
curse will be upon you. To you, good
people of Hule: hold the gate while I
dispatch this opportunistic worm from
our sacred lands.”

While murmurs of surprise, awe and joy
spread among the defenders, the dragon
screamed and dived to the Temple, deter-
mined to get rid of that insolent Hulean
who ruined her plans. She immediately
found that the boy facing her among the
towers of the Temple was a more than
worthy opponent, skilled in magic and
combat, and possessing eldritch powers
well beyond his young age⁶⁹.

On his side, Hosadus had to put all of his
concentration to fend off the vicious
attacks of the expert Abaloni-ax, who never
allowed him to strike a crushing blow
with his mace or with magic. Finally

⁶⁸ This is a spell and not the chlorine / poison breath of
the jade dragon.

⁶⁹ This fight corresponds to what is shown in the sec-
ond panel of the Shrine of Hosadus in Magden (mod-
ule X5, page 12): “The second panel shows a
handsome young boy battling a shining dragon crea-
ture”

Hosadus decided that he had to lose some-
thing to his opponent for his most danger-
ous spell to be successful. By lowering a
bit his guard he allowed a fang of Abalo-
ni-ax to deeply wound his face; at the same
time he dropped the mace and grabbed
the crystalline fang with both hands, as
the touch was essential for what he was
going to cast on the dragon.

And, while the jade wyrm gained ground,
lifting Hosadus with him, the champion of
Bozdogan uttered the terms of his curse :

“With the power of dissolution I invoke
here and now, may the bond between
dragon and gem unbind! Return to your
state, green and not jade. Your name for-
gotten, your purposes blurred, become
what you were and never return!”

With a horrified shriek, the jade scales of
Abaloni-ax started dropping from her body,
revealing pristine green dragon scales
underneath. In less than a minute of turns
and torment in the sky over Kizil the jade
dragon Abaloni-ax was no more and a
huge green dragon was in her place. By
invoking the Entropic powers Hosadus
managed to break the ancient spell that
turned the green dragon into a jade wyrm.
And now, back to her original form, Abalo-
ni-ax lost all traces of her nobility and
sophistication. She was just a selfish,
greedy, ignorant green wyrm, wishing
nothing else than going back to her lair to
guard her treasure and attend to her own
business.

With an annoyed movement, she cast
Hosadus away from her fang and flew
away, abandoning the battlefield and the
party of Eyrindul, never to return. The

dragon is now known as Voysava⁷⁰ and she is the scourge of the western shores of Lake Tros, feared by the humanoids living in the vicinity. It is said that Hosadus' curse can be dispelled, but it would require touching the dragon's body with an original jade scale of her previous skin, and to recite anew the binding formula that created the jade dragons. A formula that is known only among the wisest dragons and Eldars of Windreach⁷¹, and which is jealously guarded for the explicit purpose of not being cast again on chromatic dragons.

Back to Hosadus, he fell from the sky directly on the Grand Hall of the Temple of Chaos, crippled and badly wounded by his fight with Abaloniax. He was carried away by the minions of Morhbu and carefully tended to recover from his wounds⁷². Hosadus did not see the crushing defeat of the barbarians at Kizil following the escape of Abaloniax / Voysava, nor the ceremonies the official church of Bozdogan organized to recognize the champion reincarnated and to declare eternal loyalty to him. Hosadus took a year and a half to recover but, once back from his secret retirement, by his early twenties, he was again in charge of Hule.

⁷⁰ Voysava is a cruel and violent green dragon whose lair is shown in [this map of Hule](#); some information about Voysava is available in ["Dark Wood and the Janizary Lands"](#), again by Christian Constantin. I created the whole story of Abaloniax to provide this green dragon with an interesting background.

⁷¹ See the Dragonlord Trilogy for information about the Eldar and the draconic city of Windreach.

⁷² This corresponds to what is shown in the third panel of the Shrine of Hosadus in Magden (X5 page 12): "The third panel shows the same youth, badly wounded, tended by several evil-looking beings. One creature holds a book the boy is reading."

With Abaloniax gone, there still was Tros to be defeated. The siege of Kizil was over, but Tros managed to stabilize most of the frontline on the western shores of the river Bolu, repelling all sorties by the Huleans.

By carefully studying the reports about the successful murderings of Tros and his renewed appearances a few days later Hosadus correctly deduced that Tros was moving his soul across different bodies. The delay between the death of a 'Tros' and the coming of a new one implied that the source of the reincarnation process was located far from the frontline but still not so distant.

And so Hosadus had the current 'Tros' assassinated again, then asked Morhbu and his minions to fly over the western plains with his bats and locate the caravan bringing the new leader to the siege camp. It was determined that the reincarnation of the new leader most likely happened at a black stone altar at the eastern fringes of the Niwhelm, where the large river Rosin entered the forest.

With this information, Hosadus ordered his armies to hold the line along the rivers at all costs, while he consulted the high priests to set up a suitable countermeasure against the barbarian leader.

Now, the church of Bozdogan is quite an ancient thing. In over 1500 years until that time the priests of my Lord accumulated quite a large amount of lore of all kinds, dating back to the Nithians, to the elves and to the Oltecs living on the plains before the Huleans. A powerful Polymorph spell was devised, a curse on the

water of river Rosin that turned people into animals if they drank too much from it. It required Hosadus defeating a group of human-animal hybrids who held the most crucial bit of information about the spell, but, in the end, the Hulean leader was successful⁷³. And so, in a dreadful morning, while the Hulean warriors were desperately fending off another brutal assault on the battered walls of Kizil, the priests cast the mighty spell on the part of the river Rosin that crossed the Niwhelm. Hosadus then rushed to the city walls reassuring his soldiers that in a few days the tide of the war would be turned.

And in a few days the tide turned indeed. Terrible news spread among the barbarians, of entire villages in the forest suddenly devoid of people; unconfirmed tales told of women, children, elders that suddenly turned into animals without apparent cause. The barbarian frontline faltered, as more and more barbarian warriors rushed back to their homeland to check on their families. Tros and his officers tried in vain to keep their soldiers in line but, in a couple of days, the ranks of the barbarians were depleted.

And then the pent-up Hulean fury was unleashed upon the remainders, in the so-called Battle of the Black Lord⁷⁴, for the pitch black robes worn by Hosadus when he gave the order to attack. From the gates of Kizil the whole Hulean army was poured on the weakened enemies. The

slaughter of barbarian warriors all along the frontline was so great that, following the battle, the placid river Bolu was renamed river Thanat, to honor the Immortal of Death, as he who was surely on the Hulean side on that glorious day. In truth, this renaming was just a subtle suggestion by Bozdogan to please his fellow Immortal.

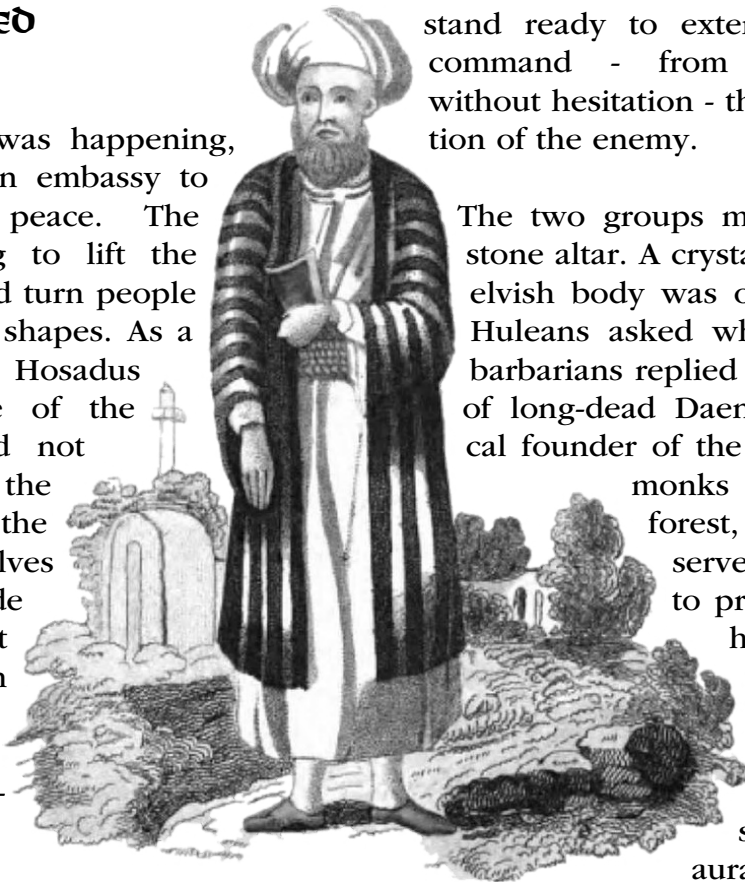
Hosadus ordered his army to ignore the fleeing barbarians, for he was sure that most of them would be turned into animals shortly after their return to their homeland. He also correctly foresaw that Tros would be currently more focused on lifting the curse on the river than on giving orders, and that most of the still able barbarian warriors would be left without a clear course of action. Hosadus exploited this to push his divisions among barbarian villages, encircling and isolating them. In desperation, whole tribes of Neudriags and Breuxi found their position untenable and so, harassed by the Hulean armies, decided to evacuate and migrate south, to the coast, far from Hulean influence. Hosadus allowed those people to leave unharmed and in their place he established loyal humanoid tribes, as the curse of Rosin waters was ineffective on them.

⁷³ This corresponds to what is shown in the fourth panel of the Shrine of Hosadus in Magden (X5 page 12): "The fourth panel shows the boy, now scarred, using spells to defeat a group of non-human creatures"

⁷⁴ The Battle of the Black Lord (AC 603) is mentioned in [Christian Constantin's timeline](#).

Gallus is Defeated

“While all of this was happening, Hosadus also sent an embassy to Tros, asking for peace. The Huleans were going to lift the curse on the river and turn people back to their human shapes. As a sign of goodwill, Hosadus revealed the source of the curse and suggested not drinking water from the river. In turn, the Niwhelm and all elves and humans still inside it would become part of the Hulean nation under the authority of Hosadus and of the church of Boz-dogan.



Hosadus as High Priest

stand ready to exterminate on his command - from distance and without hesitation - the whole delegation of the enemy.

The two groups met at the black stone altar. A crystal coffin with an elvish body was on it. When the Huleans asked who he was, the barbarians replied it was the body of long-dead Daendur, the mythical founder of the order of elvish monks living in the forest, forever preserved in the coffin to protect and guide his people. Hosadus did not reply. He was able to detect a strong magical aura radiating from

Gallus/Tros sent an ambassador accepting the offer for peace and asked for a meeting with Hosadus in which the curse would be lifted and the treaty of peace would be signed at the same time. He asked for the meeting to be held at the black altar in the forest.

With the information he already gathered Hosadus was aware that - given the opportunity - Tros would attempt to reincarnate his soul in Hosadus' own body, so as to rule the barbarians and the Huleans at the same time. To prevent this, Hosadus worked with his priests to forge a powerful, single-use, penchant able to mirror back a spell to its caster. He gave orders to his retinue to stay far away from him and from Tros during the talks but to

the coffin and suspected that the body was not dead at all.

The meeting started as expected, with 'Tros' standing close to the coffin and feigning willingness to sign the peace treaty. He did not try to bargain the deal and accepted all terms to submit to Hulean rule. Hosadus then proceeded alone, accepting barbarian and elvish compliance and declaring that he was now going to lift the curse from the river. Then, all of a sudden, the body of Tros fell to the ground, lifeless. At the same time Hosadus felt a crushing external will coming from the coffin. This will was trying to push his mind away from his body and into the altar of stone. During this communion of souls Hosadus became aware of the true

name of his assailant, of his true nature and of his purpose, and the same happened to Gallus about Hosadus. Fortunately for Hosadus the penchant worked and this forced cohabitation was short-lived: while the item crumbled to dust, it reflected the spell on the body on the coffin, moving his soul to the altar, instead.

Immediately Hosadus uttered his order and the retainers closer to Tros were killed with arrows and magic, to prevent Gallus' soul from reincarnating into someone else nearby. On his side Hosadus cast a magical barrier on the altar, to prevent the soul from returning into the body inside the coffin. With the enemy's delegation killed or turned away, Hosadus gave orders to quickly remove the body from the coffin, cripple it almost to the point of death and then bury it in front of the altar, all while his magical barrier spell was still in place.

"Do not fear, my friend" said Hosadus to the stone altar. "Soon my magical barrier will fade over, and you will be able to become corporeal anew. I am afraid your original body will not serve you so well, but I will give you plenty of opportunities to possess other bodies in the future. As for your people, if they are wise enough, they are free to follow their former barbaric allies to the southern sea. And, for your treachery, the curse on this river stays in place. But to honor a worthy opponent like you, the Lake of the Deeps from now on will be called Lake Tros. "

Then Hosadus left for Khuur, bringing the Crystal Casket with him, together with

every bit of information he managed to recover from Gallus' personal items.

Eyrindul was utterly defeated at this point. In frustration, the Immortal created a large stone obelisk where River Rosin enters the Niwhelm. On this obelisk he wrote obscure words of warning about the new power of Hosadus. The obelisk would shine with a golden hue to attract passers-by from a distance. Any time a sentient being would touch the obelisk, the monument would be struck by a lightning of magic, and the warning about Hosadus would appear in the form of giant glowing words written on the obelisks' sides.

Currently Eyrindul is a sworn enemy of Lord Bozdogan. I believe the elvish Immortal is plotting his revenge against my Master and his champion, but I'm not worried at all. We defeated him in the past, we will defeat him again in the future!"

Hosadus Triumphant

“Anyway, to close this part of the story, Hosadus was hailed as the saviour of Hule. The former barbarian lands were annexed to the country, and the leader of Hule continued the consolidation of his power. Hosadus also made sure that the remaining elves and barbarians fled the cursed Niwhelm and moved south, never to come back.

Under suggestion by Lord Bozdogan, Hosadus moved to an abandoned temple complex on the western shore of Lake Tros, a place shunned even by the Daeldurs for it was cursed by the Immortals. It was the very same place where - a thousand years before - Usu-Minre built the yards for his floating ships.

The ruined place was guarded by beings from the Dimension of Nightmare, summoned by the Nithian Overseer to fend-off trespassers. Instead of fighting these guardians, Hosadus decided to bargain for their services, in exchange for their freedom from old Usu-Minre’s bounds and for part of Hosadus life essence to allow them to survive on Mystara without the protection provided by the binding spell⁷⁵. It was said that, after the deal was in place, Hosadus never looked as the handsome young man of before, but that his appearance was more cadaveric and unnatural, as if some important part of his spirit was stolen - and I guess this is exactly what happened. The denizens of the Nightmare Dimension may see the world from a different perspective⁷⁶,

⁷⁵ This is an elaboration on X5 information, which says that Hosadus bargained the permanent services of several Nightmare Dimension beings (Malferas and Spectral Hounds, basically) in exchange for his own life force. Following this deal Hosadus became more like a restless corpse than a living being.

but they manage to be as evil and cruel as the people of the ordinary world.

With the support of these new allies Hosadus rebuilt part of Usu-Minre’s complex⁷⁷, and sifted the Niwhelm to expel or outright slaughter any group of elves or barbarians still in the forest. The spectral hounds he allied with proved extremely good at this task and, in a few years, they even managed to clear the town of Daenduril and the very Temple of Eyrindul - the accessible sections, at least⁷⁸ - from their elvish inhabitants.

The elves who survived these ferocious hunts migrated south, to the new lands of the Eustrigs and the Breuxi. Most notably, they brought with them a live branch of the *Tree of Life* in Eyrindul’s Temple, a Tree directly descended from the original Tree created by Ilsundal in the Sylvan Realm⁷⁹.

⁷⁶ Referring is to the “Immortal Set” concept of the Nightmare Dimension - a 5th dimension of the Multiverse on which the creatures of Nightmare reside, instead of the First Dimension where ordinary beings reside.

⁷⁷ This corresponds to what is shown in the fifth and sixth panels of the Shrine of Hosadus in Magden (X5 page 12): The fifth panel shows the construction of a great palace. The workers are demonic creatures who lift great blocks of stone. The next panel shows the same palace, now complete. Two large statues stand to either side of the entrance. They are like the creatures shown building the palace in the previous panel. On a tower above the door stands Hosadus in a cloud of bats.”

⁷⁸ I guess that in the very first temple of Eyrindul on Mystara there should be sections protected by magic and guardians still not accessible to Hosadus and his minions. They could keep important secrets of Eyrindul mortal life and even some old elvish priests who managed to survive in the isolated areas of the Temple during the last four centuries.

⁷⁹ This is a mixed canon/fanon inference, as follows: From module CM7, an NPC druid named Cucurbita Pepo can be added to the party of Faediell elves travelling to the Sylvan Realm to investigate the illness of Ilsundal’s Tree of Life. The druid joined the party

One of Hosadus' officers, an accomplished mage named Moorkroft⁸⁰, attended unseen the moving of the Tree shot from the magical plant in the Temple of Eyrindul. Intrigued by the possibilities offered by the Tree in terms of life extension he deserted Hosadus' ranks to start his own investigations⁸¹. In the following years he reached the Sylvan Realm, conquered it and brought immense suffering on the elves of Ilsundal. This is just how chaos and destruction spread in the world, a sparkle can start a fire elsewhere, and nothing will prevent Entropy to be the final winner, in the end.

But I digress again. After a few years of researches in the rebuilt Nithian complex Hosadus also found instructions on how to repair and manage the flying ships, hidden

because his order sensed the illness of the Tree and decided to help. In VotPA Cucurbita Pepo is further detailed as a druid from Robrenn. Finally, in GAZ5 it is stated that if a Tree of Life gets ill or dies, the same happens to all its direct descendants, irrespective of distance. Putting everything together it could be inferred that the elves of Robrenn have a Tree of Life, which is a direct descendant of the Tree of Life of Ilsundal in the Sylvan Realm. The Tree of Robrenn got ill following the illness of its ancestor and so the elves sent Cucurbita Pepo to investigate. As I assume that the elves of Robrenn and Eudria mostly come from the elves of Niwhelm, then I placed a Tree of Life in the Temple of Eyrindul.

⁸⁰ See module CM7 for details about Moorkroft. The origin of this mage is never officially stated (except for a distant relative living in Glantri mentioned in GAZ3) but he reached the Sylvan Realm around AC 600, which is a nice coincidence with the events about Hosadus triumph. I created this fictional background for Moorkroft to tie-in these two parts of canon lore.

⁸¹ Or, maybe, Moorkrof did not desert the Hulean ranks at all and as of AC 1000 he is still secretly working for Hosadus to find an entirely new way to extend the life of his Master and further prolong his presence in the mortal world. I guess this possibility may offer an interesting way to establish an interesting long-term campaign of adventures in central-western Brun.

in an underwater cave in Lake Tros guarded by an ancient marine creature placed there by Usu-Minre himself⁸².

Hosadus named his new palace-temple-fortress Greatrealm for, in perspective, it was going to be the seat of the greatest realm Mystara would have ever seen. A magical waterfall from the Plane of Water prevented the effect of the curse on those working at the temple, while the local small ore of cinnabar was discovered and exploited.

Hosadus studied the Crystal Casket in a secure place, together with all the information he managed to gather from Gallus' notes and from his spellbook. Unfortunately, Gallus was very secretive on the functioning of the magical device and its open use was, obviously, very dangerous. Whole decades were necessary to Hosadus to decipher the mystery of the Crystal Casket, to the point that an eldritch deal with otherworldly beings was necessary to gather the missing information⁸³. Fortunately for him, Hosadus also collected ancient Usu-Minre notes about the life-extending powers of cinnabar, which he used to push further the limits of his life.

⁸² This corresponds to what is shown in the seventh panel of the Shrine of Hosadus in Magden (X5 page 12): "The seventh panel shows him much older, standing in the prow of a boat, casting a collar about the neck of a great water beast. In the background are a swamp, a forest, and the palace."

⁸³ This corresponds to what is shown in the eight and final panel of the Shrine of Hosadus in Magden (X5 page 12) "The final panel shows Hosadus, old and withered, leaning on a staff, standing before a misty doorway. Vague shadowy shapes stand in the fog."

Around seventy years after his birth⁸⁴, Hosadus - now living in an aged and weak body - finally understood how the artifact worked, and was ready to follow Gallus' example. He built the third part of the monumental complex⁸⁵, specifically to host the Crystal Casket and his body, then gave orders to bring a carefully selected young boy to Greatrealm, and announced he will become his chosen successor, to be followed as all words were spoken by his very mouth⁸⁶.

Hosadus and the boy left for the wilderness, escorted only by a cloud of bats⁸⁷. Some months later the boy returned to Greatrealm alone, dragging on a ceremonial cart the Crystal Casket with the body of Hosadus inside⁸⁸. The boy gave orders to place the crystal coffin in the Halls of Law, while he took office as the new leader of Hule. In a short time - with the surprise of the whole ruling class of Hule - the boy revealed himself a true successor of Hosadus, seamlessly ruling in full continuity with Hosadus' politics and deeds.

For almost four hundreds of years the same procedure was followed: at the end of his active life the current ruler of Hule declared

⁸⁴ I assume the first use of the Crystal Casket by Hosadus happened in AC 651, shortly after the Greatrealm Declaration according to [Christian Constantin's timeline](#). While not extremely old by human standards, Hosadus lost part of his life force in his agreement with the Nightmare Dimension beings. So, like during his first life at the time of Wogar, Hosadus was now old beyond his age.

⁸⁵ See module X5: Hosadus built the third and final part of the temple complex in Greatrealm only when he was very old and close to the passage of power with his new 'heir'.

⁸⁶ See also module X5 page 20.

⁸⁷ I assume that Morhbu attended the event as part of the deal between Thanatos and Bozdogan.

⁸⁸ See module X5 for details. The Crystal Casket was brought to Greatrealm by the heir of Hosadus only after the soul transfer was completed.

his will to abdicate to a chosen young heir, then both of them would move to Greatrealm 'to a pilgrimage to Hosadus and to the great leaders of the past'. Here the former ruler would 'die', his body interred into a transparent coffin in the Hall of Laws, and his soul (actually Hosadus' soul) would go back to the original body inside the magical Crystal Casket. Shortly after, Hosadus' soul would depart its original body to possess the body of the new, young ruler. So Hule became ruled by the same person for all this time. The resulting unity of purpose enabled this country to expand its borders and grow powerful much faster than its neighbours, to the point that, by AC 1000, it was able to field a land army nearly as powerful as those of much older and larger empires such as Thyatis of Alphatia⁸⁹."

"Aaaand whaaat will haaappen tooo thee souuuls oof the victiim of suuch paaar-assitiismm?" asked Woer, fascinated by the implications of Hosadus' deeds.

"Weel, my friend, Bozdogan is not an ungrateful Lord such as foolish Eyrindul. For the services they gave to Hule and to its church their souls were all moved to the Home Plane of Bozdogan himself, to serve him as they would have done if they were truly at the reins of the Hulean Empire. I guess they cannot hope for a greater destiny, don't you think so?"

End of Part 1 - To be continued ...

⁸⁹ This is perhaps an exaggeration, but in the AC 1004-1011 timeframe Hule manages to conquer a huge territory. Moreover, it is explicitly stated in PWAI-II that the whole extent of the Hulean military is unknown.

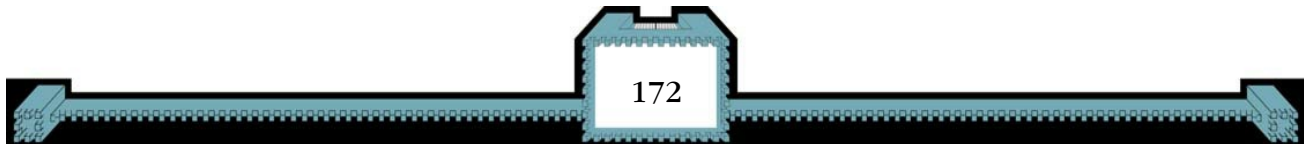


by Brian Rubinfeld

Beyond the political, social and religious groups; there are many genuine threats to the lands of Blackmoor. Brutish men and monsters still roam the landscape and the wastes beyond. Even in a “civilized” age of current Blackmoor, many issues have arisen thanks to these fearsome foes. These monsters prove that what survived of Blackmoor is a scarred and troubled land. It attempts to rebuild from an apocalypse, but will all of its plights and terrors let it?

As a follow-up, here is a list of various Blackmoorian monsters, as well as a supply of my own atrocities and abominations to plague Blackmoor. Admittedly, I wanted to do a lot of this long ago. Time, commitment and having to relearn BECMI played

major roles in all of that. As you may notice, there are a lot of robots, mutants and other Gamma World-esque terrors found throughout. And while not included here, several creatures from the Mutant Future game are more than compatible with some adjustments. Given the science-fantasy theme of Returned Blackmoor, I figured this was more than appropriate. Also, some monsters might feel out of place with Mystara’s timeline. This is due to reconciling content from the original Blackmoor (and to an extent, the 3rd Edition version) into this version. Granted, all of these creatures should have been destroyed by the Great Rain anyway, so it’s not beyond the realm of possibility.



Abbreviations/Product Source References:

DA1: *“Adventures in Blackmoor”*
 DA2: *“Temple of the Frog”*
 DA3: *“City of the Gods”*
 DA4: *“The Duchy of Ten”*
 B10: *“Night’s Dark Terror”*
 X5: *“Temple of Death”*
 CM4: *“Earthshaker”*
 CM6: *“Where Chaos Reigns”*
 IM1: *“The Immortal Storm”*
 GAZ5: *“The Elves of Alfheim”*
 GAZ10: *“The Orcs of Thar”*
 PC1: *“Tall Tales of the Wee Folk”*
 AC9/DMR2: *Creature Catalogue/Catalog*
 RC: *Rules Cyclopedia* Creatures
 EX: *Expert Rules*
 HW: *Hollow World* Boxed Set
 WotI: *“Wrath of the Immortals”*
 TRS: *“Quest for the Silver Sword”*
 YC: Yellowdingo’s *Creature Catalogue II* -
 (Found [Here](#))
 PF : [The Piazza Forums](#)
 CI: [The Comeback Inn Forums](#)
 VoP: The Vaults of Pandius
 ([Mind Flayer](#) and [Walker](#))

SOME EXISTING CREATURES IN RETURNED BLACKMOOR

Animals (RC/CC/etc)

All sorts of animals once native to Blackmoor can still be found here. Birds, mammals, reptiles and more are still found in the wilderness that dots the region. The majority of animals can be found within the temperate zone of the original era Blackmoor, with some variation due to mountain and desert terrain.

Animal, Blighted

Undead animals afflicted by the same scourge as the Blighted Dead. Unlike the zombified humanoids, many of the animals retain most of their motor functions.

Animaloid (Mutated Animalmen)

These sorrowful creatures are humanoids (predominantly humans) afflicted by either the Plague of the Arcane, the Afridhi Gnolls or Nyela’s cult. Their mindset is a Chaotic aligned mixture of their old race and the feral instinct of their new one. Stats otherwise match those of various races. Rumor has it that like Werebeasts, some variants might be infectious.

Ash Crawler (RC/CC)

A terrifying mutant found near the southern wastelands. It somewhat resembles a big rat.

Ash Goblins (CI)

Wicked goblinoids of Blackmoor, supposedly spawned by the Great Rain itself! Many escaped the hands of Morris, preferring to run amok in the plains and fields beyond the raiders' turf. In many ways,

they resemble goblins, save for the little horns on their heads and their immunities to the dark magicks and radioactive pollutants that taint the lands beyond Blackmoor.

Baleborne Orcs (CI)

The magically created mixture of goblinoid and orc, it is unknown how much intervention Immortals had in the creation of these beings. Their original purpose was to be bodyguards for great chieftains and other important orcs. In more recent ages, they have become major figures in armies.

Bandit (RC/CC)

Standard Raiders, lawless scum who love to pick on the innocent and defenseless. Some are pirates interested in smuggling potentially dangerous technologies into the global black market.

Beholder (DMR2)

The Tyrant Orbs. These wicked beings seek to oppress and horrify all those around them. Their deadly eye beams can take out armies. Like other evil ilk, they were pulled from the Dimension of Nightmares by wicked cosmic forces.

Berserker (RC/CC)

Olden style warriors of the Northern Circle typically. Others belong to Raider tribes. Some practice ancient methods to unleash furious combat, while others turn to augmentations or narcotics.

Blackmoor Emergency Mech (Earthshaker) (CM4)

A massive robot. These were built in limited numbers for emergency uses. When activated, the massive machine is deployed into action. In a rare instance, it was used to fight equally giant monsters in

the past. They aren't impacted by electrical attacks like lesser machines are. Usually, their lesser versions are deployed first.

Black Smoker (YC)

Dangerous fungi that unleash spores that turn their victim psychotic. They've been captured from Detrituswood Exclusion Zones and have been bred by cults of the Egg.

Blackwheat (YC)

A swampy spawn of the corruption that breeds in Detrituswood. Its spores act as a kind of neurotoxin. When inhaled or ingested, the victim is sent into a violent rage. Particularly gutsy narcotics producers venture into the swamp for their own rage drugs.

Camarilla (DA3)

Six-legged massive lizards found within the desert regions. They're an impossible survivor from darker times, but they remain wandering wild even today. They've been embraced by various settlements along the wastelands, what remains of the Hak and other southern territories.

Cheetah, Blackmoor (PF)

These animals are not native to Blackmoor, they were somehow mysteriously imported. Signs point to Nyela's cult as the source, but for what purpose?

Cryion (RC/CC)

Shy bat-like humanoids, they can be found within mountainous regions and in old caves.

Cyborgs (DA3)

Humans drastically altered through the powers of technology. Transhuman in many regards, they have the boons of both computing devices and enhanced minds. Capable of enduring more than a normal

*Nyela, rakasta leader.
Original drawing by [Hasandgo](#).*



body, they are prepared for many challenges in civilization and wasteland alike.

Deadwood (YC)

A zombie-equivalent of a plant, controlled by magical fungi. Another blight of the tainted swamp, it attacks outsiders to sap them of nutrients. The fungal parasites sustain themselves from this pseudo-vampirism.

Dragons (AC9/DMR2)

In the innumerable years between Blackmoor resurfacing in the world, dragons too made their own comeback. Some took interest in Blackmoor when it returned, but not before it lifted off the Material Plane. To the chagrin of many, dragons have returned and roosted within the lands once more. And worse, many have adapted to the new technologies quickly.

Elementals (DMR2/RC)

Raw forces of nature, something standing the test of time against Blackmoor's previous expansionist attitudes. The ensuing end of the old world created corrupted variants of Entropy and Radiance however.

Extraterrestrial (YC)

Something truly strange and alien landed in the Superstition Mountains at some point, making it the second space faring race to crash into Blackmoor. Little is known of them, except that they arrived before the Great Rain of Fire, were buried in the mountain, were somehow preserved and exist today. But, few can prove they exist. And those who can prove that? They have a habit of altering their memories and entire minds. The subject has become popular among conspiracy theorists, some saying that Allogost's regime is actually made of these aliens.

Faceless Man (YC)

Terrifying and uncanny humanoids that closely resemble humans, save for a genderless appearance and no face. They were the results of tampering at the hands of either the Oard or the Egg. It's unknown which is responsible. Likewise, their purpose is unknown.

Faeries (AC9/DMR2/PC1)

Long since enemies of Blackmoor's later agenda. This hasn't changed much under Allogost's regime. His forces distrust the fey, while only welcoming a few elves into his lands. As the fey are associated with trickery and mischief, they're watched or warded from afar. Likewise, they tend to hide just outside of Blackmoor's influence.

Faerie Ring (YC)

Dangerous circles of mushrooms with planar properties, often used by the fey to escape Blackmoor or abduct victims.

Forest Guardian (YC)

Vengeful creatures who are enraged by the state of the marshlands between Ten Duchy and Vestfold. Even though the damage was never intended, the creature attacks any who dare to step into its territory. They can also be found in the Locust Hills Victory Grounds and Malfera Forest. They share much in common with the Gakarak.

Frogmen (DA2)

The descendents of the frog-spawn that didn't flee following the destruction of The Temple and City of the Frog. From the Great Dismal Swamps, many branched out to haunt the spaces around Blackmoor. Over time, the dark power of "The Frog" immortal seemed to dissipate though,

making its creations less inclined to act as maliciously.

Fungal Fiend/“Dusanu from Space” (DMR2/X5)

A cosmic abomination that operates in a hivemind. Whether or not they are related to Dusanu is debated. Unlike true Dusanu, they replace all matter on a victim’s body with disgusting pulsating and padded fungus. The victim’s head is replaced by antennae like extensions. Natural weapons protrude from the arms. If infected by spores, its effects take only 1d4 hours before the victim is turned into a fungaloid horror. Particularly damaged and aged infected begin to produce Infectors, potentially releasing a new wave of the infection. And those who aren’t necessarily useful are harvested for biomass that quickly coats and overwhelms surfaces. A central "Rot Mind" feeds instructions as the core of a hivemind. They otherwise use the same statistics as Dusanu. The only infected can be found beneath the Temple of the Frog... for now.

Grazer (DA3)

Bison-like beasts that prove sacred to Peshwah life. Some more domesticated breeds have had better chances of survival than more wild breeds. They each have a single horn and a flat tail.

Gatormen (DA4)

A magical creation from the Duchy of Ten. While this power fell long ago, its legacy continues to linger. The Gatormen allegedly follow corrupt patrons like Demogorgon, but this is widely speculated. They are mostly unwilling to contend with many other civilizations, preferring isolation. Some have forged a neutral relationship with an ancient Rakasta tribal advisor, Old-as-Dust.

Gakarak (DA3)

Giant tree spirits whose burning hateful passion was revived during the attack on Red Woods. Their natural powers seem to have adapted to Blackmoorian technology, complete with a supernatural resistance. Thus, older style weaponry is now needed to face them. (Modify with extra defense)

Geonid (AC9/DMR2)

Small creatures dwelling within rocks, some resembling boulders. They are sensitive and strange towards the rest of Blackmoor.

Ghosts (RC/CC)

Restless souls with unfinished business. Many are victims of the uprising when Blackmoor came to near-modern Mystara.

Ghostly Horde (RC/CC)

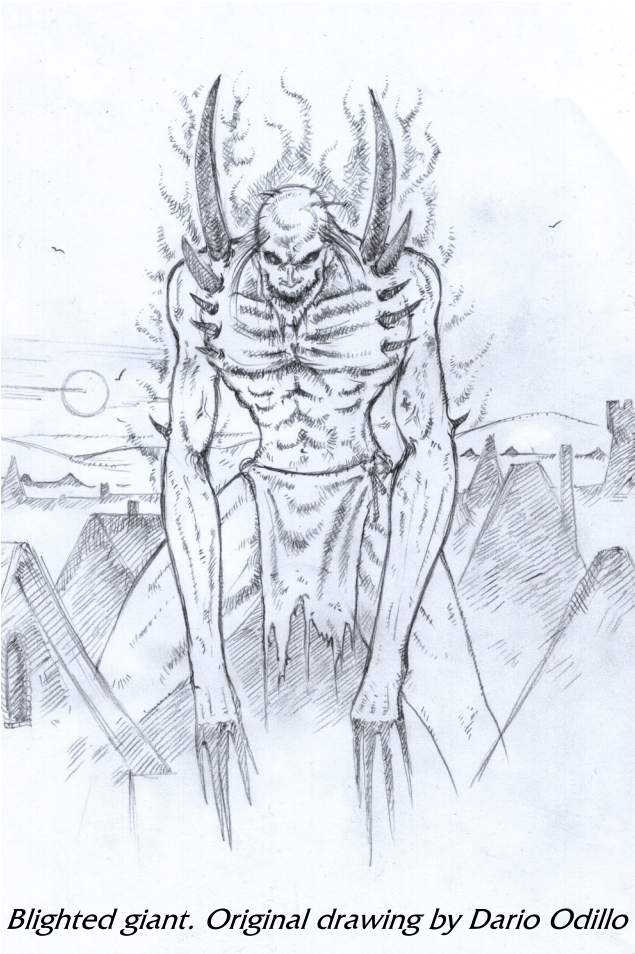
These magical ghost-like enchantments plague abandoned towns, battlefields and cursed places. They could be the result of lingering fey or possibly something else entirely.

Giants (EX/DMR2)

A far cry from their glory day, these magnificent titans still tread upon many old grounds. Deserts, mountains and other reaches less touched by Blackmoorians are typical spots. The Northern Reaches sport a few as well.

Giants, Blighted

Walking engines of the apocalypse. These were among giants of Blackmoor that not only endured the horrors around them, but became similar creatures to the blighted corpses. They are thankfully rare within the bubble, but they continue to haunt desert wastes and high mountain peaks.



Blighted giant. Original drawing by Dario Odillo

Any elements that were channeled through the giant are replaced by torrents and bombarding blasts of radiation. They share radiation powers with the Blighted Dead (below).

Gnolls/Proto-Gnolls (DMR2)

Alternate history creations of the Afridhi. Following countless failures, the gnolls took over their culture. However, their campaigns have become more opportunistic rather than bold in scope. Their full incarnation came about when legions migrated to Nithia, blending in with the true gnolls before returning to Blackmoor. Should one discover this branch, it would rewrite the history of the race. Among

scholars knowledgeable about Mystara, they are “proto-Gnolls”.

Gobbler Snake (DMR2/HW)

A massive creature that slithers beneath the earth, sensing its prey from above. It can unhinge its jaw to swallow its victims whole. It has multiple eyes and sensory organs to track prey. Giant Snakes, Giant Worms, Burrowers and other related monsters can fill the crunch needed for this creature.

Goblinoid (RC/CC)

Bothersome brethren that arose from the beastmen. How they discovered Blackmoor is unknown, save that they are related to the Ash Goblins already found in the region.

Gray Philosopher (RC/CC)

Dark spirits formed after Allogost’s revolution had them slain. Many were deliberating on ways to help bring the ailing nation back to order, only to be cut down in betrayal. Their Malices only seek to betray Blackmoor.

Hybrid Mutant

A mixture of two different monsters, usually some traits related to the undead. Many of these were contained in the Cootsbane Dam, but have since broken free.

Kobolds (DMR2) — A problem that all of Allogost’s legions failed to ever stop. Before Blackmoor became shielded from the world, Kobolds found themselves infesting caves, hopping around valleys and grabbing hold of whatever they could find. They remain a mark of shame for the empire.

Laughing Jack (YC)

A curious insectoid found in the Redwood. It's known for the strange laughter-like sound it can generate. They seem to cooperate with Detritus Elves.

Lightning Brush (YC)

An ancient Afridhi creation, made as a security mechanism to keep intruders away, it's a closely guarded secret of the gnolls. Some use it to power their own devices. A large tree-like variant exists in a palm-like shape.

Lupins (AC9/DMR2)

The dogmen of Mystara. Through a turn of events, they were imported into Blackmoor. Ancient breeds survived thanks to the time jump, which resemble wolves and coyotes. Other breeds, including Blackmoorian exclusive ones, exist to some degree. They are based on the German Spitz, Pomeranian, Corgi and Shiba breeds. Mutant strains have infiltrated all breeds.

Magpie, Giant (RC/CC)

A strange, large bird pest. They love stealing technology.

Malfera (X5/DMR2)

A dimension shifting horror from the nightmare realm. This fiendish creature is known to feast upon the hearts of victims. Cultists of dark forces have sought them out.

Man, Deep Blackmoorian (Isolated) (RC/CC)

Deep within the Superstition Mountains, a tribe of humans dwelled none the wiser of the world beyond. The Deep Blackmoorians are a mystery, unknown to the majority of the nation even. They have only surfaced after the revolt blew up a chunk of

the mountains themselves. Oddly, they're fully immune to radiation and poison, but cannot use magic... much like Rockhome Dwarves. They're eccentric and uncanny to those who encounter them, like the Cynidiceans of The Lost City. Their technologies and aesthetics harken to an early age of Blackmoor, one the Northwestern Kingdom would appreciate. Only one of their scouting bands have found them so far.

Miasma Tree (YC)

A result of nature fighting back against the blight. These trees create hard crystalline-like creations from the poisons and corruptions seeping into the area. It will attack anything attempting to disturb it. Worse, should the crystal break, countless poisons will scatter into the area.

Mind Flayer (VoP)

A distant outsider from the Dimension of Nightmares, the dreadful forces of the Carcosan Court and the Egg of Coot's dreams have brought these creatures to the Prime Material. A scourge unseen in Blackmoor, let alone Mystara, they carry a variety of deadly powers. While similar to the Brain Collector, they carry their own fell deeds. They are rumored to have come from another plane or world, but that would be made impossible by the Council of Intrusion if that was true.

"Muties"/Mutants

These are humanoids, predominantly human, exposed to the powerful and dangerous toxic soup around Blackmoor. Rather than dying of poisoning or other excruciating causes, their entire being changed somehow. Many are often ugly, but almost all carry some strange powers. Modifying a humanoid with a spell-like

ability or strange power is all that is needed for making a mutant.

Mutant, Coot Hound

Lupins who fell under the sway of the Egg's dreams, they are malformed, misshapen and grotesque. They share Lupin stats, but each display some anomaly or strange ability.

Nasileth (CI)

A serpent of the seas, creations of the Egg of Coot if rumors were to be believed. Its most wicked power is its ability to create undead servants out of those it slays. They were accidentally brought over when as much of Blackmoor as possible was moved in time. Despite the sudden shift in water temperature, they adapted and bided their time while both land and sea in the domain were slowly restored to normal.

Neh-Thalggu (RC/AC9)

The cosmic connections of the Carcosan Court and the slumbering dreams of the Egg of Coot have slowly pulled aberrant life towards Blackmoor. The Brain-Collector is no exception. These powerful magical psychic entities hail from a Dimension of Nightmare. They've been responsible for corpses devoid of any brains left behind, barring the occasional brain-hungry zombie.

Oozes and Slimes (RC/DMR2)

While many oozes and slimes in the past were the work of strange sages and mad mages, many in current Blackmoor are the result of industrial refuse and the discarded waste of technomagic. Many crawl and slosh around factories, warehouses and other places of intensive machinery. They are disgusting sludges given life.

Orcs (AC9/DMR2/GAZ10)

Long since humbled by the might of Blackmoor. Some say that true orcs didn't exist in the age of Blackmoor, that they were really Beastmen. It's hard to say, given contradictory reports. Nonetheless, they continue to make their appearance in Blackmoor proper. Many congregate in the Stormkiller Mountain areas still.

Quarg (DA3)

Large wolf-like predators living in the mountains, the Wild Lupins have had some luck befriending them.

Radboar (YC)

Irradiated hogs dwelling close to the Locust Hills Victory Grounds, the Superstition Mountains Exclusion Zone, or the Valley Wastelands. Others are found outside of Blackmoor's bubble. They're mostly immune to the deadly radiation, but are capable of spreading it. Many display various deformities and mutations.

Rakasta (AC9/DMR2)

Distant tribesmen, the majority of them linger beyond main civilization. The vast majority of these catmen resemble cheetahs, various types of leopards and lynxes. "Mutant" strains inhabit other areas.

Ratling (PC4/TRS)

Ratmen, but devoid of lycanthropy. They cannot shapeshift, nor gain any special benefits (like resistances against weapons) from the somewhat related wererat. Their origins are unknown, mutation from the Plague of the Arcane, Nyela's cult or possibly genetically modified creations of A.M. in the junkyards. What is known is that these short rat-like humanoids are reluctant to show themselves to outsiders. They are

often seen within caves or the refuse of civilization, such as the abandoned junkyard. Some adventurous types have interacted with the greater area, particularly in Blackmoor City.

Reflector (RC)

The perfect work of Blackmoorian magitech. These glistening humanoid statues are devoid of clothing or weapons, but need neither. One of their preferred tasks is securing valuables and goods, protecting their acquisitions through any means necessary. A small group of them can congregate in an area before all of them vanish. They are truly curious beings and only become aggressive when they or their treasure become threatened.

Robots

A thinking machine capable of multiple tasks, many are intelligent if artificially so. Electrical attacks usually cause malfunctions or shut down, especially from magic and a failed saving throw.

Robot, Automaton (CI)/(HW)

Constructs with souls, these were old experiments based off of the robots from the City of the Gods. These sentient beings have begun looking less like standard robots and more human-like over the many years. In times of strife, these beings were nicknamed "warforged". Now, they just seek to find their place, arguing that they are very much like the organic citizens of the land. Other versions still exist, resembling the Blacklore Valley ones that vanished, with not many of either remaining in Returned Blackmoor today.



Robot, Berserker Droid (YC)

These killer robots patrol Blackmoor, eliminating anything not immediately familiar. This often means travelers who dare to stray far from safe paths. They prove useful against the many scourges that threaten the balance of the land.

Robot, City of the Gods (DA3)

These machines are modeled after the robots from the City of the Gods, a relic of ancient times.

Robot, Hunter-Killer (YC)

A tracking and elimination robot, it's usually sent on missions to remove criminals. They're a far weaker Death Machine.

Robot, M.O.N.S.T.E.R. Series (YC)

Smaller security and data robots made to somewhat resemble creatures. The G.O.B.L.I.N. and K.O.B.O.L.D. models are especially popular. Their activities range from street monitoring to more aggressive functions.

Robot, Overseer (YC)

An energy sucking robot, they're often used to monitor and suppress prisoners.

Robot, Punisher Drone (YC)

A small robot meant to punish prisoners and help ward off intruders.

Robot, Servitor (YC)

A delivery and maintenance robot. Their combat abilities are near useless.

Ruins Ape/ Radium Ape (YC)

Mutated Ape Men who wander the wastes of Old Blackmoor and Old Thonia, just outside of the protected zone. They utilize salvaged and scrapped technology and are extremely hostile towards anyone else. Nyela has lured plenty to her side though. Meanwhile, World Scouts exploring the outside wastes have encountered them to a small degree.

Sand Folk (DA3)

A silicon and crystalline people. Originally from the Valley desert, they found themselves compelled forth as Blackmoor proved to be safer. However, in the many wastelands that exist within the territory, they are the most comfortable.

Spider, Giant (RC/CC)

A horror of the Westwood swamps, a relative of the Angler Spider.

Strangle Weed/Vine (RC/CC)

Predatory plants, found in woodlands and especially the tainted swamps.

Thoul (RC/CC)

Crafted abominations made to serve hobgoblins. While largely unknown, they found themselves drawn to Blackmoor's wastes before the lands returned.

Wychglow/Wychlamp (RC/CC)

Strange magical orbs of great power. They dwell within the caverns below wooded lands, as well as the dungeons below Castle Blackmoor as traps/guards. They're often kept in areas away from metal.

Wyrd (GAZ5/B10)

Beyond the rage of the elves, several spirits seek the suffering of Blackmoor. While the phenomenon of the Wyrd was only heard in the nation of Alfheim, the happenings of Redwood caused a new form to emerge in Blackmoor. They are aggressive, vindictive and overcome with an unstoppable hatred. These skull-faced undead seek to kill all things Blackmoorian in their path.

Zombie, Electrical (Lightning Zombies) (WotI)

This variant is only semi-intelligent. Most are driven by rage, while almost maintaining an obsession with technological devices. They can be made docile with entertainment, such as through crystal screens. Otherwise, they can shoot currents of electricity through their bodies.

Zombie, Plague (Walker) (VoP)

A product of the Detritus Elves, they are mostly confined to the Wastelands and the Detrituswood Swamps. If not controlled quickly, an undead pandemic could overwhelm a region.

Zombie, Zomborg (AC9/DMR2)

A mixture of high technology and the arcane gone terribly wrong. Origins vary from nanomachines and cybernetics, to necromancy-infused grafts and plain old magic. No matter the cause, these are the upgraded dead. When in combat, their physical capabilities become boosted until the subject of their ire is beaten into submission. These are modified Zombies with added bonuses from various devices (such as something like Oard devices).

NEW MONSTERS & NPCs

ANGLER SPIDER



*Angler Spider and Void Bat.
Original drawing by Robin*

Armor Class:6 , Hit Dice: 6** (M) ,
Move 60' (20') , Attacks: 1 , Damage: 3d4,
No. Appearing: 1 - 2 (1 - 4) ,
Save As: El6 , Morale: 5 ,
Treasure Type: U ,
Intelligence: 5 , Alignment: Neutral ,
XP Value: 725

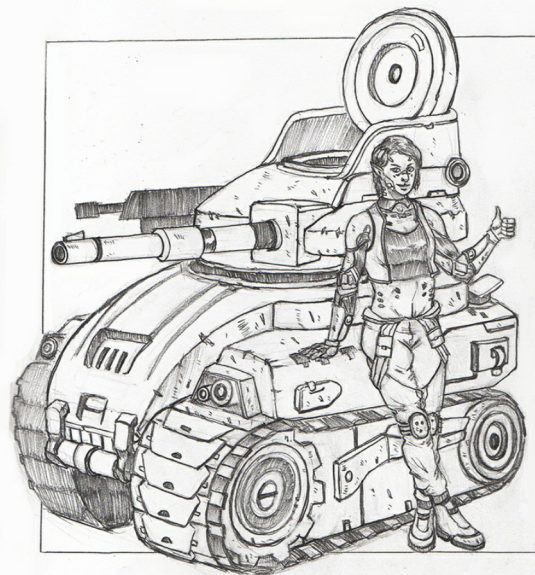
A Westwood abomination. It resembles a cross between an angler fish and a spider, with scorpion-like qualities as well. Its head is strongly fish-like, with a glowing protrusion on top. Legs with retractable

fin-like flaps allow for both travel on land and water, with small hair-like barbs that make climbing easy. Despite being called a spider, they do not carry venom in their fangs, but its sharp jaws can grapple and subdue a target. Likewise, they cannot produce webs. However, they have the stinger tail of the somewhat related scorpion. Creatures stung by the stinger must Save vs. Poison or take an extra 1d6 damage every turn. These hit points cannot be recovered by any means, until the toxin is treated or removed. They nest within the mutated trees and swamp covering much of the quarantine zone, luring and jumping upon anything that encroaches on their territory.

BLACKMOORIAN MILITARY

“Battle brothers, Knights of the Order! The enemy is upon our door, but fear not, for our God-King is at our side! If we fall, we die as heroes. Onward, Chapter Corvidus Bane, let us crusade for King Allogost!” - Commander Indrick Bulidor

The elite fighting force of Blackmoor. Through arcane technology, their incredible skills are only heightened. They range from the standard rank-and-file soldier to deadly super assassins. Beyond these ranks, many belong to different chapters devoted to different tactics and skill sets. Many are augmented through a mixture of performance enhancing drugs, implants, enchantments and genetic engineering. Some closely resemble normal people, while high ranking knights are titanic men in incredible powered armor.



Military -original drawing by [Hasandgo](#)

Guardsmen

Armor Class: 7 , Hit Dice: 3 ,
 Move 90' (30') , Attacks: 1 weapon ,
 Damage: weapon ,
 No. Appearing: 1 - 8 (2 - 20) ,
 Save As: F3 , Morale: 8 ,
 Treasure Type: A ,
 Intelligence: 9 , Alignment: Lawful ,
 XP Value: 35

Foot soldiers and fighting men. But these are no mere guards of days yore. They are trained in the contemporary styles and equipment of an advanced Blackmoor.

Ranger/Scout/Soldier

Armor Class: 5 , Hit Dice: 6 ,
 Move 90' (30') Attacks: 2 weapons ,
 Damage: By weapon ,
 No. Appearing: 1 - 4 (3 - 12) ,
 Save As: F6 , Morale: 9 ,
 Treasure Type: (U) A ,
 Intelligence: 10 , Alignment: Lawful ,
 XP Value: 275

Greater than the Guardsmen in power and skill, their focus relies on studying environments, surviving the lands and skulking in potentially dangerous territory. Departments differ in skills, but are otherwise similar to each other.

Exe-Corps

Armor Class: 2 , Hit Dice: 6 (M)* ,
 Move 120' (40'), Attacks: 2 weapon attacks
 Damage: By weapon (plus special) ,
 No. Appearing: 1 (1 - 6) ,
 Save As: F12 , Morale: 11 ,
 Treasure Type: (U+V) ,
 Intelligence: 15 ,
 Alignment: Lawful (with evil potential) ,
 XP Value: 500

Fearless slayers and Spec Ops teams. They are sent in for particularly deadly foes and dangerous threats to Blackmoor, not just enemies of the state. Many have been used to assassinate smugglers and recover stolen technological goods in recent years, including pieces already traded away. When an Exe-Corp soldier attacks a target that has been compromised in some way; such as being caught off-guard, being restrained, actively distracted or being the subject of continued/prolonged focus (such as from studying or maintaining scope on target) then the Exe-Corp can deal an extra 4d6 damage to the target. It should be no surprise that Exe-Corp soldiers are primarily snipers, assassins and other dangerous killers.

Commissioner

Armor Class: 8 , Hit Dice: 5 (M)* ,
 Move 90' (30') , Attacks: 2 weapon attack ,
 Damage: By weapon ,
 No. Appearing: 1 (1-3) ,
 Save As: F6 , Morale: 9 ,
 Treasure Type: Vx3 ,
 Intelligence: 14 , Alignment: Lawful ,
 XP Value: 300

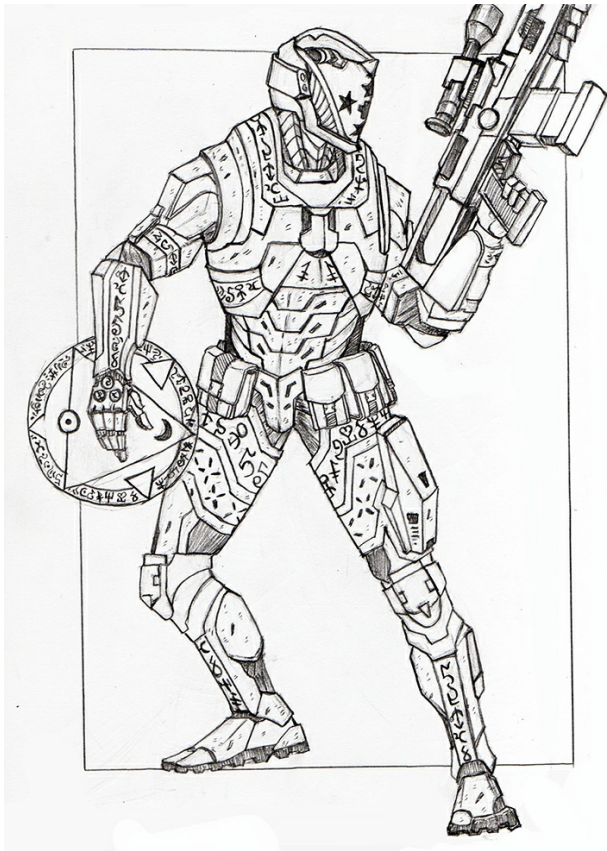
Communications and coordinations experts, soldiers showing exemplary leadership. They plot courses and oversee operations, ensuring that all goes to plan. If a Commissioner is actively in communication with forces that can hear them for at least 1 hour, they gain a cumulative -1 bonus to their AC, as well as a +1 bonus to their attacks. This does not stack with the aid of other Commissioners.

Knight

Armor Class: 2 , Hit Dice: 10 (M)* ,
 Move 90' (30') , Attacks: 3 weapons ,
 Damage: weapon damage + additional
 1 - 8 damage per successful hit ,
 No. Appearing: 1 - 3 (1 - 10) ,
 Save As: F12 , Morale: 10 ,
 Treasure Type: (U+V) or F ,
 Intelligence: 13 , Alignment: Lawful ,
 XP Value: 1750

The mightiest champions to serve under the empire of Blackmoor, they utilize the most powerful armors and weapons for direct confrontation against enemies. Many are assigned standard issue equipment that remains nonetheless very powerful. Often a Knight will push the capabilities of their weapon to new heights. Often, their attacks will be quick and merciless, even firing ranged weaponry with ruthless proficiency.

Supreme Knight



Supreme Knight - original drawing by [Hasandgo](#)

Armor Class: -2 , Hit Dice: 16 (L)* ,
 Move 120' (40') , Attacks: 4 Attacks ,
 Damage: doubled weapon damage
 + 1 - 8 extra damage ,
 No. Appearing: 1 (1 - 6) ,
 Save As: F16 , Morale: 12 ,
 Treasure Type: (U+V) or F ,
 Intelligence: 13 , Alignment: Lawful ,
 XP Value: 3150

Knights who prove themselves undergo a process of elaborate augmentation, enchantment and genetic modification. These hulking super soldiers are fitted with incredible suits of powered armor, able to wield mighty weapons as if they were the

standard. They have been called in for major threats, and are able to deal with whole raider hordes, mutant infestations and worse.

BLIGHTED DEAD

Blighted Corpse

Armor Class: 9 , Hit Dice: 2** ,
 Move 60' (20')
 , Attacks: 1 slam or 1 weapon attack ,
 Damage: 1d8 or weapon damage,
 No. Appearing: 1 - 8 (1 - 6 x 5),
 Save As: F2 , Morale: 11 ,
 Treasure Type: B ,
 Intelligence: 5,
 Alignment: Neutral (evil leaning),
 XP Value: 30 (Modify for size, as well as
 racial abilities of undead's base stock)

Zombie-like creatures, creations of powerful energies or super-weapons. Backburner and Woodenbridge currently host the largest number of these ghoulish creatures. Slow and plodding, they savor doing whatever they can to attack the living. They are noticeable due to the dim light they shed, visible up to 20' away. A sizable army is formed by Coatsbane Dam, following some calamity. Recently, bands of Rakasta, Lupins and Blackmoorian Hin have joined the ranks of these undead legions. They also share the ability to drain, like a shadow. But, instead of targeting one's strength, they target their fortitude (a point of Constitution) as their corrosive radiation seeps into the victim. When around particularly foul and polluted areas, they emit a faint glow. These undead, predominantly intelligent, seek to spread the dread gift of

radiation upon the land. Save for more powerful weaponry, most try to employ their own unnatural gifts. They aren't harmed by poisons, radiation or diseases.

Blighted Wraith

"Sss-spread the ill-light. Embra-cccc-ce Radiance!" - A Blighted Wraith on the attack

Armor Class: 5 , Hit Dice: 5*** ,
 Move 120' (40')/240' (80') in flight,
 Attacks: 1 touch ,
 Damage: 1d6 plus energy drain ,
 No. Appearing: 1 - 4 ,
 Save As: F5 , Morale: 11 ,
 Treasure Type: E ,
 Intelligence: 8 ,
 Alignment: Chaotic (evil leaning) ,
 XP Value: 375

Glowing radiant phantasms, spawned from deadly blasts of energy. They shed dim light up to 60' away. These tortured souls glide and emit awful screams as they descend upon a living target. The shrouded void creature digs its glowing claws into the victim, draining them much like the Blighted Corpse, but worse. When in contact with devices and constructs, it often sends the objects into confusion. Like other incorporeal undead, they can phase through solid objects but cannot end their movement within them. Doing so risks damage to the object and the wraith. When being attacked, weapons that aren't magical (such as an enchanted axe) or energy-based (such as a laser pistol) only do the lowest amount per weapon die. As such, a short sword that rolls 1 - 6 always counts as 1. But a plasma rifle may deal from 2 - 12. Sleep charm and hold spells cannot affect it. Its attacks energy drain for 1 level, plus 1d6

points of damage. In addition, any creature within its touch range must make a save vs Death Ray or Poison to avoid losing 1 point of Constitution. Saving in this aura occurs every round. Creatures killed by either effect risk returning as a blighted wraith.

Less common than the Blighted Corpse, these creatures are often found at the ground zero of an explosive tragedy. The dead center of the Woodenbridge incident, the Exclusion Zones of Backburner and Superstition Mountains as well as the ruins of Westwood Pharma are particularly common sites for the spectral dead. Unlike their zombified associates, many Blighted Wraiths are still somewhat intelligent. However, their focus is drawn towards rage against the living. Like the Blighted Dead, they aren't harmed by poisons, radiation or diseases.

The Amalgam Beast

Armor Class: 7 , Hit Dice: 12 (H)** ,
 Move 90' (30') , Attacks: 4 , Damage: 2d6 ,
 No. Appearing: 1 (1 - 4 is very rare) ,
 Save As: Dw10 , Morale: 12 ,
 Treasure Type: Nil ,
 Intelligence: 3 ,
 Alignment: Neutral (evil leaning) ,
 XP Value: 3000

Undead masses of torsos, heads and limbs; gibbering, crawling, hungering. These disgusting things were often the result of mass burials around particularly toxic or cursed grounds. The biggest source of these abominations are areas particularly blighted by arcane toxins, radiation and other hazards. The Quarantine Zone in Woodenbridge, the blasted remains of Backburner and the Detrituswood are particularly dan-

gerous treading grounds of the horrors. The outer areas within the Skothar wastelands can also sport these monsters. The result is massive compilations of corpses fused into a single creature. Completely mindless, they exist to feed. Those incapable of tricking them often meet a gruesome end, should they find themselves unable to outrun them. Even worse, knowledge of these monsters have inspired necromancers to assemble their own variants. Should one suffer an attack by these creatures and survive, there is a 15% chance that the corrosive saliva and ichor like slime that coats the monstrosity can induce a radioactive infection. Should this occur, the target must make a Save vs. Poison or suffer a point of Constitution loss once every 1d4 hours. This is similar to the Blight Corpse, but far deadlier over time. Like the Blighted Dead, they aren't harmed by poisons, radiation or diseases.

Detritus Elves

"Entropy is the truest form of nature, spreading decay and removing those who reject it!"
 - Fell Carcassbark, Detritus Elf

Armor Class: 6 , Hit Dice: 2*** (M) ,
 Move 90' (30'), Attacks: 2 claws or 1 beam,
 Damage: 1d4, 1d4 or 1d10 ,
 No. Appearing: 1 (1-6 rarely) ,
 Save As: W3 , Morale: 8 ,
 Treasure Type: (T) E ,
 Intelligence: 13 ,
 Alignment: Chaotic (evil tendencies) ,
 XP Value: 35

The former Elves of Westwood. Help didn't approach them fast enough, after the time jump. Plants died, soil eroded, marshy



Detritus elf.
 Original drawing by Dario Odillo

waters flooded and froze, and the lands smelled of death. In desperation, the elves jumped at an offer made by Nyx, who turned them into evil monsters. Much of the Detrituswood Swamps have become a cursed place. Fools who travel on land or water often disappear at their hand. Even air travel risks their wrath. They function the same as elves, except they can enact a deadly touch attack and are treated like undead. For the most part, they still look like elves. However, their eyes now bulge with an inky black malignance. Claws jut from their fingers, and their tongues stretch to unnatural length. Likewise, their skin is almost a pallid tone. Their hide is tough, fortified by their awful curse. They cannot

be hurt by non-magical weapons. Even non-enchanted high technology is useless against them. Being slashed by their claws is one of the easiest ways to risk an infection from the evils of Westwood, often turning the slain into the infectious dead if the bodies aren't consecrated within 1-6 hours. When in darkness, they seemingly merge within shadows and become invisible. Even Infravision cannot detect them. Only natural light can reveal them from their invisible state. They can also lob a dark burst of black necrotic energy at a target within 60ft. of them, prompting a save vs. magic. Upon damaging the target, it cannot recover those hit points lost until cured by divine magic. Creatures that die from this attack dissolve into black soot. It's possible for some to become Priests of Entropy, even gaining levels like a Cleric.

Fungal Fiend Infector

"Get it off, get it off! Abh, aaaaaahhhhhh!" - An infector victim

Armor Class: 9 , Hit Dice: 0 + 1** (S) ,
 Move 90' (30'), Attacks: 1, Damage: 1d6 ,
 No. Appearing: 1 - 10 ,
 Save As: T1 , Morale: 11 ,
 Treasure Type: Nil ,
 Intelligence: See Below, Alignment: Neutral,
 XP Value: 7

A byproduct of this strange variant, seemingly small and insignificant, these tendril coated balls of fungal flesh meander until sensing an organic creature. Upon doing so, they dart and dive towards the new host, and upon contact, they burrow to begin their process of converting them.

The target must make a Save vs. Paralysis after being hit twice. Upon failure, they fall to the ground unconscious. Unless the target is cured by a spell to remove disease or cure other ailments within 1 minute, they are morphed into a Space Dusanu moments later. The Infector promptly fuses with the host, achieving a more powerful form. The gaseous spores do carry one weakness, they cannot sustain much damage. In fact, the act of popping one causes a chain reaction that causes several nearby to die. Fortunately, all specimens within Blackmoor are contained underneath the Temple of the Frog... for now. Unleashing these creatures could prove to be a grave mistake. Not only do they operate on hive intelligence, but as they consume more bodies, their intelligence grows.

Junkyard Golem

Armor Class: 2 , Hit Dice: 7 + 1 (L) ,
 Move 90' (30'), Attacks: 1, Damage: 4d8,
 No. Appearing: 1 ,
 Save As: F5 , Morale: 10 ,
 Treasure Type: TxHD (Functional salvage instead of gems) ,
 Intelligence: 10 , Alignment: Chaotic ,
 XP Value: 550

Heaps of trash and broken machinery, knit together through both technical and magical means. They are given new life as a new creature, built from the discarded and broken refuse of civilization. They are often vindictive, angry and craving an affection that they will never receive. Their powerful slam deals a mighty 1d8 x 4 damage.

Plague Angel



Plague angel in disguise

Armor Class: , Hit Dice: 8**, Move 120' (40'), Attacks: 1 energy bolt , Damage: 6d6 , No. Appearing: 1 , Save As: M8 , Morale: 8 , Treasure Type: Nil , Intelligence: 15 , Alignment: Neutral (good tendencies), XP Value: 1750

Glowing humanoids with beak-like faces. While not actual angels, their true form gives off that general feeling. They often disguise themselves as plague physicians and priests, clad in dark garb and a beak-like mask. In either form, they are capable of extracting almost any sickness from a subject, sometimes accompanied by a variety of devices. Likewise, their touch is

capable of removing the Blight from a victim. If given 1 month, they seem capable of cleansing a 10 ft. plot of land of all corruption. However, this assumes that outward forces can't easily undo that. Their motivations and origins are mysterious, save for that they're found in heavily blighted areas. They are otherwise poor combatants, save for their ability to fling light as if it were like the Lightning Bolt spell.

Psyker Orc

“Oi! Bruvas listen! Da Bad King ish Immortal! He has da powers of da Times! None of ye orcy lads can kill da King Gahd! But, we cans stabp him gud like! We jahst needs a trap! Da Orcy Immortals will show us da path!”

- Prophecy of Make'Em'Ded, a Psyker Orc Sorcerer-Priest (Shaman); possibly responsible for Allogost's path towards ascension

Armor Class: 6, Hit Dice: 2** (M), Move 120' (40') , Attacks: 1 weapon , Damage: By weapon or psychic power , No. Appearing: 2 - 8 (1 - 6 x 10) , Save As: F2 , Morale: 8 , Treasure Type: P (B) , Intelligence: 8 , Alignment: Chaotic , XP Value: 65

Mutated and empowered by the slumbering Egg of Coot, this is no ordinary Orc! While lacking much in wit and charm, these Orcs are capable of wielding incredible psychic powers. When in larger groups, these powers are magnified. Their ability to warp reality around them is spawned by belief. Luckily, they have no proper idea

on how to use their powers. But, common powers function a lot like spells. If given 2 rounds, they can perform a ritual of sorts in a group that allows them to receive a number of potential benefits. They must wait 2 hours to choose another ritual. Rituals last 1 round for ongoing effects. In order to redo the same ritual, the last one must expire. At least 4 orcs are needed for rituals.

- **Go Really Fast:**
Their land speed increases to 180' (60')
- **Ratatatata:**
They may increase their number of attacks by 1
- **Flesh of Steel:**
Change the AC to 2
- **Smash 'Em:**
A large fist is conjured and fights alongside an Orc. It may substitute its attack for a magical weapon that is treated as +2, dealing 2d6+2 damage on a successful hit.
- **Go there!:**
The group teleports up to 30' away.
- **Bzzt:**
Bolts of energy fire from the orcs and at foes within 30' of them. This weapon attack deals 3d6 damage. When activated, the orcs gain 6 of these bolts collectively, even if there were more than 6 in the ritual.
- **War Brigade:**
Up to 8 Orcs within eyesight gain +2 bonuses to hit and to damage, this bonus remains for up to 1 turn.

Raider Warriors

"Blood Showers for the Bloodshed Lord!" - A violence-crazed raider

Armor Class: 5 , Hit Dice: 2 (M) ,
Move 90' (30') , Attacks: 1 weapon ,
Damage: weapon damage,
No. Appearing: 2 - 8 , Save As: F2 ,
Morale: 8 ,
Treasure Type: (P) B,
Intelligence: 11 ,
Alignment: Chaotic (often with evil intent),
XP Value: 20

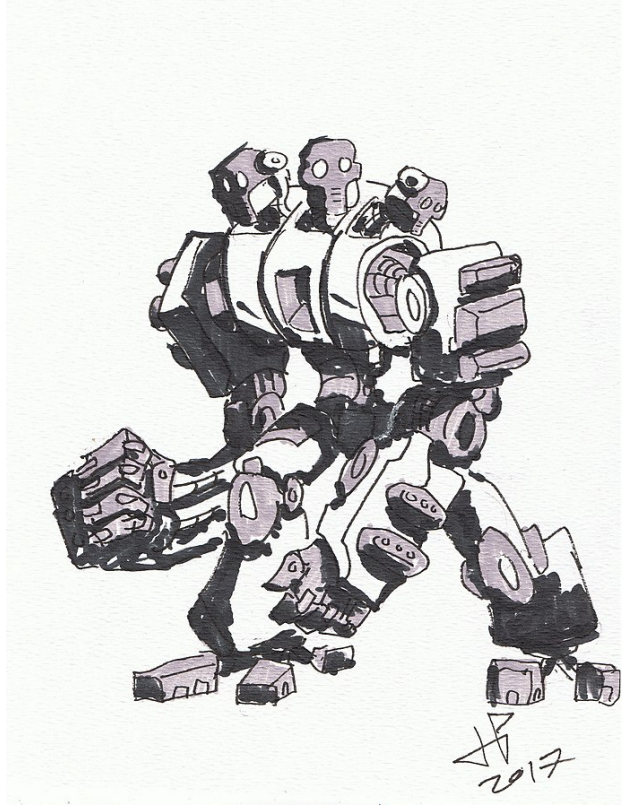
Brutal, savage, murderous, these barbarians of a future past exist to plummet and plunder. They seek others as nothing but opportunities, weaklings to slay and loot. In a sense, they're a dark side of the adventurers from the mythic past. They are a slightly stronger bandit.

Robot, Death Machine

"Stay where you are! Face termination!" - A Death Machine on a mission

Armor Class: 0 , Hit Dice: 8* (M) ,
Move 90' (30') Attacks: 4 slam or 2 gunfire,
Damage: 2d6 (slam) or 3d10 (gunfire) ,
No. Appearing: 1 (2 - 4 is possible, if rare),
Save As: F8 , Morale: 11 ,
Treasure Type: Nil ,
Intelligence: 16 ,
Alignment: Lawful (with evil tendencies),
XP Value: 1200

Originally conceived to serve and protect governmental interests. These humanoid skeletal-shaped robots proved to be adept in combat, especially with eliminating tar-



Death Machine

gets. Over time, they have become used as special operations units ranging from covert assassination to full-on warfare. They are relentless, agile and possess super-strength. Many Knights fear replacement by them, and fear them in general. They remain strictly in line with Blackmoorian law, solely devout to the ruling powers of the land. Unlike other robots, electrical attacks do not risk malfunction. Furthermore, incredible strength allows the Death Machine to rip through surfaces, even steel. They excel at physical combat as well, capable of smashing and shredding foes in their way for 2d6 per hit, with a built in gun capable of 3d10.

Variant Death Machine: Nemesis

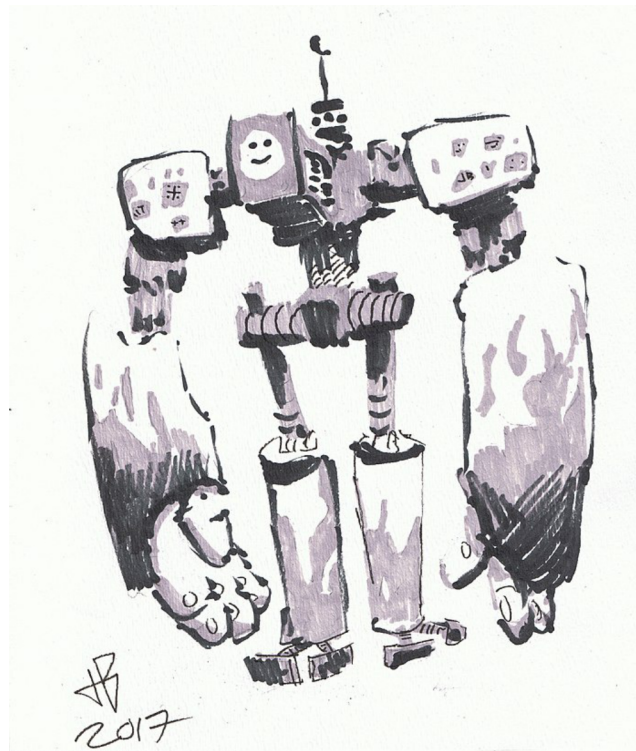
This variation is larger, faster and more directly aggressive. Besides being brutal combatants, this model is made to strike absolute terror into their prey. In many regards, the Nemesis is just as skilled in the art of combat as it is in psychological warfare. It shares its stats with the standard version, with the following changes:

Armor Class -2, Hit Dice 12 (L)*,
 Move 120' (40'),
 Damage: 3d6 (slam), 4d10 (gunfire),
 Save As: F20, Morale 12,
 Treasure Type: Any,
 Intelligence: Unknown (13),
 Alignment: Lawful (with heavy evil tendencies)
 XP Value: 2125

Robot, Groundsmasher

Armor Class:-4, Hit Dice: 16*** (H),
 Move 180' (60'),
 Attacks: 2 slam or 1 eye beam,
 Damage: 10d4, 10d4 or 20d6,
 No. Appearing: 1 ,
 Save As: F28 , Morale: 12 ,
 Treasure Type: Any,
 Intelligence: Unknown (15) ,
 Alignment: Lawful ,
 XP Value: 5150

An earlier prototype for the Earthshaker, but still over 50 ft. tall. Ultimately, these proved to be far easier to create. These giant robots are usually held for defensive purposes. They closely resemble the mech-like constructs seen in the original City of the Gods. Unlike other robots, electrical attacks do not risk malfunction. They like-



Groundsmasher

wise take ½ of total damage dealt by spells and can only be hit by a +3 magic weapon or greater. Several non-magical technological weapons are perfectly capable of damaging them as normal though. Their usage is saved for dire situations.

Ultra Mutants

Armor Class: 4, Hit Dice: 7*,
 Move 120' (40'),
 Attacks: 2 slams or 2 weapons,
 Damage: 3d4, 3d4 or weapon damage,
 No. Appearing: 1 - 3 ,
 Save As: Dw 7 , Morale: 9 ,
 Treasure Type: (P) B ,
 Intelligence: 7 , Alignment: Chaotic ,
 XP Value: 850

Angry, directionless, extremely destructive. Many true mutants were created by mistake. From the Great Rain of Fire, to the consequences of state retaliation, the majority of sentient mutants were simply victims who became other races, while some were lucky abominations who kept their minds intact. These creatures are massive, many resemble humans only in their bipedal frame and warped facial features. They are hulking masses built on rage and violence, few are non-chaotic. They often congregate near founts of corruption or places still afflicted by old hexes and poisons. Ruined and plagued cities, places still touched by the Arcane Plague and areas containing the outside radiance are particular hot spots. They are totally immune to the tainted toxins, radiation and blighting effects that haunt parts of Skothar. Likewise, most diseases don't affect or hurt them.

Void Bat

Armor Class: 6, Hit Dice: 4*, Move 120' (40'),
 Attacks: 2 Sonar Blasts or 1 Bite ,
 Damage: 1d6, 1d6 or 2d6 ,
 No. Appearing: 1 - 6 ,
 Save As: F4 , Morale: 6 ,
 Treasure Type: C ,
 Intelligence: 8 ,
 Alignment: Chaotic (Some Evil Tendency) ,
 XP Value: 125

A Westwood abomination, mutated by the forces of Nightmare. Its body resembles a hairless bat, with raptor-like talon feet. While limited, the talons can engage in some manner of close combat. Its head is far more eel-like than bat-like. While it lacks eyes, it has air sacs that inflate in its tube-like head. When flat, the head hovers



Void Bat. Original drawing by Robin.

as its many rows of teeth from within lie against each other. It uses this to deliver destructive sonar attacks. These attacks are potentially deadly, warranting a Save vs. Death Ray, with failure causing the target to go deaf for 1d4 hours on top of any damage they might receive from sonic shock.

NEW HAZARDS

Blight Storm

A blowing surge of deadly radiation. These “storms” kick up toxic fallout, as well as conduct blasts of equally deadly lightning-like energy. It also carries the worst aspects of a dust storm. Blight storms work like the Blighted Dead. However, saving throws are given for every hour (minimum under 1) a character is exposed to a Blight Storm. Should a saving throw fail by 5 or more, the target will have to continue to save, even when out of the Blight Storm. They are treated as remaining within a Blight Storm or other afflicted area. At this point, they risk slowly dying from Blight Poisoning.

Rot Hive

The fungal growths found on the variant dusanu can also begin to terraform the ground around it as well. These wretched hives prove extremely hazardous to organic life, risking them with infection as well. The laboratories below the Temple of the Frog have slowly been overwhelmed by the biomass. For every turn exposed to the Rot Hive zone, roll a Save vs. Poison or Death. Upon failure, they are affected as if attacked by an Infector. For the time being, rot hives have been contained within a single underground space and take a while to produce. Consult Fungal Fiend or Infector for more information about fungal infection.

TREASURE IN RETURNED BLACKMOOR

Treasure within Blackmoor is a bit different from adventure in most of Mystara. While it's possible to find an enchanted weapon of classical style or a magical artifact, Blackmoor will often take a technological twist. Thus, DMs are encouraged to reward treasures that convey a distinct magitech flavor whenever relevant. This can range from the dropping of an important pass card to doors (as in Barrier Peaks) to players getting their hands on a techno-magical sword of light. As stated in a prior article, technological items exist in a similar way to magic items. However, unlike wands, it's possible to use other devices to charge them. Loading your games with overly strong technology risks many of the above monsters being far more deadly, while granting your players equally deadly power. As such, it's recommended that many of these monsters deal damage that's more in line with more traditional D&D games, with the caveat of some slight bonuses or boons related to the artifact. Previous issues, such as #20, #22 and #26, have explored recreating arcane technology in Returned Blackmoor.

MONSTROUS ENCOUNTER IDEAS

Well Enough Alone

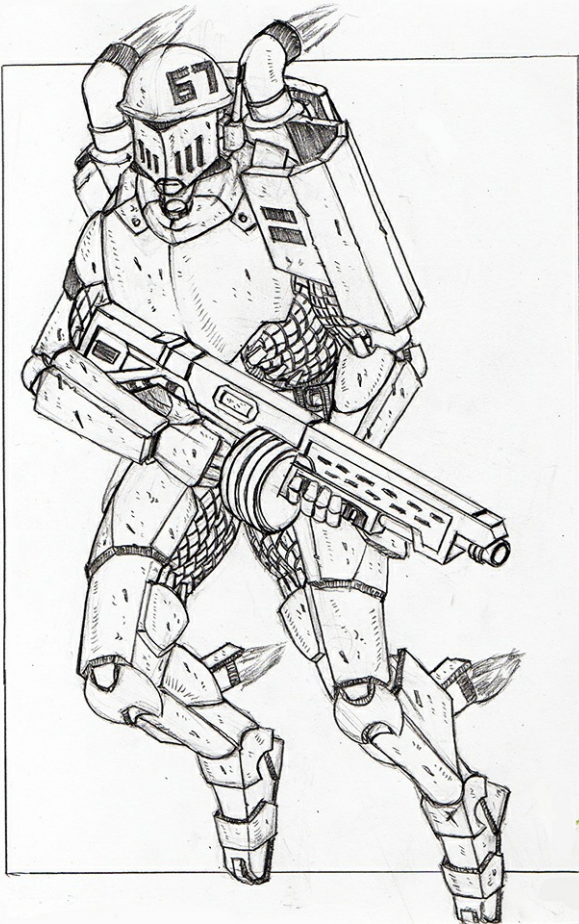
A race to unleash a weapon from ancient Blackmoor has awakened one of the few things to scare Allogost. Not long before backup can arrive, the Fungal Fiend infestation begins to spread around the area rapidly, the horrors seeking to break free. Can enemies work together to prevent a biological disaster or will an all-consuming parasite wash into Mystara?

Do Ya Wanna Party?

The Detritus Elves have begun to break down the eastern barriers inside the Detrituswood Quarantine Zones. Ranger outposts are falling to vicious undead and mutants. The Blackmoorian Military has considered further civilian conscription to help fend off the rising tide.

This means war!

Allogost has finally deployed countless troops into battle. Even beyond the fields of combat, many soldiers patrol the perimeter with an open willingness to obliterate all against them. War crimes come later, an all out battle for survival begins now. All Blackmoorian soldiers are now your enemy. The rebellion achieves victory or dies!



Soldier - Original drawing by [Hasandgo](#)

Now You're Playing with Power

A.M. has managed to access several hyper-encrypted and secured Blackmoorian networks. The result? Top grade military robots have been reprogrammed under his control. Stop the onslaught of robots suddenly gone mad to prevent mass damage. And just wait till A.M. gains control over power grids....

If it bleeds, we can kill it

A militia has been deployed into the Detrituswood to launch a direct attack against the abominations that claim the land. Should all go well, the corruption will be cleansed from the land and restoration can continue. This is a fool's suicide mission, but the pay is fantastic. But, how long until the hunter is now the hunted?

Bash der heads in, ya orky gitz!

Psyker Orcs have been a terrifying curiosity, but now they've grown more organized. Their psionic terror has proved growingly problematic, as fears are quickly realized. Can these orcs be reasoned with, or is their self-assured idiotic confidence too powerful?

Doctor Gorble's Dungeons

The dungeons below Castle Blackmoor have once again become a place of nightmares. But, rather than outside invaders, it's from within. Garvin Gorble was always a sinister character, but his overseeing of bioweapons creation is something of pride for him. And should intruders show up, he's first to unleash the experiments on the unsuspecting.

I was a man once

An unhinged and ill frogman drifts just beyond Loch Gloomen region of the Black Swamp. Prior to being what he was, his life was that of a simple fisherman who found himself upon Nyela's cultists. He has amnesia of the incident, but claims trauma of those moments that reshaped his life. He is likely a clue into the rakasta priestess' dark cult.

Deep Blackmoor's Wrath

It wasn't just the overworld that survived, a chunk of the world below made the jump too. This led to confused populations of tunnel dwellers wondering why tides of frigid cold and sickness affected them. To them, it was the twisted and decadent overworlders who brought this misfortune. Now, they plot their revenge against all of the overworld of Blackmoor.

Grim Philosophy

Grey Philosophers inhabit an abandoned meeting hall, brought to ruin during the revolution. They ponder without success on ways to bring Blackmoor back together. They create malices that seek the fall of the state, as it will never be fixed by the Grey Philosophers' lofty goals.

Thar she blows

Several ships have been subject to terrible damage at sea. And given the powerful steel of the hull, it isn't just bad weather. Stories of sea monsters always circulate around coastal towns, but there is very much proof behind them here. They speak of the Nasileth.



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Visit the Blackmoor forums at <http://blackmoor.mystara.net>

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NEXT ISSUE

The second issue of 2021 will focus on trade, the lifeblood of nations and the fortune of the Merchant Houses of Darokin!



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TRADE ROUTES AND DAROKIN

Anticipated contents include:

- *The adventurous travels of goods and people*
- *Taxes of the Known World*
- *Myconids of Mystara*
- *The Mystara Generator part 3*
- *Alphatian bastions of the untamed east*
- *People from Thorn's Chronicles*

...and much much more!

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