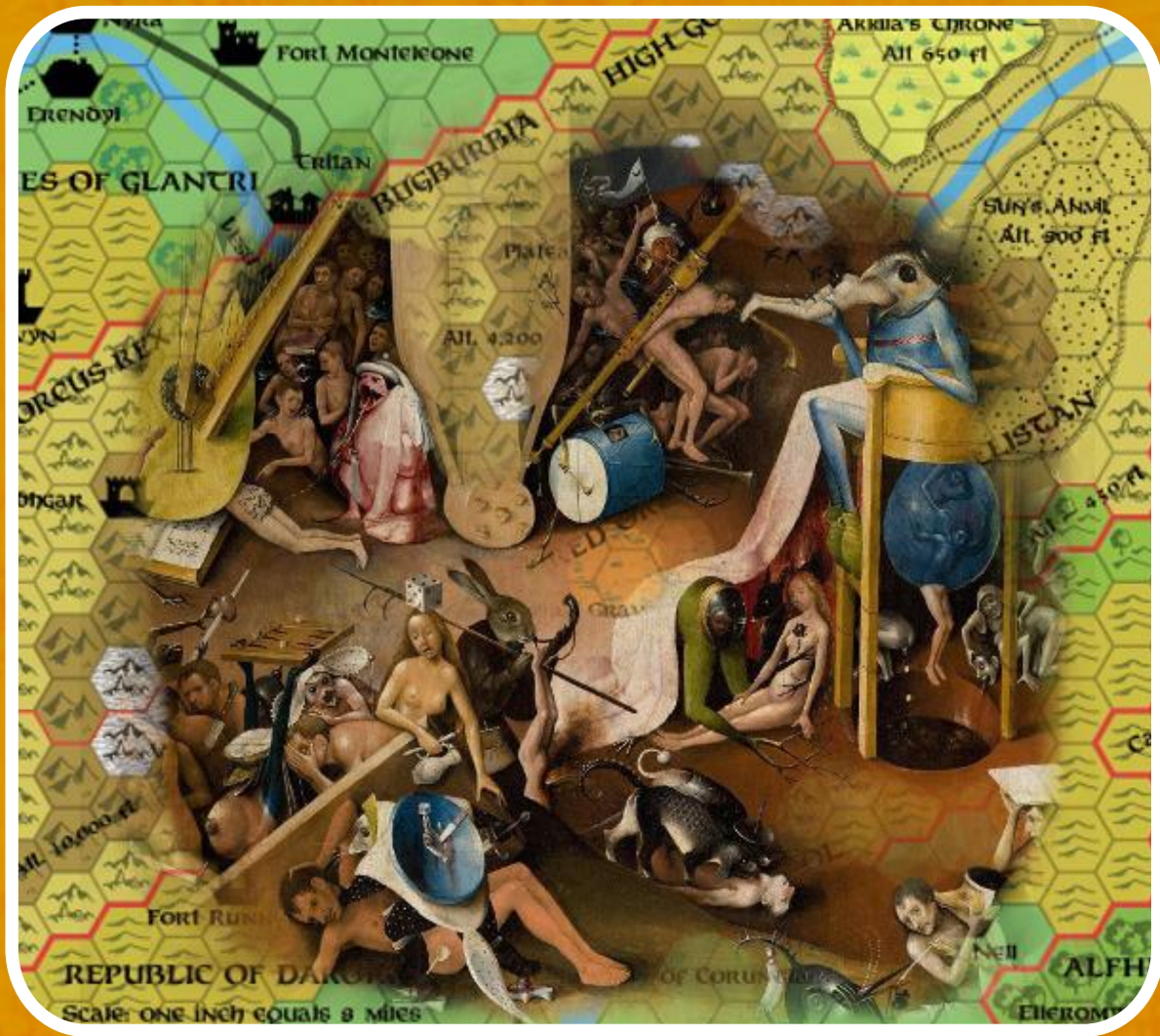


# THRESHOLD

The Mystara Magazine

## A Crucible of Creatures



The thirteenth issue of the Mystara magazine, featuring a collection of humanoids and monstrous species

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# MYSTARA



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# THRESHOLD

## ISSUE #13

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*Issue #13: first published: October 2016; revised May 2022*

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

### The aims of *Threshold* magazine:

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

# A Crucible of Creatures

Whether weird or traditional, monsters are a staple of Dungeons & Dragons, and therefore naturally of Mystara. Like many other "general" settings, Mystara provides a bewildering range of different creatures. In this sense, D&D takes omnivorous inspiration from literature, mythology, and art -- which we have chosen to honor by featuring a detail from the right panel of Hieronymus Bosch's triptych masterwork, the *Garden of Earthly Delights*. In turn, D&D provides inspiration to modern literature and art -- as can be seen, for example, in the range of inhabitants of China Mieville's fantastic city of New Crobuzon in *Perdido Street Station*.

While all of this could be said for most D&D settings, Mystara has the distinction of being one of the first to allow a wide range of non-standard character races, ranging from goblins to werewolves, from pooka to gremlins, and from sea giants to sphinxes. Such a selection remained unparalleled until at least 3E's *Savage Species*, and can be considered a distinguishing point when comparing Mystara with the settings originating from AD&D. Thus, this issue can be seen as a homage to the *Creature Crucible*

series, which introduced dozens of new playable creatures in BECMI and Mystara, and to the *Orcs of Thar* Gazetteer, a precursor of sort to that series.

Our treatment of the many creatures that populate Mystara begins with a long overdue revision and completion of the sentient beings list, initiated by Matthew Levy some two decades ago. The issue then delves into specific beings with articles on Bhut, the peculiar quasi-undead shapechangers which originally appeared in module X4 *Master of the Desert Nomads*, lycanthropes, and undead. The issue's theme concludes with a guide to the wilderness areas on the Known World map, and their inhabitants. We then return to Blackmoor, analyzing its campaign uses and different versions, and complete the overview of Hesperia. Finally, a short adventure for a single Thief character, and our recurring columns, Koskatop, the Hollow Moon series, and the Mogreth Lego Comic, round out the issue.

*Giampaolo Agosta (Agathokles)*  
Issue 13 Editor-in-Chief

## This Issue's Contributors

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

**I. "Meandrathe"** *Calvin* enjoys drawing fantasy, and animals that can kill. Namely wolves, dragons, horses, and most large felines. Human animal hybrids are not excluded either; she often draws human versions of her favorite animals. She does, however, despise drawing things that are unbearably cute. It's a pretty awful thing to do.

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

**Giulio Caroletti** started playing in Mystara with the old red box in 1992, and hasn't stopped since. He went "internet" on the MML as Captain Iulius Sergius Scaevola in 1999, and has since written mostly about Thyatis and Dwarves. When not busy pretending to be a Thyatian officer, he lives a boring life as an atmospheric physicist from Rome, Italy. His main interests are light-eyed girls, soccer (he's an AS Roma fan) and rock music (especially 70s progressive rock).

Even though *Sturm* (a.k.a. **Francesco Defferrari**) loves any alternate world, he

believes Mystara is incomparably the best for its vibrant community endlessly delving into ethnography, linguistics and history just to make a little sense of it. Something like the real world, but with dragons.

**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.

"What was that? Did you see that?" Gregor stopped and stared at his companion. The frantic Hin was obviously hallucinating. "You drank from the fountain didn't you."

- **Sean Robert Meaney**

## 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 14 - The Shadowdeep

What lies beneath your feet? Whether standing on Mystara's surface, or the Land of the Red Sun, the answer remains the same... The Shadowdeep! The editorial team is accepting proposals detailing underground labyrinths, degenerate civilizations, and anything else you might find between the surface of Mystara and the Hollow World.

**Proposal Deadline:** September 30th 2016

**Manuscript Deadline:** October 31th, 2016

**Issue Published:** By January 15th, 2017

Call for proposals for main themes of forthcoming issues (2017):

### Issue 15 - Mystarospace

More than darkness lies beyond the Skyshield. Across the Void of space further mysteries abound; including the Hollow Moon, Sarimaar the Wanderer, and the desolation of Damocles. The editorial team is accepting proposals on worlds, individuals, and civilizations far from the Mystara's firmament.

Proposal Deadline: December 31st 2016

Manuscript Deadline: March 31st, 2017

Issue Published: By May 15th, 2017

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

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

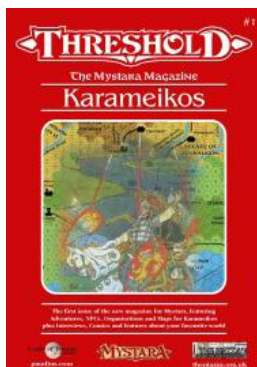
Contributions may include, but are not limited to: Articles-- short stories, short adventure modules, NPCs, historical treatises and timelines, geographical entries, new monsters and monster ecologies, etc.; and Illustrations-- portraits, maps, heraldry, illustrations, etc.

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

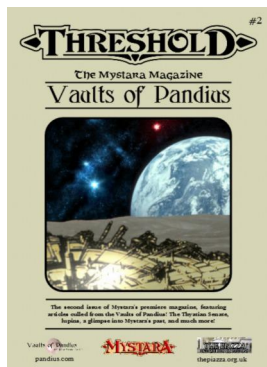
### Previous Issues

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

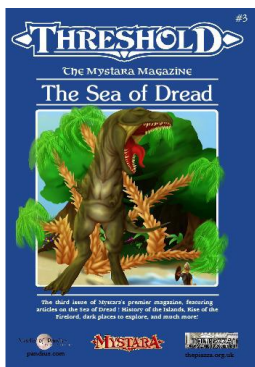
Also available at the same location are higher resolution versions of the maps that were included in the issue's PDF, allowing greater detail to be viewed.



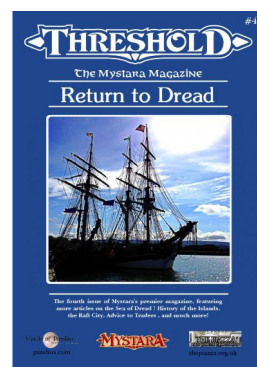
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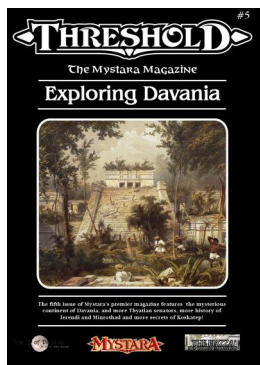
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**Vaults of Pandius**



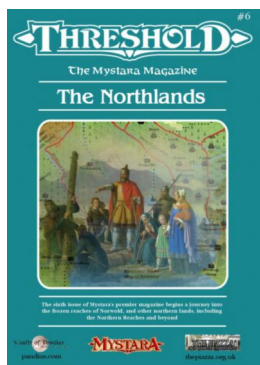
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**The Sea of Dread**



**#4**  
**Return to Dread**



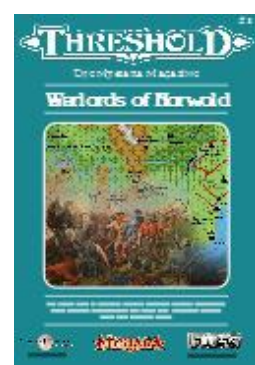
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**#6**  
**The Northlands**



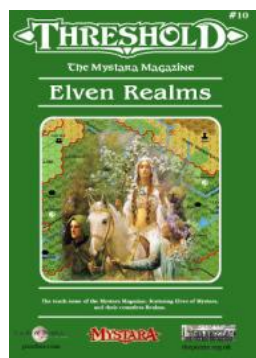
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**Exploring Norwold**



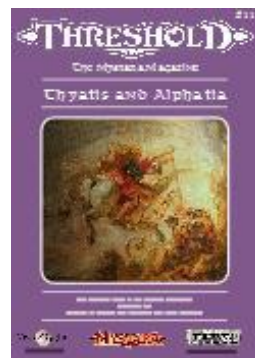
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**Warlords of Norwold**



**#9**  
**Hollow World**



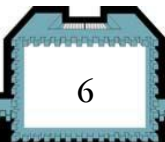
**#10**  
**Elven Realms**



**#11**  
**Thyatis & Alphatia**



**#12**  
**Ages Past**





# Sentient Races of Mystara

by Giampaolo Agosta,

based on the original work by Matthew Levy

with comments of David Knott, Giampaolo Agosta and Andrew Theisen

## INTRODUCTION

The Sentient Races list was first compiled by Matthew Levy on the Mystara Mailing List as a tool to ease transition from BECMI to AD&D 2E, before the AD&D Mystara Monstrous Compendium Appendix was published. Initially, as shown in the original introduction by Matthew, it included only intelligent monsters, excluding all undead. The list was complemented with comments on possible monster placement across Mystara, and their social structure. However, Matthew never completed the commentary. Later, I and a few other contributors took on the task of completing the G-Z entries, as well as revising the original entries. I have only recently been able to complete the task. All entries have now been revised, expanding them to include references from canon and non-canon works. The list aims at providing complete references for the appearances of lesser known monsters, while providing a concise introduction and references to major works only for more common races. As in the original work, the entries are limited to monsters from BECMI and AD&D, but sentient undead are covered in the revised list.

*To whichever Mystarans it may concern:*

It occurs to me that one of the problems with the transition to AD&D for Mystara (for those of us who accept it) is the confusion surrounding OD&D monsters versus AD&D monsters. The Mystara MC appendix makes matters worse instead of better; it seems to have been written mostly from a few of the old modules without ANY reference to the GAZ series. Entirely new monsters are given there with no context for placing them in various settings, and old ones are completely ignored or misused. Furthermore, the random encounter tables in the back are haphazard and generic. While I am not yet up to the task of a comprehensive list of EVERY monster species on Mystara, for purposes of character creation and campaign development I have compiled a list of all the Sentient races, sentient being defined as any monster with at least low intelligence which has free will, is not undead, and is capable of linguistic communication and/or complex social interaction. I have tried to include both all the monsters present in the GAZ series and modules and all the new ones from the MC appendix. In addition, I have included brief notes on all these monsters, plus a few AD&D monsters that I have thought it was appropriate from time to time to add to Mystara, with respect to culture, location, and viability as player characters. I would really, really appreciate any additions/subtractions/complaints/criticisms or comments that any of you might have.

— *Matthew Levy*

## THE LIST OF SENTIENT RACES ON MYSTARA

### A Note on References

Specific references for each monster are also provided within each entry.

Some general monster references and their presence across Mystara may be found in the following works:

*Monstrous Atlas* by S. Morris,  
*Monster Manual* by Robin,

*Razze di Mystara 1.5* by M. Dalmonte (BECMI),  
*Consolidated Creature Conversion Index* by G. Davies, S. Morris and T. Henry (3E)  
*Monster Lore* by G. Davies,  
*Mystara 4E Creature Compendium* by J. W. Biles, and  
*Monster Manual* by G. Welch (5E).



### Aarakocra

Unmentioned in any Mystaran source, these bird-men are quite similar to Faenare (q.v.) of the Flying City of Serraine. Matthew Levy alludes Aarakocra and Faenare are related species. The Aarakocra are commonly found throughout the Western mountains of Brun, though are quite rare elsewhere. According to the Mystaran adaptation of *Princes of the Apocalypse* by Giuliano Michelon, Aarakocra were created by Blackmoorian scientists and magicians subservient to the infamous Egg of Coot. David Knott, in *The Rise of the Near-Humans*, instead considers them descendants of giant eagles and ancestors of the Faenare.

Aarakocra also appear in *UK7 Dark Clouds Gather*, a TSR UK module by Jim Bamba and Phil Gallagher, easily adaptable to Norwold's environment.

### Actaeon

The Actaeon, or Elk Centaur, is a woodland guardian, most likely created by nature loving Immortals such as Djaea or Zirchev. Probable habitats include the Canolbarth Forest,

### REFERENCES

PC2 *Top Ballista* by Carl Sargent;  
UK7 *Dark Clouds Gather* by Jim Bamba and Phil Gallagher;  
*The Rise of the Near-Humans* by D. Knott;  
*Principi dell'Apocalisse* by G. Michelon (in Italian);  
*Adventuring in the Northlands* by G. Agosta, from *Threshold Issue #6*.

Brun's Northern taiga, and Southern Vulcania. It is also possible they exist within the Hollow World's woodland areas. Actaeon are only found among large forest expanses; never settled areas.

Aside from established canon, it is probably Actaeon could appear in the Dreamlands as well. At least one Actaeon is purported to live in the Central Wendarian Range. Furthermore, the Actaeon Elkhorn appears in the Karawenn novels, which are based on BECMI, but not explicitly set in Mystara. Actaeons are mostly solitary, though tend to integrate within the society of the lesser forest beings they protect.

## ANNIS

Annis are a type of Hag (q.v.). Like all hags, they are solitary, or organized in a small coven. While no named Annis exist in canon, some are found in fanon works. Koldunya is an Annis inhabiting Norwold. Enyasha the Terrible dwells in the Kurrish Massif between Darokin and Glantri. Gwinney leads a coven in the Broken Lands.

## ARANEA

Aranea are a race of intelligent arachnids. They have evolved into at least two different subspecies— some able to shapechange into humanoid form, and others only retaining their original, arachnid body.

The Aranea's range runs from the Isle of Dawn to the Thanegioth Archipelago and the Western Savage Coast. According to M5 Talons of Night, Aranea discovered Mystara via a planar gate beneath the Isle of Dawn. It is possible the two colonies were founded simultaneously, but in either case they originated underground, only later emerging upon the surface and colonizing it. If Korotiku was indeed a mortal Aranea, then the arachnid race has existed for eons. Regardless, the Savage Coast Aranea founded a thriving civilization during the Age of Blackmoor. The presence of non shape-changing Aranea throughout the Thanegioth Archipelago, also leads assumption

*Central Wendarian Range*, in Micky's Glantri Project; *Denizens of the Dreamlands* by ripvanwormer.

*The Skaufskogr and Beyond* by G. Agosta, from Threshold Issue 7; *Stone Mountain* by Sean Meaney; *Tales from the Broken Lands*, by Greywolf-ELM.

*X1 Isle of Dread* by David Zeb Cook and Tom Moldvay; *M5 Talons of Night* by Paul Jaquays; *Savage Coast Campaign Book* by Tim Beach and Bruce Heard; *XSOLO Lathan's Gold* by Merle M.Rasmussen; *GAZ13 The Shadow Elves* by Carl Sargent and Gary Thomas; *The Black Vessel* by Morris Simon; *Isle of Dawn* by Andrew Theisen; *Gazetteer of Ochalea*

early Aranea colonies were founded in the region long before the Great Rain of Fire.

The Aranea nation of Herath is a magocracy. Nobles are either Wizards or Webmaster Druids. Their society includes many non-Aranea, who are unaware of the ruling aristocracy's true nature. Outside Herath, Aranea are capable of passing as natives of human and mixed race nations, as does Mazrooth Al Yedom in Saragon. Aside from canon references, shape-changing Aranea are also found on Ochalea and Myoshima.

The non shape-changing Aranea on the Isle of Dawn live around the entire Great Escarpment, and are followers of the evil Immortal, Arachne Prime. For ages they have controlled Thothian society. Arachne Prime created a unique were-spider, to act as intermediaries with the Thothians. The current loss of their patron Immortal and overthrow of the Thothian puppet-government; Aranea of the Great Escarpment may be hard pressed to find alternate ways to contain the human expansion into their territory. More primitive, non-shape changing Aranea only form smaller forest communities, often allying with neighbouring Bugbear bands. They are also found in the Shadow Deep, threatening Shadow Elf territories from lairs in the Forest of Spiders. It is possible these Aranea are remnants of an ancient and powerful Aranea civilization that lay South of the Known World. Ruined temples in the Sea of Dread are perhaps the only relics of this once great kingdom. According to the Codex Immortalis, this Arachnid Empire controlled the Isle of Dawn's Lost Plateau prior to the Age of Blackmoor. Aranea are additionally found on the Anathy Archipelago and Jomphur in the Hollow World.

and *Gazetteer of Myoshima* by G. Agosta;  
*Codex Immortalis Vol. II* by Marco Dalmonte;  
*Lost Civilizations of Thyatis & Alphatia* by Francesco Defferrari, from Threshold Issue #11;  
*The Lighthouse's Guide to Unknown Cultures* by Francesco Defferrari, from Threshold Issue #11.

## ~ B ~

### Baldandar

These solitary humanoids are masters of illusionary magic. They fill much the same ecological niche as Doppelgangers and other shape-changers, but owing to their magical abilities, are more versatile. Due to their solitary nature, Baldandars are unlikely to create complex societies, but assimilate within

*AC9 Creature Catalog*  
 Originally compiled by Jim Bimbra, Phil Gallagher, & Graeme Morris; Revision by John Nephew;

humanoid societies. The Baldandars beginnings are unknown, yet they possibly originated on the outer planes.

The Crimson Fleet pirate captain in the *Savage Tide* Adaptation is a Balandar. Morak, the High Sorcerer of Kron, was recast as a Baldandar in the Bhut of Sind campaign scheme.

*Savage Tide*  
Adaptation by D. Keyser, from Threshold Issue #4; *Bhuts of Sind* by G. Agosta, in this issue (#13) of Threshold Magazine

## Bargda

Bargda are cursed beings similar to Minotaurs. Like them, Bargda are descendants of the wingless Enduk. Nearly all Bargda are found upon Brun, following Eritteus North towards the Spine of the World Mountains after the wingless Enduks were ostracized from the Arm of the Immortals by Ixion's wrath. A number have settled in the Klagorst regions, yet others have journeyed further. They sometimes subjugate bands of large humanoids, such as ogres or trolls, and occasionally even hill giants. They have since spread beyond Brun, being driven restless by their curse. On Ochalea and Myoshima, Bargda are known as Ox-Headed Demons.

*Bargda - The Curse of Eritteus and Origin of Minotaurs* by Giulio N. Caroletti, *Gazetteer of Ochalea & Gazetteer of Myoshima* by G. Agosta.

## Beastman

A prehistoric race existing on the Outer World before the Great Rain of Fire, Beastmen were created by Hel from evil reincarnated souls. Their given chaotic nature manifested as wild variations in size and shape. At that time, the Humanoid races did not yet exist, yet after the Great Rain of Fire, Beastmen evolved into modern humanoid races -- Goblins, Hobgoblins, Kobolds, Ogres Orcs, and Trolls. Beastmen only survive in modern times within the Hollow World, where they inhabit arctic regions in small hunting and fishing villages.

*Hollow World Campaign Set* by Aaron Allston, *Poor Wizard's Almanacs* by Aaron Allston & Anne Dupuis.

## Beaver-Folk

Mugumba Mud-Dwellers are anthropomorphic beavers living in swamps of the Serpent Peninsula. While relatively primitive, the Mugumba possess respectable engineering skills, building great log fortresses.

*Champions of Mystara* by Ann Dupuis & Bruce Heard; *Isles of Steam* by Geoff Gander; *The Lighthouse's*

Aside from canon sources, smaller Mugumba settlements are found on the Isles of Steam. In the Hollow World, they are found among the Animal Kingdoms.

## Beholder

Beholders are familiar monsters in most D&D campaign settings. Upon Mystara, Beholders are associated with the Immortal Arik, supposedly imprisoned for his cooperation with the alien Outer Beings.

An undead beholder is said to dwell deep under Stronghold, in the Minrothad Guilds. Otherwise, Beholders are rare yet widespread, and have been sighted throughout the Known World, Brun, and the Savage Coast. Typically solitary, they often subjugate weaker beings, setting themselves as the hidden masterminds within another race's society.

## Bhut

Bhuts are unusual shape-changers, which like the better known Thoul, share some undead characteristics. During the day, Bhuts appear human. As night falls, they assume bestial features, much like lycanthropes. Because they prey on humans and humanoids, Bhuts are parasites of humanoid societies. Hence, Bhuts form small bands masquerading as gypsy troupes, travelling merchants, or other itinerants. Occasionally, they seize roadside monasteries or inns, waylaying unsuspecting travelers.

Bhuts are present in Sind, the Great Waste, and Hule. However, since they travel widely, Bhuts may be present in neighbouring countries.

## Blink Dog

According to the Mystaran Almanacs, Blink dogs appear in the Thyatian Hinterlands, as well as in Norwold forests North of the Great Bay. Being enemies of great cat-like Displacer Beasts,

*Guide to Unknown Cultures* by F. Defferrari, from Threshold Issue# 9.

*Codex Immortalis Vol. I* by M. Dalmonte; *The Darkness Beneath* by F. Defferrari, from Threshold Issue #3.

*X4 Master of the Desert Nomads* by Dave Cook; *Bhuts of Sind* by G. Agosta, in this issue (#13) of Threshold; *Atlante della Grande Desolazione* by Omnibus (in Italian).

*Mystaran Almanac 1016 AC*

Blink Dogs are likely found in the same areas, such as the savannahs and jungles of Davania.

## Brain Collector (Neh-Thalggu)

Known as Neh-Thalggu in their own language, Brain Collectors are nightmarish aliens, devouring the brains of hapless victims. Thereby acquiring their knowledge, possibly including the ability to use wizardly magic. Rumored natives of the Nightmare Dimension, some scholars link them with Outer Beings and the dimension behind the Vortex.

Luckily, Neh-Thalggu are solitary, likely being planar or space travellers, perhaps even being summoned by powerful wizards. One was found in Chateau d'Ambreville; while another was encountered by Haldemar of Haaken. Yet another was killed in space by Myoshiman forces, and a fourth crash-landed in Darokin in 1018 AC.

*X2 Castle Amber* by Tom Moldvay;  
*Gazetteer of Myoshima* by G. Agosta;  
*It Came from Outer Space* by J. Skytte;  
*Mystaran Almanac 1018 AC.*

## BROWNIE

Brownies are a type of faerie folk, and therefore native to the Dreamlands. Many are members of fairy society under High King Oberon. However, Brownies also fulfill roles in human society, being symbiotic with human households. Thus, Brownies are more common outside the Dreamlands than other fairies. Brownies are known as *Zashiki-Warashi* in Myoshima, *Zaosben* in Ochalea, and *Tonttu* in Kaarjala.

### Redcap

Redcaps are evil Brownies having been slighted by Humans or Demihumans with which they used to cohabitate. Redcaps murder their victims, then dyeing their caps red with their victim's blood. They are solitary, having rejected typical Brownie society.

Well known Brownies in Mystara include Jinimix, a Brownie found in Krystallac within the Koskatop mega-dungeon beneath Karameikos, and the Redcap Brogan, trapped in the Tomb of Thob Shanwood.

*PC1 Tall Tales of the Wee Folk* by John Nephew,  
*Krystallac, the Crystal Heart* by F. Defferrari, from *Threshold Issue #11*,  
*The Kingdom of Kaarjala* by Geoff Gander;  
*A Gazetteer of Myoshima & Gazetteer of Ochalea* by G. Agosta;  
*The Tomb of Thob Shanwood* by G. Agosta;  
*Redcap's Rampage* by C. Perkins, from *Dungeon Magazine #54.*

## BRUTEMAN

Mystaran equivalents of Neanderthals, Brutemen exist almost entirely in the Hollow World. In addition to Hollow World settlements, Brutemen exist on the Isle of Dread, and possibly other outer surface lost world areas, such as Addakia. Though adventurers have reported similar humanoid sightings in Karameikos. Gathering in small hunter-gatherers bands, which number from ten to sixty members.

### Denagoth Brute

Denagoth Brutes are a wild, nomadic people adapted to the colder climes of the Denagoth Plateau, living a band hunting existence, and believed to be descendants of the Hollow World Brutemen.

### Wyrms Brutemen

More advanced than their brethren, Wyrms Brutemen are nonetheless closely related to Denagoth Brutes. Found only in the Wyrmssteeth region of Norwold, they are a vassal society of that dragon kingdom.

## BUGBEAR

Bugbears are giant hairy versions of Goblins, found in Northern and Eastern Brun, and Alphatia. There are three main subspecies:

*Ursus Bipedis Bugburbianus*— Around three-hundred exist in Bugburbia, thirty in High Gobliny and an unknown number in Oenkmar.

*Ursus Bipedis Vulgaris*—Found throughout the Known World and Alphatia:

- Some serving the Aranea in Thanegioth and perhaps on the Isle of Dawn
- The Bloodbears tribe raid Western Karameikos and the Five Shires
- Large numbers are found in Denagoth and frequently raid Wendar
- Many live among Humanoid tribes of the Black Mountains and Hule

X1 *Isle of Dread* by David Cook & Tom Moldvay;  
*Hollow World Campaign Setting* by Aaron Allston;  
*Denagoth Brute* by Andrew Theisen;  
*Who's Who in the Wyrmssteeth Part 3* by F. Defferrari, from Threshold Issue #10;  
*The Demography of Karameikos* by Simone Neri, from Threshold Issue #1;  
*Secrets of Davania* by F. Defferrari, from Threshold Issue #5;  
*In the Name of the Dragon* by Francesco Defferrari, from Threshold Issue #7.

GAZ1 *Grand Duchy of Karameikos* by Aaron Allston;  
*Expert Set* by Frank Mentzer;  
X11 *Saga of the Shadow Lord* by Stephen Bourne;  
GAZ10 *Orcs of Thar & GAZ3 Principalities of Glantri* by Bruce Heard;  
*PWA series* by Aaron Allston & Anne Dupuis;  
X1 *Isle of Dread* by David Cook & Tom Moldvay,  
*Goblinoid Tribes of Karameikos* by G. Agosta;



- Unknown numbers of Bugbears can be found in the Alphatian Kingdom of Limn
- Some clans are found in southern Norwold.

*Ursus Bipedis Hyborianus*— A Northern variant living in Hyborea and Norwold.

## Bullywug

An anthropomorphic frog-like species, the Bullywug canonically does not exist in Mystara. However, the Blackmoorian Order of the Frog did experiment with frog-like lifeforms, and Bullywugs might well be Frog-Folk. This being the case, Bullywugs would most likely be found only in the Hollow World. Though if adapted to Mystara, the *Savage Tide* campaign places them on the Isle of Dread -- which is appropriately, a lost world area -- and in the Thyatian Hinterlands jungle.



## Carnifex

These sentient saurians were originally one of the most powerful races upon Mystara, but were exiled to the Pits of Banishment prison dimension by the Immortals, as they had conspired with the Outer Beings. These original Carnifex are known as Greater Carnifex, distinguishing them from degenerate variants still existing on Mystara, and from primitive ancestors living in the Hollow Moon. Zealous in duty, Greater Carnifex are physically and magically powerful. Their once advanced complex society forged an empire, yet all knowledge of their existence has been lost to the ravages of time.

*A Traveller's Guide to Norwold* by Simone Neri, from *Threshold Issue #7*.

*Savage Tide Adaptation* by D. Keyser, from *Threshold Issue #4*.

*M3 Twilight Calling* by Mark Lambert and Tom Moldvay;  
*Hollow Moon Cultures: Ur-Carnifex Tribelands* by Sharon Dornhoff;  
*Y'hog Carnifex*, Geoff's Big Book of Unspeakable Outer Being Lore by Geoff Gander;  
*Once in a Blue Moon* by John Calvin, from *Threshold Issue #2*.

### Y'hog Carnifex

While not as powerful as Greater Carnifex, Carnifex from the sunken city of Y'hog remain great warriors, mages, and priests. Still worshiping the Outer Beings, Y'hog Carnifex dream of their city's rebirth, and plot revenge against the mammalian races. Though highly individualistic, Y'hog Carnifex cooperate, enforcing a strict hierarchy based on individual advancement.

### Deep Carnifex

Weakest yet most prolific of Carnifex races, these sentient saurians inhabit caverns beneath the Addakian Mountains. Deep Carnifex have organized their society according to a rigid caste system. The Queen rules, served by a hierarchy of clerical, warrior and commoner castes. Each Queen controls a city-state, which is the largest block of Deep Carnifex society. Individual city-states may cooperate, but this is dependent on circumstance.

### Ur-Carnifex

Trapped upon an isolated plateau in the Hollow Moon, the ancestors of the Greater Carnifex still survive; though reduced to just six tribes. These cannibalistic, primitive Carnifex are quite ferocious, and tend towards brutal infighting when not threatened by external enemies.

### Centaur

Centaur are half-man half-horse hybrids created by Ixion as a gift to the centaur-like air elemental Nephele. They are quite common on Mystara. They are known to be found in all the major temperate forests and steppes of Brun, as well as in Alphatia, on the Isle of Dawn, in the Steppes of Jen, in the Hollow World, and in northern Davania. They usually live in small bands, and occasionally cooperate with other humanoids or join their society.

PC1 *Tall Tales of the Wee Folk* by John Nephew;  
 B10 *Night's Dark Terror* by Graeme Morris and Jim Bambra;  
*Poor Wizard's Almanac III* by Anne Dupuis;  
*Centaur of Ethengar* by Lost Woodrake;



Larger centaur clans join in hetmanates in central Norwold and in the Vinisk valley at the border between Norwold and Essuria. There used to be a large hetmanate in Ethengar, too, but most centaurs left the area after the second war of succession, more or less at the same time as the Makistani. Ethengar centaurs migrated north to Norwold and Wendar and south to Canolbarth and Traladara.

## Chevall

Chevalls are shape-changers able to switch between centaur and horse form. Created by the Immortal Zirchev to guide Centaur tribes, Chevalls exist primarily in Traladara. They are also rumored to live in Alfheim, the Sylvan Realms, and potentially other Centaur lands. Though not forming their own societies, Chevalls act as advisors or leaders in Centaur tribes and clans.

Chevalls of record include Loshad, druid and protector of Eastern Karameikan Centaurs; and the Hoof of Zirchev, dwelling among Centaurs of the Strelets Hetmanate in Norwold.

*The Dangers of the Dymrak Wilds* by Havard, from Threshold Issue #1; *Secrets of Davania, A Recent History of Davania, & The Izondian Deep* by Francesco Defferrari, from Threshold Issue #5; *A Traveller's Guide to Norwold* by Simone Neri, from Threshold Issue #7; *The Skaufskogr and Beyond* by G. Agosta, from Threshold Issue #7; *The Demography of Karameikos* by Simone Neri, from Threshold Issue #1; *Centaurs in Mystara* by Havard.

*B10 Night's Dark Terror* by Graeme Morris and Jim Bambra; *The Dragonlord Chronicles* by Thorarinn Gunnarsson, *Lords of the Cruth Lowlands* by G. Agosta, *The Skaufskogr and Beyond* by G. Agosta, from Threshold Issue #7; *The Dangers of the Dymrak Wilds* by Havard, from Threshold Issue #1.

## Couatl (Feathered Serpent)

A mythical creature upon Mystara's outer surface, this feathered serpent is present in the Hollow World. Considered an Immortal messenger, the Couatl is associated with Oltec and Azcan cultures. Otzitiotl (Ixion), Kalaktatla (Ka), Atruaghin, and Atzanteotl may all appear as feathered serpents.

All Feathered Serpents live on the floating continent of Ashmorain in the Hollow World, having founded a civilization led by their progenitor; the Queen Mother. Immature serpents are non-sentient, and are found all over the Hollow World. In particular, throughout Azcan and Oltec lands.

## Crabman

According to the Mystaran Almanacs, Crabmen are found in Tlik'kkil; a nation on Davania's Northern Coast, far West of Kastelios. Like many AD&D aquatic races, Crabmen could appear as members of the underwater empires mentioned in the Savage Coast Monstrous Compendium Appendix.

Crabmen of Tlik'kkil have a loose society based along class. Clerics, rogues, wizards and warriors form four clans living in different regions. Their government is mostly unstructured, having only a wise crabmen council ruling over individual families. Crabmen are quite hospitable with foreigners.

## CRONE of Chaos

Crones of Chaos are minions of entropic Immortals, appearing as old wizened women. Endowed with magical powers, Crones often disguise themselves as beautiful maidens. Crones of Chaos typically live alone in the wilderness, waylaying wanderers with their illusionary powers. However, Crones of Chaos covens are not unknown, particularly the Witches of Dymrak, a coven of nine Crones; among which Grizzelda, Esmeralda, and Gelfhora are best known.

Crones of Chaos are known as *Noita-akka* in Kaarjala, a land plagued by hags and witches of many kinds.

HWA2 *Nightrage* by Allan Varney;  
*Codex Immortalis Vol. I* by Marco Dalmonte.

*Terra Incognita, A voyage to the Uncharted South* by F. Defferrari;  
*Mystaran Almanac 1018 AC*.

B8 *Journey to the Rock* by Michael Malone;  
*Dangers of the Dymrak Wilds* by Havard, from Threshold Issue #1;  
*The Kingdom of Kaarjala* by G. Gander.

## Cryion

A race of bat-like Humanoids, Cryions live in arctic climes. Their society is organized in small communal groups called *mnelds*. Having limited technology and few shamans, they are found in Hyboria and Frosthaven. However, Cryions are more common in the Hollow Moon, where they make homes on the freezing crystalbarrens of Mare Procellarum. Hyborian Cryions are colonists and explorers from the Hollow Moon, as the original Cryions had become extinct on Mystara.

*Creature Catalogue*, revision & development by John Nephew;  
*Once in a Blue Moon* by John Calvin, from Threshold Issue #2,  
*Central Brun* by LoZompatore;  
*Hollow Moon Planetology* by Shannon Dornhoff;  
*Mystaran Almanac 1016 AC*;  
*A Traveller's Guide to Norwold* by Simone Neri, from Threshold Issue #7.

## Cyclops

Cyclopes are mainly solitary, yet sometimes live in small clans of herders. These one-eyed giants may be found from the Black Mountains to the West on Brun, and in Surshield on Bellissaria. Cyclopes are also found throughout the Southern reaches of the Isle of Dawn, in areas dominated by Firbolgs and Fomorians. They also inhabit rocky islands in the Sea of Dread; such as Pirate's Rock and Typhoons' Island. In Ochalea, they are known as One-eyed Demons. On Davania, Cyclopes are found in the Meghala Kimata region and in the Hollow World's wildernesses near the Milenian Empire.



*X5 Temple of Death* by Dave Cook;  
*An Atlas of the Isle of Dawn* by Francesco Defferrari, from Threshold Issue #11;  
*The Three Starflowers* by Francesco Defferrari, from Threshold Issue #4;  
*The Minor Islands of the Sea of Dread* by Simone Neri, from Threshold Issue #3;  
*History of the Isle of Dawn* by James Mishler;  
*Curse of the Cyclops* by J. Andersen;  
*Gazetteer of Ochalea* by G. Agosta;  
*Mystaran Almanac 1016 AC*

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## Darkwing

Winged nocturnal predators, living atop high mountain peaks in dark cavernous lairs, Darkwings are sentient, though not particularly intelligent. Their flock social organization bears a pecking order defining leadership. Flock leaders expect to be continuously challenged, and pecking order is subject to frequent upheavals.

It is hypothesized Darkwings are related to Deep Glaurants, and therefore native to the Nightmare Dimension.

## Devilfish (Ixitxachitl)

Intelligent, evil manta rays, the Devilfishes have a complex civilisation on the floor of the southern reaches of the Sea of Dread known as the Abyss, as well as in Alphatian Sea. They frequently raided the Sunlit Sea in the past, and are still a threat to Undersea. Settlements, colonies, or missions can be found in northern seas as well, at least up to Lake Ashtagon in Norwold. Given their other name, Ixitxachitl, they might have come in contact with the Azcans or Oltecs in the past, and might be found in the Hollow World as well.

Devilfishes are organized in schools along a priestly hierarchy, which Matriarchs at the head. Devilfish leaders are invariably vampiric undead, who are also high priests of Saasskas the Destroyer.

## Diabolus

Diaboli are the counterpart of humans from the Nightmare Dimension. As such, they are nightmarish to behold, and the reverse is true as Diaboli find humans and other non-Nightmare beings repulsive. While Diaboli are generally well-meaning and intelligent, their society is very different from human ones, as they are inherently anarchistic. Their technology level is generally lower than that of Mystaran

*Mystara Monstrous Compendium Appendix* by Tim Beach & Jon Pickens.

PC3 *The Sea People*,  
M5 *Four Coins for a Kingdom*,  
*Alphatian Undersea* by H. Santos,  
*The Vampiric Bloodlines of Mystara* by G. Agosta,  
*Advice for Traders in the Sea of Dread* by LoZompatore in Threshold Issue #4,  
*Adapting the Night Below to Mystara* by D. Keyser in Threshold Issue #6,  
*Timeline of the Sea of Dread* by A. Theisen in Threshold Issue #3.

*Diaboli on Mystara* by Håvard,  
*Poor Wizard's Almanac*,  
*Mystaran Almanac AC 1016*,

civilizations, but Diaboli are generally more advanced in arts and philosophy.

On Mystara, Diaboli are very rare. A community of Diaboli, Redhorn, is found in Norwold, led by Diablerus, who has been recognized as the local Baron by King Ericall according to the Mystaran Almanac. Due to their instinctive repugnance for anything not originally from the Nightmare Dimension, they tend to surround themselves with animals native of that dimension, which therefore populate the area of Redhorn.

In the adaptation of Princes of the Apocalypse to Esterhold, the Tiefling Vanifer is hypothesized to be of Diabolus descent. The Shadowelf spy Farrow, who is affected by a multiple personality disorder, has two Diaboli personalities.

## Djinni

Djinn are a race of air genies, native to the Plane of Elemental Air, but relatively common in Mystara. Djinn are magically powerful, so they are able to visit the Prime Material plane when they desire to do so, and are also often summoned by magicians. Djinn are found potentially anywhere in Mystara, but are particularly common in Ylaruam and Sind.

A djinni is rumored to live in the town of Threshold in Karameikos, and one guards the lair of Marudi the Blue Dragon in Ylaruam.

## Dolphin

Mystaran dolphins are sentient. They live in most seas, and are particularly friendly with the merrow of Undersea.

## Doppelganger

Doppelgangers are natural shapechangers. They parasitize human and demihuman societies by taking the appearance of their victims. They are pretty common on Mystara, especially in the highly populated areas of the Known World and

*The Elemental Evil in Mystara* by the EPiK Team in Threshold Issue #11, Farrow by Håvard.

*The Demography of Karameikos* by S. Neri in Threshold Issue #1, *Who's Who Among Dragons* by B. Heard.

PC3 *The Sea People, Codex Immortalis vol. 2* by M. Dalmonte

*Omens and Portents* by V. Lädhe, *Lair of the Changeling*

Alphatia, but also in the Great Waste and Hule. Thanks to their shapechanging abilities, they are often involved in criminal enterprises, including Thieves' Guilds, and espionage. Thus, they have no society of their own beyond the occasional gang.

In the past, Doppelgangers were involved in the Chambahara regime in Sind, together with other shapechangers such as Mujina, Rakshasa, Randara, and Baldandars. With respect to them, Doppelgangers are less powerful, but more common.

## DRAGON

Majestic flying reptiles with incredible firepower and magical prowess to boot, Dragons are one of the major sentient races of Mystara. They have at least one major nation, the Kingdom of Wurmsteeth in central Norwold, and another, the Nation of Dragons, existed until 500 AC at least. Draconic societies need to balance the solitary nature of these beings with the need to avoid destructive warfare. Also, the magical nature of Dragons makes it so that vassalage ties are stronger than among other races, leading to a natural social pyramid with a dragon liege at the head, and vassals below them. Draconic kingdoms, petty or major, tend to overlap with those of other races, since Dragons require vast territories. Only truly vast kingdoms, such as Wurmsteeth, where Dragons rule over other races as well, have recognizable boundaries from a human point of view. Dragons of all kinds typically participate to the same draconic society, freely mingling.

### Chromatic Dragons

The five chromatic dragon types, White, Green, Black, Blue and Red, are the most commonly sighted. Greens tend to lair in forested lands, Blacks in marshes and swamps, Whites in arctic regions and glaciers, and Reds in mountains. Mystaran chromatic dragons are not necessarily evil, although Whites and Blues tend towards neutrality along the Law-Chaos axis, whereas the others are often Chaotic.

### Metallic Dragons

Only Gold Dragons are relatively common in Mystara. Copper Dragons are known to exist in Davania, where they are hunted by the Sis'thik, and at least one, Vasylion the Younger, has a lair

by D. Reid,  
*The Division of the Five* by V. Lädhe,  
*Inns and Taverns of Mystara* by J. Andersen,  
*Riverfork Keep* by J. W. Biles,  
*The Streets of Landfall* by J.T.R. (ed.).

*Mystara Monstrous Compendium Appendix, Dragonlord Chronicles, Bestiary of Dragons and Giants, Poor Wizard's Almanac III, Glantri: Kingdom of Magic, Who's Who Among Dragons* by B. Heard in *Dragon Magazine* #171,  
*From Hatchling to Immortal Guardian* by B. Heard in *Dragon Magazine* #170,  
*The Mightiest of Dragons* by G. Ziets in *Dragon Magazine* #158,  
*Champions of Mystara, History of Dragonkind* by S. Neri,  
*Who's Who in the Wurmsteeth* by F. Defferrari in *Threshold Issues* #8, #9, and #10,  
*The Dragon Kingdom of Wurmsteeth* by G.



in the Kurish Massif. In addition to Copper Dragons, Bronze and Silver Dragons are mentioned in *Glantri: Kingdom of Magic*. These are probably either very rare, or present only in remote locales like Skothar or Davania. According to *Who's Who in the Wyrksteeth*, metallic dragons of the Brass, Bronze and Silver varieties are found in the Izondan region of Davania.

### **Gem Dragons**

Gem Dragons are similar to chromatic and gold dragons, but their scales have a crystalline shine. Crystalline, Jade, Onyx, Sapphire, Ruby and Amber Dragons exist. Crystalline, Ruby and Sapphire Dragons are typically Lawful, whereas the Amber Dragon is Chaotic, and the Jade and Onyx Dragons are Neutral. Gem dragons arrived in Mystara during the invasion of the Overlord.

### **Undead Dragons**

Two kinds of undead Dragons exist: the Undead Dragon proper, and the Night Dragon. Undead Dragons are dragon corpses animated by undead spirits, whereas Night Dragons are Dragons corrupted by the worship of Entropic Immortals. Undead Dragons are solitary, and barely sentient, whereas Night Dragons are cunning beings, able to infiltrate draconic and human societies, carrying out their own plans and the wishes of their Immortal patron.

### **Other Dragons**

The Vermillion Dragon, of which only one, Pyre, is known, is a Red Dragon addicted to the consumption of the magical metal, Cinnabryl, which gives him a metallic shine and the powers of an Inheritor.

The Sea Dragon is an underwater variant of the Green (or perhaps Bronze) Dragon.

The Redhawk Dragon is a weird dragon-bird hybrid found on the mountains of the Arm of the Immortal, and believed to be a cross between Red Dragons and rocs. Contrary to most Dragons, they are social creatures, living in extended communities.

Ancestor species of the Dragons, such as the Flapsail, also exist, but they are not sentient.

Caroletti in *Tome of Mystara* Issues #2 and #4, *Dragons of Mystara v2.0* by various authors.

## Dragon Turtle

These creatures are extremely rare. They look like giant turtles, with a dragon's neck and tail. They are solitary, although intelligent enough, and typically claim large tracts of sea as their hunting grounds.

The Dragon Turtle (or perhaps, a specific Dragon Turtle living in the Sea of Dawn) is known as *Hafgufa* to the people of Norwold and the Northern Reaches. Similarly, Dragon Turtles are called *Kelonadraka* by the Minaeans, who consider the creature sacred to Protius. A Dragon Turtle called *Emraag* lives in the southern reaches of the Sea of Dread. Finally, one Dragon Turtle is found in the Shadow Elven territories, living in a large underground lake.

## Drake

Drakes are shapechangers who resemble small dragons -- or more precisely small wyverns -- in their natural form, but can take on the form of a human or humanoid of some kind. There are two types of Drakes, Chaotic Drakes, who are related to the Wee Folk, and Elemental Drakes, who are actually natives of the Inner Planes.

### Chaotic Drakes

Mandrakes, Wooddrakes and Coldrakes are respectively able to take the form of humans, elves or halflings, and dwarves or gnomes. They all remember the Great Rain of Fire and attempt to prevent its return by limiting the technological progress. They form a network, a kind of world-wide secret society of thieves and spies, to further their goals and protect themselves.

Naturally, Mandrakes are mostly found among humans, and Coldrakes are found among dwarves and gnomes. Wooddrakes are found among the elves and halflings, but also common in the Dreamlands.

The most famous Drake was Sir George Kirbey, a Mandrake and companion of the Immortal Dragon Diamond, who was later transformed into a gold dragon by his patron.

GAZ13 *The Shadow Elves*,  
*Adventuring in the Northlands* by G. Agosta in *Threshold Issue #6*,  
*The Search: on the shores of Minaea* by F. Defferrari,  
*Savage Tide*  
 Adaptation by D. Keyser.

*Mystara Monstrous Compendium Appendix*,  
*Dragonlord Chronicles*.

### Elemental Drakes

Airdrakes, Flamedrakes, Earthdrakes and Waterdrakes can assume the form of young giants in the Prime Material, or of elementals in their native Inner Plane. They are rare in the Prime Material, since they do not have the ability of travelling across the planar boundaries. On the Prime Material, they are typically spies and agents of the elemental rulers among the giant kin.

### Dryad

These wood nymphs are pretty common, especially in the forests of the Known World and northern Davania. In particular, Dryads are known as *Omilayo* in Tangor and the Tanagoro lands.

Known Dryads include the Queen of the Alphantian Kingdom of Linn, Mellora and Lotis, a Dryad from the Dreamlands.

### Dwarf

Modern Dwarves are divided into two different races, the Rockborn and the Mordrigswerg. The original Dwarves (known as *Kogolor*) who lived in the Outer World before the Great Rain of Fire now survive only in the Hollow World. The dwarf race who lived on the Outer World before being reformed by Kagyar but after the Great Rain of Fire, which populated the Shimmering Lands, is completely forgotten in modern times, but may be preserved in the Hollow Moon.



#### Kogolor

These Dwarves were preserved in the Hollow World when the race dwindled in the Outer World. They live in the mountains, but are more likely to be surface dweller than the modern dwarves. Their communities are also less centered around metalworking, and their culture seems to be based on the

PC1 *Tall Tales of the Wee Folk*,  
*Dawn of the Emperors*,  
*African Monster Variants* by Håvard.

GAZ4 *The Dwarves of Rockhome*,  
GAZ7 *The Northern Reaches*,  
*The Savage Coast Campaign Book*,  
*Hollow World*,  
*Dawn of the Emperors Boxed Set*,  
GAZ1 *The Grand Duchy of Karameikos*,  
GAZ9 *The Minrothad Guilds*,  
XSOLO *Lathan's Gold*,  
*The Shimmering Lands Player's Guide and DM's Guide* by J. Calvin,  
*The Chronicles of Dwarves* by O. Shaham,  
*Annals of the Denwarf*

Alpine regions of the real world, like German-speaking Switzerland or Tirol.

### Rockborn

The main breed of modern Dwarves hails from Rockhome, which is by far the largest centre of Dwarven culture. The government is a sort of clan-based constitutional monarchy, where the power is shared between the King and the Senate. The population is divided in seven large clans, each having a major focus of interest (military, religion, administration, commerce, etc). The clans act as political parties, with senators being the head of the largest families. The Dwarven society is also quite complex, with a significant role given to Guilds, which seem to be social clubs.

The Rockborn Dwarves have also sent colonies to many lands. The largest is probably the Kingdom of Stoutfellow in Alphatia, but considerable numbers of Dwarves also live in the mountains of Norwold and in or around Oceansend. The Barony of Burohur in Thyatis is another Dwarven holding. There are dwarven clans in Karameikos and Minrothad, and Dwarven quarters in most Ylari towns. Dwarves probably are quite common in Darokin, especially in Selenica. According to Lathan's Gold, a dwarven explorer where sent as far south as the Thanegioth Archipelago to look for prospective new colonies.

There are also a number of dwarves living in the Gulf of Hule and on the Savage Coast, up to Bellayne. These Dwarves came to the Savage Coast around 450 BC, after the end of the Dwarf-Goblinoid wars. From east to west, Dwarves appear in the City-State of Zvornik, in the Savage Baronies, mostly in Cimarron County, though one Dwarven Barony, Montoya, existed from 906 to 937 AC. In Robrenn, a Dwarven Duke holds Avernos, while many dwarves live in the County of Harstal in Eusdria. The westernmost dwarven settling in the Coast is a recently established community of coal miners in Penwick, Bellayne. These dwarves probably come from Cimarron County.

Finally, Højgylden in Thonia holds a sizable dwarven population, which came from Rockhome around 900 years ago.

*Dwarves* by G. Caroletti and *History of the Dwarven Race* by G. Caroletti and J. Skytte, *Genealogy of the Dwarves*, *Mystaran Almanac 1018 AC*, *Kingdom of Højgylden* by I. Sarikhan.

### Modrigswerg

These odd Dwarves live in caverns in the Northern Reaches. They were created alongside with the Rockborn, but are definitely different from several points of view: first, they have an affinity for weird magics, and are known as makers of wondrous items, most of which, though, seem to be myths or fakes. Second, they are as much asocial and prone to mental instability as the Rockborn are social and sound-minded. Their most important settlement is the Dwarf-Kingdom of Gråbjerg.

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### Eblis

Intelligent stork-like birdmen, the Eblis are found in marshes and swamps of subtropical and tropical climates, such as those along the course of the Yalu river. Eblis form small communities led by a spellcaster, typically capable of illusionist magic. They build small, well-hidden villages of straw huts.

### Efreeti

Efreeti are genies from the Plane of Fire, and in particular they control the fabled City of Brass there, and portals from it to outposts in several regions, including the Vesperlands in the Hollow Moon. They are bitter rivals of the Djinni, as well as of the Sollux and Helions. On Mystara, Efreeti are found near volcanoes and elemental vortices such as the Arch of Fire, which hosts an Efreet kingdom in Norwold, or the volcanoes in the Thanegioth Archipelago. A single Efreet resides in the pool of magma known as the Eye of Zargon in Cynidicea. Efreeti also visit deserts such as those of Ylaruam or the Plains of Fire in the Great Waste.

Efreet are highly organized, as expected from a lawful race, with a noble caste of Amirs ruling over the commoners.

*Monster Manual* by Robin.

GAZ2 *The Emirates of Ylaruam*,  
*The Exodus of the Flaems* by Ripvanwormer,  
*The Firelord Saga* by V. Lähde,  
*A Traveller's Guide to Norwold* by S. Neri in *Threshold* Issue #7,  
*Mystaran Almanac AC 1016*,  
*The Dungeon Master's Guide to Cynidicea*,  
*Atlante della Grande Desolazione* by Omnibus (Italian),  
*Vesperland Atlas* by J. Calvin in *Threshold* Issue #10.

## Elemental

Elementals are not native of Mystara, of course, but, due to the large number of elemental vortices, they are relatively common on this area of the Prime Material plane. In the Archaean Eon, they had an even greater presence as the world was devoid of other lifeforms, and more primal in its form.

Elemental can describe, in a general sense, the most common kind of natives of the Elemental Planes, which include non-sentient and semi-sentient beings such as the Fundamentals. More specifically, it refers to three classes of intelligent denizens of the Inner Planes: the Elementals proper, and the Elementals of Law (Anemo, Kryst, Helion and Hydrax) and Chaos (Eolian, Erdeen, Pyrophor and Undine).

Hydraxes are possibly the only type of Elemental to have an organized presence on Mystara, however, in the Kingdom of Greenkhlaawdaa in the Klagorst Region.

## Elf

There are many elven subraces and cultures in Mystara, since the elves, who originally lived in Davania, splintered into several groups after contacting the humans. The three original groups were the Northern Elves who went to Blackmoor, the Grunland Elves, who remained in Davania, and the Aquatic Elves, who entered the sea. Later, the development of advanced technology caused another major rift, as Ilsundal led many elves away from Davania. These became the Sylvan Elves, while those who stayed perished -- except for the ancestors of the Blacklore Elves.

The Northern Elves were also hit by the Great Rain of Fire, but some clans survived, and reverted to a low-technology lifestyle.

Other clans formed as groups of elves broke off from the long migration of Ilsundal.

### Elf, Sylvan

Sylvan elves are the elves that followed Ilsundal in his migration from Davania to the Sylvan Realm. They include the

*Mystaran Almanac AC 1018,*  
*Klagorst* by G. Caroletti,  
*The Borea Project* by R. Burns,  
*99.9999985% Mystara History* by F. Defferrari.

GAZ5 *The Elves of Alfheim,*  
 GAZ1 *Grand Duchy of Karameikos,*  
 GAZ3 *The Principalities of Glantri,*  
 GAZ9 *The Minrothad Guilds,*  
 GAZ13 *The Shadow Elves,*  
*The Orc's Head, The Savage Coast Campaign Book, Dawn of the Emperors,*  
*The Hollow World boxed set,*  
 X11 *Saga of the Shadowlord,*  
 DA1 *Adventures in Blackmoor,*  
 DA4 *City of the Gods.*

Non-canon references are too numerous to

elves of Alfheim, the Sylvan Realm, Karameikos (Callarii and Vyalia), Minrothad (Forest Elves), Alphatia and Norwold (Shiye), and the Savage Coast (several clans). These clans, while displaying some physical and cultural differences, more or less fall into a basic social pattern of loose kingdoms where the king is usually balanced by the power of the clan elders.

Savage Coast elves, on the other hand, have adopted feudalism from the humans, and their clans are usually part of the local human or near-human kingdoms.

Some clans that have developed very unusual traits, like the Ee'aar or the Minrothad Water Elves, are described in separate entries.

#### **Elf, Aquatic**

These elves broke off from the original stock during the early Blackmoorian age, when they refused technology and chose to live under the sea, following the Immortals Calitha and Protius.

#### **Elf, Blacklore**

Saved from the Great Rain of Fire and the destruction of the advanced technology they relied on, these elves now survive only in the Hollow World, thanks to the Spell of Preservation that keeps their robots and tools functional. Their society appears advanced, but is actually very decadent.

#### **Elf, Belcadiz**

These elves are thought to be the descendants of ancient Glantrian elves that fled underground, and emerged beyond the Sea of Dread. They now live in the Principality of Belcadiz in Glantri, sharing most of the cultural traits of the other Glantrians. Their culture is remarkably similar to that of the Ispan people of the Savage Baronies. Whether they are related to the Espa-speaking elves of Torreón or not is uncertain.

#### **Elf, Ee'aar**

These winged elves were part of Ilsundal's migration, but now live in the highest mountains of the Arm of the Immortal, where they form a single kingdom, Aeryl.

mention. We will just point out that Threshold Issue #10 *Elven Realms* is mostly dedicated to the various elven lands and nations.

**Elf, Genander/Genalleth**

These are the descendants of the Northern Elves of the Blackmoor era. They live in Wendar and, at least before the rise of the Shadowlord, in Denagoth.

**Elf, Gentle Folk**

These pacifistic elves live in the Hollow World. A dying culture in the Outer World, they probably survive in the Hollow World only thanks to the powerful Spell of Preservation.

**Elf, Icevale**

These elves live in arctic areas of the Hollow World. They are more hardy than other elves, but have much reduced knowledge of magic.

**Elf, Shadow**

These elves went underground after the explosion of a Blackmoorian artifact in what is now Glantri. They are divided in two branches, the Shadow Elves, followers of the Immortal Rafiel, who have a strongly religious culture and live below the Known World, and the Schattenalfen, followers of the Entropic Immortal Atzanteotl, who dwell in caves in the Hollow World. They are physically quite different from other elves, having large ears and pale hair and skin.

**Elf, Sheyallia**

These elves broke off from Ilsundal's migration in the Serpent Peninsula, but due to conflicts with the Tanagoro humans were pushed out into the Great Waste. They currently live in a dual-race nation under the desert, sharing the caves with the Grugraakh gnolls. Their society is more primitive than those of other elves, somewhat influenced by the shamanistic Gnoll culture.

**Elf, Water**

These elves, while similar in character to other Minrothaddan elves, bear an odd resemblance to Shadow Elves. They are one of the major powers in the Minrothad Guilds.



## EMERONDIAN

These are a race of aliens who are outwardly similar to humans but have green skin and plant-like features. They have their own nation hidden in the rain forests of northern Davania but are unknown elsewhere. They use biotechnology for many purposes, including growing cities, vehicles and tools. Their society is a form of dynastic monarchy, without a concept of private property.

Emerondians are descendents of the Pyrithians, and settled on Mystara to escape the destruction of their own homeworld. They may also be related to the Grens, or Federation Aliens, who were the source of the Blackmoor technology.

Dragon Magazine 166,  
*History of the Grens and the Emerondians*  
by G. Agosta,  
*Mystaran Almanac, Grens: Source of Blackmoor Technology* by D. Knott.

## ENDUK

These winged minotaurs are apparently found only in the Arm of the Immortal, and more specifically in their own kingdom of Eshu, although they have recently established a foothold, Um Shedu, in the Orc's Head peninsula, their original homeland. They once were responsible for creating the great nation of Nimmur, but have never been numerous. Enduk are a highly religious and philosophical race. They were created by the Immortal Ixion as a reward for one of his highest ranking proxies, the Greater Shedu Gildesh. Some of them, led by Minoides and Eritteus, betrayed their king, and were transformed into wingless Minotaurs or Bargda.

*Orc's Head Peninsula Campaign Book, Savage Coast Monstrous Compendium, History of the Minotaurs* by G. Caroletti.

## Ettercap

Ettercaps are large humanoids with spider-like qualities. In Mystara, they are found in the forests of Esterhold. According to the Damocles documents, the Ettercaps were created there as a servant races by the Dark Pyrondians (who are known to the Modrigswerg as the nine Dock-Alfar).

*Poor Wizard's Almanac III, Damocles* by G. Agosta.

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## FaEDORNAE

A race of enchanted female creatures, the Faedornae act as protectors of the elven race, favouring especially elven heroes. They live in Shining Isles, floating high in the skies. The Faedornae do not appear to have a society, though being powerful magic users they do have the means to keep in touch, even if they do not leave their islands.

*O2 Blade of Vengeance, Creature Catalogue.*

## FaENARE

The Faenare live on Serraine and in desolate mountaintops across the Known World, with a greater concentration in the Broken Lands. These bird-like humanoids are good flyers, which makes their villages difficult to reach -- thus they can live in the Broken Lands without coming in conflict with the more numerous goblinoids.

*PC2 Top Ballista, The Vaults of Pandius by Shawn Stanley in Threshold Issue #2, The Rise of the Near Humans by D. Knott.*

Some faenare are found in the Kingdom of Aeryl. Of these, Cabelle Windstreak is noteworthy as one of the Dreamers in the Vaults of Pandius.

## FAMILIAR

These tiny humanoids (also known as *Homunculi*) are said to be manifestations of Immortals, who serve as familiars to powerful wizards or clerics of similar alignment. Other sources make them into less powerful extraplanar beings. There are five types of familiars, each specific to a Sphere of Power: the Aryth of Thought, the Bogan of Entropy, the Fylgar of Matter, the Gretch of Time, and the Ulzaq of Energy. Note that in AC9 Creature Catalog, there are only three Homunculi (Fylgar, Gretch and Ulzaq), associated with the alignments rather than the Spheres.

*Mystara Monstrous Compendium Appendix, AC9 Creature Catalog, Homunculus by J. Baty.*

## Flitterling

Another Wee Folk race, these diminutive pixies are found in large clans on the fungi rings in the Emerlas, and likely in other woodland regions controlled by friendly elves, Wee Folk, or sylvan beings.

*O2 Blade of Vengeance, Creature Catalogue.*



## Gakarak

A variant on the Treant theme, the Gakarak are solitary and brooding creatures, the last survivors of past ages. Only large, ancient (pre-Blackmoorian) forests are likely to host a Gakarak. There are probably not enough of them left to have a true society.

*DA4 City of Gods, Creature Catalogue.*

## Galeb Duhr

These sentient, rock-based lifeform is found in Soderfjord, and possibly in other mountain areas such as Rockhome or Norwold. They are enemies of the chaotic Erdeens, so they may be originally native to the Elemental Plane of Earth.

*Poor Wizard's Almanac III, Mystara Monstrous Compendium Appendix.*

## Garl

Garls are a race of primitive humans quite similar to modern humans or brute-men, but much larger -- the typical garl is 3 m tall. They are likely extinct in the Outer World, although they did exist in the early Blackmoorian age, as well as in the prehistory of the parallel world of Aelos. They might be present in the Hollow World, although likely not in the relatively well explored continent of Iciria.

*DA4 City of Gods, Creature Catalogue, CM6 Where Chaos Reigns, Arquen and Kolmedes Supremacy Gazetteers by Sean Meaney.*

Garl have a simple tribal society, as they have only very crude language abilities and paleolithic-grade technology.

## Geonid

Geonids are small humanoids covered in a rock-like shell which allow them a high degree of protection and the possibility to hide, appearing as small boulders. Geonids are hunters and farmers and live in clans of 30 to 80 individuals, led by a single priest. The community is focused around a shrine built to honour the Geonids' Immortal patrons. Note that DA3 speaks of a single Geonid deity, while the MCA speaks of Geonid Immortals -- maybe in the millennia between the Blackmoor age and the modern era something has changed in the Geonid culture. On the other hand, Geonid technology never advanced beyond the Stone Age level.

In modern Mystara, Geonids are found in the Black Mountains and in neighbouring mountainous areas, though they leave their underground tunnels only at night, to mount hunting expeditions.

Geonids are an old race, and they were already found in the pre-industrial Blackmoor era. At the time, a large community of Geonids (2000 of them) dwelt in the Kerman Peaks area (south of Blackmoor). These geonids were controlled by a group of Fire Giants.

## Giant

There are many species of Giants and Giant-kin on Mystara, and these species have a long history, having formed organized nations since the early ages of the world. The Kingdom of Gandhar is the first known large-scale giant society, and held sway over a large portion of the Isle of Dawn and parts of eastern Brun before and during the Blackmoorian age. After the Great Rain of Fire, Gandhar progressively declined, fragmenting in numerous Giant Kingdoms. Among these, Frosthaven, a kindgom of Frost Giants to the north of Norwold, is the only one to have survived to this day. Grondheim, a Fire and Frost Giant kingdom ruled by the Troll Queen, which covered much of the Known World and extended even into the Dreamlands, fell in 1700 BC, as did the Land of the Fomorians in the Altan Tepes.

*Mystara Monstrous Compendium Appendix, X5 Temple of Death, DA3 City of the Gods, Hulean Gazetteer by C. Constantin.*

*Bestiary of Dragons and Giants, Mystara Monstrous Compendium Appendix, The Black Vessel, M5 Talons of Night, The Age of Blackmoor by J. Mishler, Taymora: Land of the Dead by G. Agosta in Threshold Issue #12, Lords of the Cruth Lowlands by G. Agosta, The Free City of Oceansend by JTR,*

Starting from Frosthaven, the Frost Giants attempted to conquer northern Norwold multiple times, creating the short-lived Kingdom of Nordenheim, and the longer lived Kingdom of Snorri, which finally fell in 280 BC after being defeated by the Alphatians.

In modern times, the major giant kingdoms are Frosthaven and Cirrinembis, a Cloud Giant state in the Endworld Spine region.

### True Giants

Storm, Sea, Cloud, Mountain, Fire, and Frost are the true giants. The first three are essentially the same species, as they can interbreed freely. Most Storm Giants actually mate with either Sea or Cloud Giants, since Storm Giants are few and prevalently male.

Mountain Giants are closely related -- they are probably the closest type of giant to the ancestral form, and Fire and Frost Giants are more distantly related, as they split from the other giants in early times, possibly due to the interference of Immortals such as Surtr and Hel.

Nowadays, Cloud Giants dwell mostly on mountaintops or floating castles, as well as in the nation of Cirrinembis in the Endworld Spine, Sea Giants are found in Undersea, Fire Giants in the Arc of Fire and other volcanic regions of Norwold and the Sea of Dread, and Frost Giants have the largest presence, with the Kingdom of Frosthaven being the best-known giant nation in Mystara.

While hostility is typical between Fire and Frost Giants, the true giants, together with the Hill and Stone giants, form a special kind of society where each subrace has its own craft, an artisan skill at which it excels -- for example, Fire Giants are known as smiths, and Storm Giants as loremasters. Cloud Giants, with the mobility given by their floating castles, acts as merchants, keeping the whole society cohesive to some extent.

### Hill Giants

Hill Giants are considered a form of lesser giant, probably related to the largest Beastman races, such as the ogres, or to primitive humanoids such as the Garls, as much as to true Giants. However, like Stone Giants, Hill Giants are part of the

*A Traveller's Guide to Norwold* by S. Neri in Threshold Issue #7,  
*Poor Wizard's Almanac AC 1013, Porteui & Cirrinembis* by G. Caroletti,  
*The Kingdom of Littonia* by G. Gander,  
*Giantcraft* by M. Dalmonte,  
*Mystara 2300 BC Setting Overview* by J. Calvin and G. Gander,  
*Adri Varma Plateau* by G. Leblanc,  
*African Monster Variants* by Håvard,  
*History of the Isle of Dawn* by J. Mishler.

the giantish society, with their leathercrafting skills providing a useful craft to the larger community.

### **Fomorian and Giant-Kin**

Fomorian giants include several subspecies of giants, primarily the Verbeeg and Athach, characterized by their misshapen forms. The Verbeeg are found in the Black Mountains, although they were more widespread in the times of Taymora. Athach giants are found in the forests of Davania, and in the central areas of Brun (Midlands, Hule, Black Mountains, Adri Varma). Fomorians are also present in the Isle of Dawn.

Other giant-kin, which include the Cyclopes (see separate entry) and the Fir Bolg. The latter are found primarily in the Isle of Dawn.

### **Stone Giants**

The oviparous Stone Giants are unrelated to other giants, having been created by the Immortal Ka using giants as a template, but with a different physiology, more related to that of the carnosaur species to which Ka himself belonged in his mortal life. However, they do participate to the giant society, in their role of stonemasons.

A red-skinned subrace, the Hunakoi, lives near Thothia in the Isle of Dawn.

### **Hephaeston**

Hephaestons are powerful, iron-skinned giants. These unusual members of the giant family are well known for their smithing ability. Some are found in Norwold.

## **Gith Races**

Githyanki and Githzerai are non-canon races in Mystara, though there has been at least one attempt to set them here (Arentela, in the Great Waste). Since the two races wage a plane-spanning war, it is entirely possible that one of the two has decided to set up a base in some deserted region of Mystara. It is more likely that a Mystaran base belongs to Githzerai than to Githyanki, who are more aggressive, and whose presence on the planet would be more easily detected.

*Gith of Mystara* by A. Nowack,  
*Arentela* by G. Caroletti in *Tome of Mystara* volume 4.

Githzerai fortresses could be present in any desertified, depopulated region. Davanian deserts (Arypt, e.g.) seem the best candidates for such a settlement.

## GLAURANT

Glaurants are large, winged, demonic-looking humanoids. They live in the Shadowdeep under the Five Shires. The commonly encountered Deep Glaurants are mostly predators of low intelligence but significant cunning. However, the Great Glaurants, a more intelligent variety, are rumored to have a civilization and possibly nations in the lowest reaches of the Shadowdeep.

GAZ8 *The Five Shires, Halflings and Blackflame and Glaurants* by A. Theisen,  
*Regions of the Shadowdeep* by A. Theisen,  
*Adapting the Night Below to Mystara part 2* by D. Keyser in Threshold Issue #8.

## GNOII

One of the major goblinoid race, the Gnolls are not direct descendants of the Beastmen, and more closely related to Hutaakans and Lupins, although their origin is shrouded in mystery -- the traditional version says they are a magical crossbreed of gnome and troll, but seems more related to the name than the actual.

They are found in a large area of Brun extending east of Soderfjord and the Emirates of Ylaruam up to the Grande Carrascal in the Savage Coast. They seem to disappear right north of the Broken Lands and Graakhalia, so they are limited to temperate or hot, arid climates. However, a northern subspecies, probably living in the Midlands of Brun, is reported in the Orcs of Thar Gazetteer.

Major Gnoll societies are modelled on the local strongest model--desert nomad tribes in Ylaruam, shamanistic hunter-gatherers in Graakhalia, and human baronies in the Savage Coast.

GAZ10 *Orcs of Thar, Savage Coast Campaign Setting, Champions of Mystara*,  
 GAZ7 *The Northern Reaches, The Black Vessel, Gnollheim* by P. Sullivan,  
*History of Lupins* by G. Agosta,  
*The Demography of Karameikos* by S. Neri in Threshold Issue #1.

## GNOME

Mystaran Gnomes are quite rare, but present in many regions. They all belong to the same race, but cultural differences have divided them into various subraces.

Best known are the Rock Gnomes, present in Karameikos and neighbouring Known World nations, as well as in the Alphantian Kingdom of Stoutfellow. Their only nation is Highforge, whose government form seems closely related to the Dwarven clanic monarchy of Rockhome. There were gnomes in the Wendarian range, but they were later displaced by dragons. The gnomes in Ierendi and the few gnomes in Glantri may be their descendants. In the Endworld Spine, the city of Porteui hosts a Rock Gnome community.

Sky Gnomes live only in the Flying City of Serraine, under a quasi-democratic political system (before the Grey Front takes the power, that is). In the Hollow World, a floating continent holds the Sky gnomish community of Oostdock. The Gnomes of Thimhallan might also be Sky Gnomes (or perhaps Vulcanian Fire Gnomes).

Ice (or Water) Gnomes are supposed to have been living in Soderfjord at some point in the past, and in Southern Davania. They may survive in submarine cities, or in high mountains, as well as in the Kingdom of Højgylden in Skothar.

Fire (or Steam) Gnomes were in the past known as the builders of the gigantic robots, the Earthshakers. They were originally from Davania, and the spartan-like Gnomes of the Snartan Empire are likely Fire Gnomes who have been in contact with the Milenian culture.

GAZ1 *The Grand Duchy of Karameikos*,  
GAZ4 *Kingdom of Ierendi*,  
GAZ7 *The Northern Reaches*,  
PC2 *Top Ballista*,  
*Snartan Empire* by Bruce Heard,  
*History of the Sea Gnomes* by O. Shaham,  
*Gnomish Timeline* by F. Paoli,  
*The Ice Gnomes* by A. Jones in *Tome of Mystara* volume 3,  
*Porteui & Cirrinimbis* by G. Caroletti,  
*Kingdom of Højgylden* by Isabelle Sarikhan,  
*City of Thimhallan* by E. Deneault.



## Goatman

Goatmen are native to the Black Mountains and the eastern coast of the Gulf of Hule. According to Bruce Heard, there are several Goatman races (Goatling, Ovinaur, etc.). Most of them have tribal societies, led by shamans.

Some more advanced Goatmen may have copied neighbouring human societies (Hule, the Traladaran City-States). Some Goatmen (or perhaps even all) are locked in a war against Braatnee, a fiend that attempts to dominate their society.



*Savage Coast MCA, Goatmen of Kavaja by Bruce Heard.*

## Goblin

Another major goblinoid race, Goblin are common everywhere in the Known World, in Hule and in the Yazak Steppes, and may appear in northern settings, as do most Beastmen-descended races.

Their nations are usually primitive, and goblins do not seem to be the most advanced among the goblinoids, taking on whatever culture is imposed by the dominant races. High Goblins in the Broken Lands is the only known goblin nation, and even it is a vassal of King Thar.

Their only known achievement is wolf-mounted cavalry, which seems to be common among all goblin tribes, and is likely to be the most common and successful goblinoid cavalry.

*GAZ10 Orcs of Thar, B10 Night's Dark Terror, Savage Coast Campaign Setting.*

## GREMLIN

These Chaotic Wee Folk are too disorganised to exist as nation, or even small social forms. They are likely to be present mostly in magic-rich environments, as Castle Amber and Serraine.

*X2 Castle Amber, PC2 Top Ballista.*

## Gyerian

Gyerians are found along the western coast of Brun, from the Arm of the Immortal up to the Sylvan Realm. They are likely to live in small tribes, with a primitive lifestyle (probably aeneolithic-level technology, as well as shamanic and wokanic magic).

More advanced nations like the OGREKIN nations and the Yezchamenid Empire may have dislodged tribes of Gyerians. Due to this, Gyerians have also migrated to north-western Davania.

A Gyerian is also reported on the Isle of Dawn, so it is possible that Gyerian communities exist there.

CM5 *Mystery of the Snow Pearls*,  
*Mystara Monstrous Compendium Appendix*,  
*The Yezchamenid Empire* by Adrian Mattias,  
*Gyerians as PCs* by combatmedic and Håvard,  
*Northwestern Davania* by F. Defferrari,  
*The Izondian Deep* by F. Defferrari in  
 Threshold Issue #5.

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## Hag

This evil race is hopefully too rare to have a culture of itself, but is likely to be present almost everywhere, thanks to its spellcasting and illusionist abilities. Hags are divided in two subraces, Black and Sea Hags. Black Hags are sometimes known as *Annis* (q.v.).

A Sea Hag is rumored to lair along the coast of the Emirates of Ylaruam, near the village of Hariq.

It is also possible, but not confirmed, that hags have some relation with the Witch Queen of Pojaara (also known as the Rimal Hag), which would explain their presence in Norwold and the Sea of Dawn.

Finally, Crones of Chaos (q.v.) may be a lesser form of Hag.

*Mystaran Almanac AC 1018*,  
*Kaarjala, Land of the Saamari* by J. Mishler,  
*The Kingdom of Kaarjala* by G. Gander,  
*The Streets of Landfall* by JTR (ed),  
*The Heldannic Order* by JTR and C. Wilson,  
*The Free City of Oceansend* by JTR and G. Gander (eds).

## Halfling

Modern Mystaran Halflings (more properly known as *Hin*) originally hail from Davania, which they left around 1500-1300 BC. Nowadays, a few tribes of nomadic Hin may still be present in eastern Davania (Aryptian Desert), but otherwise the major Halfling civilisations reside in Brun. The most relevant Halfling settlements include the Five Shires in the Known World, Leeha in Norwold, and the surface of the Kingdom of Stoutfellow in Alphatia. Smaller Hin communities are present among the humans of Ierendi, Darokin, the Savage Coast (in particular Cimarron and Robrenn, but also elsewhere in the Gulf of Hule, Eusdria, and Herath), Norwold, and Karameikos.

They seem to be quite conservative: both Hin nations follow the same basic government model - clan elders ruling through elected Sheriffs, and both share a similar technological and cultural level. However, Halflings do not seem to be very interested in imposing, or even preserving, their own traditional government and culture. Wherever Halfling and Big Folk coexist, the first have little say in the governmental matter, and are likely to adopt the culture and language of the other group, as seen in the Savage Coast, but also in Ierendi and Stoutfellow. The original Hin language is all but forgotten, except for the use of some loanwords in the (prevalently human) languages in everyday use.

## Half-Ogre

Dark-skinned Half-Ogres (or more properly, Demi-Ogres) are a common race in the Far East of Skothar (Tangor, in particular, and likely Zyxl), and they have expanded their influence up to the Arm of the Immortal, founding the Kingdoms of Gombar and Sumag there, as well as attempting the colonization of northwestern Davania. The Half-Ogres of Gombar and Sumag are a civilized, mercantile race, relatively peaceful and orderly.

The N'djatwa of Davania are a different form of Half-Ogre. They have a primitive, tribal culture and are known for their cannibalistic habits.

GAZ8 *The Five Shires*,  
CM1 *Test of the Warlords*,  
*Dawn of the Emperors*,  
*Savage Coast Campaign Book*,  
GAZ4 *The Kingdom of Ierendi*,  
GAZ1 *The Grand Duchy of Karameikos*,  
*Five Shires Gazetteer Alternate Edition* by J. Biles (ed),  
*Global Halfling History* by F. Defferrari,  
*The Dark Shire* by G. Gander,  
*Land and Races of Leeha* by JTR in Threshold Issue #7,  
*The History of Leeha* by JTR in Threshold Issue #6.

Dragon Magazine 189,  
*Orc's Head Sourcebook*,  
*Codex Immortalis volume 2* by M. Dalmonte,  
*A recent history of Davania* by F. Defferrari in Threshold Issue #5,  
*Northwestern Davania* by F. Defferrari,  
*Skothar Overview* by Håvard.

## Haoou

The Aerial Servant usually appear on Mystara when summoned by a priest, but they could probably be found in the fabled city of clouds, where flying and air-borne creatures live. However, due to their evil disposition and enmity with the Djinn, they are not likely to be common even there. Haoou are also enemies of the Helions.

## Harpy

Harpies are social, birdlike creatures. They live in large flocks, also known as screams. Thirty Harpies are reported living in the Flying City of Serraine. Harpies are also found in Karameikos, and in other areas along the Sea of Dread -- sea cliffs, small islands, but also secluded forests and mountain crags (in particular in the Black Mountains and the Thyatian Hinterlands), and probably in other temperate environments. A large scream is found in Platea in Davania. Harpies are also found in Limn and along the coasts of Minaea.



PC2 Top Ballista,  
D&D Basic Set (Red  
Box),  
Northwestern Platea  
by LoZompatore,  
A Gazetteer of Limn  
by H. Santos and A.  
de Luna in Threshold  
Issue #11,  
A Karameikos  
Companion by G.  
Agosta,  
The Search: on the  
shores of Minaea by  
Francesco Defferrari

## Hermit, Sea

Sea Hermits are sages and spies of an unknown undersea kingdom. They probably have a very complex society of their own, but nothing is known of it, except for their interest in the Savage Coast. Jorries (q.v.) are aware of the nature of sea hermits, so it is likely that their undersea kingdom is located somewhere off the Savage Coast. When near or on the coast, the sea hermits appear as hermits living in huge shells.

Savage Coast  
Monstrous  
Compendium  
Appendix.

## Hobgoblin

One of the most organized and powerful goblinoid races, Hobgoblins of the *Goblinus Grandis* subrace are common in the Broken Lands, Karameikos and other regions of the Known World, Norwold, and the Black Mountains, while the *Goblinus Fortis* is more common in desertified regions and steppes, such as the central Yazak Steppes and Ethengar.

Member of the former subrace are usually organized in small bands under a powerful warrior, who styles himself a King, and often control larger bands of goblins. *Goblinus Grandis* tribes are led by Khans.

The major hobgoblin nations include Hobgobland in the Broken Lands and the Hupkur Khanate in the Yazak Steppes. In the past, Leptar was a major hobgoblin in the area of Traladara.

The fact that *Orcs of Thar* does not mention an arctic Hobgoblin subrace leads to think that the Hobgoblins, as a race, developed later in the history of goblinoids, probably from goblins after the hordes left their native territories in Hyborea.

## Hsiao

Hsiao are forest dwelling owl-priests. They are found together with other forest creatures as Treants, or cooperating with Druids, more or less everywhere in Brun and likely beyond.

Their numbers seem too low to allow them to form true societies larger than close family groups, but they often act as collectors of knowledge and hired or allied spellcasters for other races.

Hsiao are known as *Kurin* in the Converted Lands of Great Hule.

GAZ10 *Orcs of Thar*,  
B10 *Night's Dark Terror*,  
*Savage Coast Campaign Book*,  
*A Traveller's Guide to Norwold* by S. Neri in  
Threshold Issue #7.

PC1 *Tall Tales of the Wee Folk*,  
*Once in a Blue Moon*  
by J. Calvin in  
Threshold Issue #2,  
*The Fall and Rise of Canolbarth* by Robin,  
*Great Hule and Kavkaz* by C.  
Constantin and  
Omnibus.

## Hutaakan

Hutaakans were created by the Immortal Pflarr during the height of the Nithian Empire. At the fall of the Empire, they established their own theocracy in modern Karameikos, but this nation collapsed under the Gnoll Invasion.



In modern times, they can be found in small numbers in the Lost Valley of Hutaaka, but a much larger community exists in the Hollow World. Other than these two groups, and a possible survival of an Hutaakan clan on the Savage Coast, mixed among the Carrascal Gnolls, there are no other Hutaakans, though many Lupins have Hutaakan blood.



## ILLITHID

While Mind Flayers are not canon monsters in OD&D, one of them is found in *Mark of Amber*. Some people consider this an error, and suggest that it be replaced with a Brain Collector, as in the original X2 *Castle Amber* module. Others simply assume that the Illithid in *Mark of Amber* is a lone explorer from another world.

In the latter case, one would probably assume that Mind Flayers do not come to Mystara for some specific reasons -- perhaps linked to the absence (or rarity) of psionics on this world<sup>1</sup>.

<sup>1</sup> Which in turn is associated to the fact that Mujina and other shapechangers hunt down people with psionic powers.

*B10 Night's Dark Terror*,  
*Hollow World Boxed Set*,  
*The Black Vessel*,  
*The Hutaakan Valley Hollow World Reference* by M. Gelman, A. Theisen, M. Wang and Håvard,  
*History of Specularum* by G. Agosta,  
*Hutaakans on the Savage Coast* by A. Pires dos Santos,  
*History of the Lupins* by A. Pires dos Santos in *Threshold Issue #2*.

*Mark of Amber*,  
*Glantri: Kingdom of Magic*,  
*Adapting the Night Below to Mystara* by D. Keyser in *Threshold Issue #6*.

## Imp

There are two unrelated types of Imps on Mystara. Wood, Bog, and Garden Imps are fey folk, whereas Blue and Red Imps are outer planar servants of the Immortals.

### Wood and Bog Imp

Wood Imps are a degenerate race of malevolent fey, native to the Stalkbrow region of Alfheim. They are slowly expanding outwards through Alfheim and the neighbouring woodlands. Bog Imps are a swamp subspecies of the more common Wood Imp. Both types form feral tribes, and hate all other creatures with a passion.

### Garden Imp

The Garden Imp is possibly the ancestor of the Wood and Bog Imp, and is closely related with the Brownies, with whom it shares the symbiotic relation with a human or demihuman household. Garden Imps are otherwise typically solitary.

### Red and Blue Imp

These imps are sent to wizards as familiars by Immortals of the Sphere of Entropy (Red) or Matter (Blue). The Red Imp typically attempts to strike a contract with its victim, offering his services in return for the victim's soul. Successful Red Imps may eventually become lesser fiends. Blue Imps work to undermine the Red Imps.



## Jorri

The Jorri is a kind of intelligent, otter-like creature. It is found along the Savage Coast, where it is well liked by the local sailors, since Jorries will rescue victims of shipwrecks and warn sailors of incoming bad weather.

The Jorries live in family groups, but do not create larger societies.

*PC1 Tall Tales of the Wee Folk,*  
*GAZ2 The Principalities of Glantri,*  
*Wood Imp Racial Writeup* by Jamie Baty.

*Savage Coast Monstrous Compendium Appendix*

## ~ K ~

### Kla'a-Tah

An intelligent sea turtle, the Kla'a-Tah acts as a protector of the Turtle tribes. It is not a social creature, however.

#### Cläurin

The evil counterpart to the Kla'a-Tah, the Cläurin is not very social, but often requires goods and services from the Snappers.

### Kna

One of the sea people, the Kna look like giant, more-or-less-humanoid goldfish. They are nomadic traders, and their society seems to be based on family groups, which can be as small as a single couple, and as large as a four-generations clan.

Kna were in the past part of the Empire of Adhuza in the Sea of Dread and Northern Davania. Nowadays, they are found in the Kingdom of Undersea and in the Katonate Confederacy -- both of which are sort-of successor states to Adhuza. They are also found in the Sea of Dawn.

### Koalinth

The Koalinth is normally a marine form of Hobgoblin. The monster present in the original Blackmoor Supplement. Therefore, in Mystara it is likely to have been present only before the Great Rain of Fire, and to be unrelated to actual Hobgoblins. It is unknown in modern times.

*Savage Coast  
Monstrous  
Compendium  
Appendix.*

*PC3 The Sea People,  
Katonate Confederacy  
by C. Cherrington,  
Mystara 2300 BC  
Setting Overview by  
J. Calvin.*

*OD&D Blackmoor  
Supplement,  
Koalinth by Jamie  
Baty.*



## Kobold

A minor goblinoid race, Kobolds are common in the Known World, from the Kol in the Broken Lands to the Kobold tribes in the Darokinian mountains south of Alfheim, to the larger tribes in Soderfjord. There are no Kobolds west of the Black Mountains, and they do not seem to be common anywhere outside the Known World and some neighbouring regions, as the northern Isle of Dawn. Kaarjalan kobolds are known as koirankuonolainen, and are the only furry kobolds known.

Kobold society is less likely to be based on physical power than any other goblinoid society: Kobold rulers are more often tricksters, charismatic, or magically strong individuals. Their society varies from chaotic clanic tribes to lawful near-democracies.

It is worth noting that Kobolds are likely in part related to the Aardovai or early Lupins.

GAZ10 *Orcs of Thar*,  
GAZ7 *The Northern Reaches*,  
*Glantri: Kingdom of Magic*,  
*D&D Expert Set* (Blue Box),  
*Goblinoid Tribes of Karameikos* by G. Agosta,  
*Stone Mountain* by S. Meaney,  
*History of the Lupins* by A. Pires dos Santos in *Threshold Issue #2*.

## Kopru

These intelligent but quite evil creatures once ruled much of the Sea of Dread from their home volcanoes. Their society, the Empire of Adhuza, was one based on slavery, which the Kopru enforced through their powerful mind control powers. Nowadays, there are few Kopru, and they tend to be loners. A few of them have moved to the Triton kingdom, where they act as independent entrepreneurs.



PC3 *The Sea People*,  
X1 *Isle of Dread*,  
*Mystara 2300 BC Campaign Setting* by J. Calvin,  
*Adapting the Savage Tide Adventure Path to Mystara* by C.R. Davies and D. Keyser in *Threshold Issue #4*,  
*Adapting the Night Below to Mystara* by D. Keyser in *Threshold Issue #6*,  
*Secrets of Alphaks' Volcano* by R. Burns,  
*Hollow Moon: Nation Overview* by J. Calvin.

## Kraken

A giant intelligent squid, most likely to be found in the northern waters, off the coast of Norwold. I think these are solitary creature, with no society to speak of.

A (probably non-intelligent) tropical variety lives in the Sea of Dread.

PC3 *The Sea People*

## Kubitt

These diminutive, human-like beings exist only in the Hollow World.

They seem to have a militaristic, matriarchal society, with Alphatian and Milenian influences.

*Hollow World Boxed Set,*  
*Kubitts Reimagined* by  
A. Theisen.

## Kuo-Toa

An evil marine humanoid. They do not appear in any canon source for Mystara, but since their habitat are underground seas and lakes, it is possible that some communities live in the caverns that dot the crust of the planet. The Kuo-Toan society is usually theocratic, devoted to non-good Immortals of the Sea and Elemental Water.

A somewhat comparable fan-created Mystaran monster which could fill the niche of the Kuo-Toa is the Hresha-rhak.

*Adapting the Night Below to Mystara* by  
D. Keyser in  
Threshold Issue# 6.



## Lamara

Also known as a *Lamia Noble* in AD&D, the Lamara is a solitary desert creature which looks like a hybrid between man and snake. It has notable illusion powers, and tends to surround itself with charmed victims as a first layer of defense. As such, it has no society to speak of.

## Leprechaun

This Wee Folk race dwell in the Fairy Court, an extradimensional space with strong links to certain areas of Mystara. Therefore, they are likely to appear in small numbers in those areas accessible through the Court.

They are part of the society of all immortal fairies, but also have their own kingdom, the Protectorate of Faylinn, ruled by the Leprechaun King Iubadan. Faylinn is organized more as a craft guild than as a true kingdom. A Leprechaun kingdom in Central Davania, Poposhishowlilacakazoo, is located within High Shire and ruled by Shim Littlefoot.

Leprechauns are known as Kakkiainen in Kaarjala by G. Gander.

PC1 *Tall Tales of the Wee Folk*,  
*The Fey Kingdoms of Mystara* by Håvard,  
*High Shire & Poposhishowlilacaka zoo* by C. Diamond and C. Diamond,  
*The Kingdom of Kaarjala*.

## Lich

Liches are not especially social, and it can be hoped that their number is not great enough to allow them to form societies. There are several variants of the Lich, most of which are thankfully reported only as unique individuals, or very small groups.

Notable variant liches of Mystara include Doomrider and Death Flame, the Inheritor Liches of the Savage Coast; two forms of lich-like Aranea undead, the Arashaem and the Yeshom; the Radiance Liches, like the Glantrian Prince Brannart McGregor; and a number of Nithian Liches (though it is always difficult to tell whether these are actually Liches, or very powerful specimens of the Ancient Dead). A unique druidic Lich, Jaimie Honey-Creeper Ahua is found in the island of Elegy in Ierendi. Another Lich-like unique undead is the Shadowlord, Landryn Teriak.

Among the more common (but still rare) Liches, Prince Hashaburminal is a Nithian Lich trapped in Alfheim. Another Nithian Lich, Hazar, is at the heart of a plot to summon an avatar of Thanatos in Karameikos. Trinkla the Black Seer is locked in the process of becoming a Lich in her tomb in the Blight Swamp of Karameikos. Oirtulev is a Traldar Lich in the Altan Tepes, as well as a Saint of the Cult of Halav.

*Savage Coast Campaign Setting*,  
*Savage Coast MCA*,  
GAZ3 *The Principalities of Glantri*,  
GAZ4 *Kingdom of Ierendi*,  
GAZ5 *Elves of Alfheim*,  
M1 *Into the Maelstrom*,  
M2 *Vengeance of Alphaks*,  
X11 *Sage of the Shadowlord*,  
*Gazetteer of Myoshima* by G. Agosta,  
*Secrets of the Skaufskogr* by G. Agosta in *Threshold Magazine Issue #7*,  
*Kingdom of Littonia* by G. Gander,  
*Dark Glantri Revisited* by A. Theisen in *Threshold Issue #2*,  
*The Central Altan*

Koshchey the Deathless in central Norwold, whereas Pajauta is a lich queen and a pawn of the Rimal Hag of Pojaara. An unnamed Lich heads the fleet of Alphaks' Volcano. Another unnamed Lich captains Prince Zandor's flying castle in Alphatia. Among other Liches in Alphatia there is Zynillith, who has a tower in Blackheart.

Rishardian, an Alphatian General in Thyatis, became a Lich after an unsuccessful bid for Immortality in the Sphere of Entropy. The King of Thyatis, Lucinius Trezantebium, became a Lich after being assassinate by his general, Zendrolion Tatriokanitas. A King of Cynidicea, Gaius, became a Lich in 274 BC. Deimos the Lich lairs in the Sable Tower in the Broken Lands in AC 1014.

Kakureshi Kuromaru is a Rakasta Lich hiding out in the Empire of Myoshima. Atzri-Voca, the leader of the first Azcan rebellion against the Oltecs became a Lich after being executed by the Oltec emperor. Vezhyra is an Aranea Lich from Herath who operates as a high-level spy in Bellayne. Maga Hephzibah is a lich queen in the Nightmare Dimension correspondent of Glantri. In 2053 BC, the elf lich Ektarmorag conquered a vast portion of Vulcania, but was destroyed by the Gnomish Earthshakers in 1790 BC. Dhalgesh-K'ha is a Carnifex Lich buried in a ruin 60 miles south of Ravenscarp in the Thyatian Hinterlands. Jurandis is a lich who threatens the outer reaches of the Empire of Selhomarr in the Hollow World.

The only steady source of Liches on Mystara would be the Secret Craft of Necromancy, but its Master is not likely to use this power, nor to step down any soon.

## Lizard-Kin

Lizard-Kin are a group of ancient reptilian races, still quite common on Mystara. Their great Kingdom, Mogreth, flourished around 2300 BC, and was broken in the cataclysm that destroyed Taymora.

### Cayma

Cayma are diminutive lizard-kin that live in the Kingdom of Cay, near Herath in the Savage Coast. They are technologically more advanced than their Gurrash and Shazak neighbours, but

*Tepes Mini-Gazetteer* by S. Neri,  
*Lords of the Cruth Lowlands* by G. Agosta,  
*A recent history of Davania* by F. Defferrari in *Threshold Issue #5*,  
*Atzri-Voca, Azcan Lich* by C. Cherrington,  
*The Foresters of Thyatis* by K. Zal in *Threshold Issue #11*,  
*The Dungeon Master's Guide to Cynidicea* by G. Gander (ed),  
*Mystaran Almanac AC 1015 and AC1017*,  
*Timeline of Thyatian History* by J. Ruhland and G. Caroletti in *Tome of Mystara* volume 3,  
*The Division of the Five* by V. Lähde,  
*Ancient Civilizations of Northern Davania* by G. Gander,  
*Notes on Various Selhomarrian Cities* by G. Gander.

*Orc's Head, Savage Coast Campaign Setting, Savage Coast Monstrous Compendium Appendix, Savage Coast Monstrous Compendium*

their culture isn't yet a match for the old Malpheggi civilisation. Cayma have been created by the Herathian wizards, so they are unlikely to be found anywhere but in the vicinity of their nation.

### **Chameleon Man**

Chameleon men, or Wallara, are as much related with Dragons as they are with other Lizard-Kin. They are an old race, but their current level of technology does not go beyond stone age. They have a tribal, deeply involved in religious ceremonies and strongly supported by a set of rituals and beliefs linked to the Wallara draconic ancestry and their affinity for the Dreamworld.

### **Gator-man/Gurrash**

Gator-men were a race of barbarian fighters in the age of Blackmoor. Apparently, they became extinct during the Great Rain of Fire, just like the Malpheggi. However, in the last centuries a race of Lizard-Kin very similar to the Gator-men appeared in the Bayou of the Orc's Head Peninsula. These new Gator-men are called *Gurrash*, and have a crude society, based on the might-makes-right principle. The Gurrash of the Bayou worship Demogorgon as did the Gator-men, so it is hypothesised that the evil reptilian Immortal interfered with the Herathian magic processes that created the Gurrash in order to restore the Gator-man race.

### **Krolli**

These winged breed of Lizard-Kin is found mostly in the Arm of the Immortal. Many members of this race are mercenaries in foreign, more advanced nations, but this apparently hasn't helped the race to grow beyond its current technology level. Krolli are not as common as other Lizard-Kin, and they tend to be spread in many countries beyond their own, so they don't have been able or willing to create a kingdom like the other Lizard-Kin of the Savage Coast.

### **Lizard-Man, Shazak**

Lizard-men were once a widespread race with an advanced civilisation, Mogreth, centred around what now is the Malpheggi Swamp in Darokin, and spreading east to Ylaruam and south to Ierendi. When the Great Rain of Fire changed the weather pattern, and the Taymoran cataclysm sundered the coasts of the Sea of Dread, the Malpheggi Lizard-men became

*Appendix,  
Children of Ka in  
Dragon Magazine  
#318,  
Malpheggi Hollow  
World Reference by  
M. Gelman,  
Mogreth: Empire of  
the Lizard Kings by G.  
Gander.*

near-extinct, and the Nithian colonists finished the job a few centuries later.

Nowadays, the Malpoggi culture survives only in the Hollow World, while only primitive tribes of Lizard-men live on the planet's surface (mostly in the Known World and in the Savage Coast). Their organisation is almost exclusively tribal, and the tribe is lead by a king, or more often a queen, advised by shamans and wokani.

The Shazak are just a breed of Lizard-men who have been enslaved to the Herathian wizard-kings for a time. They have now a primitive kingdom, and are quickly assimilating the technology and culture of the more advanced Savage Coast nations.

### Sis'thik

These are desert-dwelling Lizard-Kin. They are quite primitive and have tribal society, and live in Aryptian desert.

## Lupin

Lupins are one of the major civilised races on Brun, though they do not seem to have spread beyond the sea, except in the nation of Ochalea. Lupins coexist fairly well with humans and demihumans, less so with Rakasta and Goblinoids, and they hate lycanthropes with a passion. They appear to have developed somewhere in central Brun, from the Aardovai races, which now survives only in the Aardovai Rilles on the Hollow Moon.



This canine race has developed its own society, a feudal monarchy, in the Kingdom of Renardy, which in any case shows strong Glantrian and Baronial influences. More primitive

*Campaign Classics:*  
*Lupins of Mystara* by  
 B. Heard;  
*Savage Coast*  
*Campaign Book,*  
*X2 Castle Amber,*  
*Gazetteer of Ochalea*  
 by G. Agosta,  
*Mystara 2300 BC* by  
 J. Calvin and G.  
 Gander,  
*History of Lupins* by  
 A. Pires dos Santos,  
*Once in a Blue Moon*  
 by J. Calvin in  
 Threshold Issue #4.

Lupins along the Savage Coast still adopt a nomadic hunter-gatherer lifestyle. Lupins are also very common in Ochalea, where they have adopted fully the local customs (of Rakastan origin!), as they have done in the Traladaran City-States of the Gulf of Hule.

In Glantri, Lupins are likely the third most common race beyond humans and elves, though the native races tend to keep apart from Glantrian society. Lupins are also found in good numbers in Thyatis, Norwold, the Heldannic Territories and the Northern Reaches, and in smaller numbers elsewhere in the Known World.

## Lycanthropes

Lycanthropes of several species live on Mystara. The known (and canon) phenotypes are the wolf, boar, bear, tiger, rat, shark, fox, swine, and bat. Other lycanthropic strains became extinct through the efforts of were-hunters of various humanoid races, as was the case of the werehawks, exterminated by Ruaidhri Hawkbane.

Yet other species may appear here and there as results of specific lycanthropic curses, but are usually too few to survive and develop into true were-species (for example, in Glantri, the wereraven Edgar Beaumarys-Moorcroft and the werehawk Marcantonio Odilone).

Most lycanthropes are just parasites with no society of their own, but there are at least a couple of notable exceptions, including the Principality of Morlay-Malinbois in Glantri and one of the Orc tribes of the Orc's Head, where the tribal leaders are chosen among an elite of devil swines. In the past, lycanthropes took part in the chambahara regime in Sind.

*PC4 Night Howlers, Glantri: Kingdom of Magic, Gaz 3 The Principalities of Glantri, The Orc's Head, Treatise on Lycanthropy* by J. Calvin,  
*John Beaumarys-Moorcroft* by K. Navarro,  
*Free Province of Two Volcanoes* by Giovanni Porpora in *The Glantri Interactive Map*.

# ~ M ~

## MAGEN

This intelligent constructs are the creation of the d'Ambreville wizards. They are common only in Chateau Sylaire in the Principality of Nouvelle Averoine, but since the d'Ambreville returned after their 30 years long disappearance, the Gens Magica has probably found its way in other Principalities. Occasionally, they are created by other mages such as Kavorquian Penhaligon and Prince Zandor.

The Magen make good servants, since they are reliable as any construct, but much more intelligent and good-looking than living statues and gargoyle.

*X2 Castle Amber,  
B12 Queen's Harvest,  
Mystaran Almanac AC  
1018.*

## MANSCORPION

The main manscorpion civilisation on Mystara is located on the Orc's Head Peninsula in Western Brun. The Nimmurian Manscorpions have conquered their land from the Enduks (q.v.) and have adopted their language, architecture, and many other cultural traits. However, their theocracy is devoted to Menlil (Atzanteotl) instead of Idu (Ixion), with Nin-Hurabi (Nyx) as the patroness of the subterranean lands. Nimmurian Manscorpions, cursed by Ixion, suffer grave damage from sunlight, which forces them to retreat to the subterranean regions or to wear special protections.

Manscorpions lived in the past in other hot, dry regions of Western Brun (e.g., the Great Waste north-west of Sind), and small tribes survive to this day in the subterranean areas below those lands. They are uncommon or unheard of in other areas, probably because their vulnerability to sunlight prevents them from travelling far. In eastern regions, they know Atzanteotl as Skorprios instead of Menlil.

In the Hollow Moon, the Sohktar, ancestors of Nimmurians, still survive.

*Savage Coast  
Campaign Book,  
Orc's Head Peninsula,  
X4 Master of the  
Desert Nomads,  
Pride of the Sky in  
Dungeon Magazine  
#20,  
The Sting and the Sun  
in Dragon Magazine  
#192,  
Hollow Moon: Nation  
Overview by J.  
Calvin.*



## MANTICORE

Manticores are held to be solitary, aggressive monsters, and they are not overly intelligent. I think they are present in various borderlands or savage regions of Mystara, but there is no Manticore society. At one time, manticores were fairly common in the Alphatian Kingdom of Ar.

*Ar: Into the Manticore's Lair* by B. Heard.

## MEDUSA

Medusae are typically lonely monsters. Their patron, Bachraeus, is of Nithian origin, but his cult spread to the Milenian city-states. It can be therefore inferred that medusae are more likely to appear in Milenian lands, both in the Outer World and in the Hollow World. South-eastern Brun and Minaea are other appropriate regions.

*Codex Immortalis volume 1* by M. Dalmonte,  
*Shield of the Winds* by G. Sprigg,  
*Eye of Ka* by J. Skytte,  
*The Elemental Evil in Mystara* by EPiK Team in Threshold Issue #11.

## MERMAN

The standard AD&D Mermen -- half-men, half-fish beings -- do not exist on Mystara. Mystaran Mermen are more correctly called Merrow (q.v.).

PC3 *The Sea People*.

## MERROW

The name Merrow is used on Mystara to address a race of two-legged, half-men half-fish beings, not Aquatic Ogres (who do not exist here, at least in the Sea of Dread). The Merrow of the Sunlit Sea are nomadic hunter-gatherers and herders. They have occupied the shallow regions of the Sea of Dread since the sinking of Taymora. The Merrow of the Twaelar Empire are more aggressive, and control a vast territory around the Thanegioth Archipelago.

PC3 *The Sea People*,  
GAZ4 *Kingdom of Ierendi*,  
*The Twaelar Merrow Empire* in *Mystaran Almanac AC 1017*,  
*Undersea Timeline* by A. Nowack,  
*The History of Ierendi and Minrothad* by S. Neri in Threshold Issue #6.

## Minotaur

Mystaran Minotaurs are the descendants of cursed Enduks who, lead by Minoides, betrayed the Shedu-King Gildesh to get his treasure, and were banished to from the Arm of the Immortal. From their original homeland of Nimmur, they may have spread over large regions of Brun and Davania.

Minotaurs have been sighted even in Karameikos, but it is not known whether these are descendants of Minoides and his Enduks or cursed humans. In Davania, there is a Minotaur nation, the land of Mis, and a City-State controlled by Minotaurs appears in Skothar (Erech, within the Minean lands).

*Savage Coast Campaign Book, Orc's Head Peninsula, B10 Night's Dark Terror, The Last Haven of Mis* by F. Defferrari, *Confederated Kingdom of Minaea* in *Mystaran Almanac AC 1017*.

## MONGRELMAN

These monstrous humanoids are the result of hideous magical experiments, so the forests of Alphatia and Herath could hide a number of Mongrelman tribes, and individuals could appear elsewhere, including as creations of the Dark Pyrondians on Damocles.

*Damocles Q&A* by G. Agosta.

## Mujina

These powerful shapechanging warriors are often travelling mercenaries and/or assassins. If they have a large scale civilisation, it is well hidden from the sight of the non-shapechangers. Central Brun might be their centre of diffusion (as for other shapechangers), and they were certainly involved in the chambahara regime of Sind.

Note that Mujina are said to hunt down Psionicists--which could account in part for the rarity or non-existence of this character class on Mystara.

A band of Mujina is located in Port Shireton. Others can be met in Hule. Volund Forkbeard is a Mujina masquerading as a huskarl of Jarl Vagn Ozurson of Hedmark in Ostland.

*GAZ8 The Five Shires, X5 Temple of Death, The Twelve Aspects of Sundara* by P. Sullivan, *The Domain of Hedmark* by J. Skytte.

## Mythu'NN Folk

These tiny bear-like humanoids live in the mountains of the Arm of the Immortals. They live in large villages of carved ice with mountain caves, and have a fairly well organised society.

*Savage Coast  
Monstrous  
Compendium  
Appendix.*

## ~ N ~

## Naga

These serpentine beings are not canon Mystaran monsters. However, they can easily fit in lands such as Selimpore or Shajahpur, or in Ochalea.

*Gazetteer of Ochalea  
by G. Agosta,  
Adapting the Savage  
Tide Adventure Path  
to Mystara by C. R.  
Davies and D. Keyser  
in Threshold Issue #4.*

## Nagpa

Nagpa hail from Varellya, and are the result of a centuries-lasting curse laid on the original Varellyans, who keep reincarnating into this half-man, half-vulture form. Many Nagpa are plain evil, and all are definitely chaotic. Their primary motivation is to end their curse. To this end, they collect knowledge and items. The latter are sacrificed to the Immortals, hoping that they would lift the curse.



*PC2 Top Ballista,  
X4 Master of the  
Desert Nomads,  
The Voyage of the  
Princess Ark, 5: As  
they fed on a nation,  
so were they cursed in  
Dragon Magazine  
#157,  
Creature Catalogue,  
Mystara Monstrous  
Compendium  
Appendix*

A group of Nagpa live in the Flying City of Serraine, the Sky Gnomish city that travels over the Known World. Other Nagpa have found their way through Davania to other arid, desolate regions, like the Sind Desert. They prefer to keep apart from humans, and often dwell in abandoned crypts and tombs. Nagpa do not gather in large numbers, and their society takes the form of a secret network of scholars. The Grey Front

leadership is the only known example of Nagpa society outside Varellyya.

Within Varellyya, Nagpa gather every year at the spot where their curse was created to sacrifice all their riches to the Immortals. Moreover, they collect the cocoons that contain the immature form of their reincarnated relatives and store them in caverns, where the reborn Nagpa will complete their growth in the following months. Due to their reincarnation cycle, there is a fixed number of Nagpa, which amounts to the part of the population of Varellyya that survived to the end of the civil war that destroyed the nation.

The *Mystara Monstrous Compendium Appendix (MCA)* presents a different take on Nagpa. While the Varellyan Nagpa is barred from using magic (except for its special powers) and is a reincarnated Varellyan human, the MCA Nagpa is just a powerful mage, cursed to assume a half-man half-vulture shape. There are also a number of other differences -- MCA Nagpa do not (and, indeed, cannot) sleep or eat, while Varellyan Nagpa do. There are several possible interpretations to this differences, including the following:

1. The MCA Nagpa is simply inaccurate;
2. The MCA Nagpa is a variant of the Nagpa curse that is sometimes inflicted by Immortals who know of the fate of Varellyya.

The first option, while less inclusive, keeps a single source for the Nagpa, which may make for a better story.

## Nereid

Nereids hail from the Elemental Plane of Water. Since *Mystara* has got an unusually high number of Elemental Vortices, it is likely that some exiled Nereid has found its way to the planet's oceans.

Outside their home plane, Nereid are solitary, and there is no Nereid society on *Mystara*.

*Nereid* by A. Bertolli.

## Neshezu

A sort of intelligent primate, the Neshezues are primitive and chaotic, living in villages ruled by a dominant couple -- a warrior male and his mate, usually a poisoner of great skill. In some way, the Neshezues ape pirate societies and use the same tools and weapons of the humanoid pirates - including firearms, if available.

The only known population of Neshezues is found in the jungles of Herath, although the Bakoto swamp in the Tanagoro lands of the Hollow World may hide another.

*Savage Coast Monstrous Compendium Appendix, The Lighthouse's Guide to Unknown Cultures* by F. Defferrari in Threshold Issue #9.

## Nightshade

These are powerful beings from the Negative Energy Plane. They appear on Mystara only when summoned by powerful magics, or sent by an Entropic Immortal. Nightshades tend to attack everything else, except other Nightshades or a summoner, so it is highly unlikely that they have any society -- at least on Mystara.

The demon Joramurrak summons a nightwing in Zuyevo in AC 1018.

*Mystaran Almanac AC 1018.*

## Nixie

Nixies are female water sprites -- contrary to other worlds, in Mystara there are no male Nixies. They live in shallow waters, in small tribes. They often keep charmed male servants, humans or other land dwellers.

Nixies are found as part of the Kingdom of Undersea in the Sunlit Sea. Queen Hildur rules a Faerie Court along the coast of the Heldannic Territories, and a Nixie kingdom is found in the Hypparq Sea in the Hollow Moon. Nixies make up a large part of the Faerie Court of the Achelos Woods, led by their speaker, Mavka. Nixies also find their way to the from Annwn to the Water Court of Kundrak in Koskatep.

PC3 *The Sea People, Lords of the Cruth Lowlands* by G. Agosta, *The Heldannic Order Gazetteer* by JTR and C. Wilson, *Koskatep: Shadows of Kundrak* by F. Defferrari in Threshold Issue #8, *Vesperlands Atlas* by J. Calvin in Threshold Issue #10.

## Nymph

Nymph are nature spirits, much like the Hamadryads. Although they are not mentioned in canon, there is no reason why there should not be Nymphs on Mystara, and Water Nymphs were at least present in Blackmoor times. However, they are a solitary race, so there is no Nymph society to speak of, except as part of the wider Faerie Courts.

Three nymphs are found in Fey Realm of Ancepes Trigeninus, a peak of the Altan Tepes north and east of Goldleaf.



## Oard

This is a race of cyborgs, dwelling in a dimension called Aelos, where technology is prevalent on magic. They are basically the Mystaran version of the Borgs from Star Trek.

In Mystara, they may be present as infiltrators trying to pave the way for a full scale invasion. For example, the oard Viktoria von Drachenfels controls the Free Anachronic Society of Aalban to collect technological artifacts from the Blackmoorian age.

## Ogre

Ogres are one of the less intelligent and social goblinoid race. The only known Ogrish nation is Ogremoor in the Broken Lands. Large numbers of Ogres are known to dwell in the Mengul Mountains to the north of Wendar.

There are smaller Ogre tribes in North-Western Karamaikos as well, and Ogres must have reached a wide diffusion in the past, as testified by the existence of half-ogre races like the N'djatwa (see below).

*OD&D Supplement II: Blackmoor, Beyond Ancepes Trigeninus* by J. Calvin.

*CM6 Where Chaos Reigns, Mystaran Almanac AC 1018 & AC 1019, Arquen & Kolmedes Gazetteers* by S. Meaney,  
*Oard Adventures in Mystara* by S. Meaney,  
*Oard: Prologue & Politica Tempora* by N. Hudson,  
*Forestkiller* by R. Burns.

*GAZ10 The Orcs of Thar, The Voyage of the Princess Ark series, X11 Saga of the Shadowlord, Gazetteer of Ochalea* by G. Agosta,  
*Lords of the Cruth Lowlands* by G. Agosta,

### Ogre Mage

This intelligent, magic-using subrace of the Ogre is common only in Ochalea, and possibly in other oriental lands. The Ogre Magi are carnivorous, and eat preferably human, demi-human, or lupin flesh. They are also slavers, and might have contacts with other slaver societies, like the Iron Ring or Jaibul.

### Ogrekin

Ogrekin (also known as *demi-ogres*) are the result of extensive hybridization between Ogres and humans. They are common in the eastern reaches of Skothar, and have founded two colonies on the Arm of the Immortal, Suma'a and Gombar. Ogrekin of Suma'a and Gombar have an advanced, philosophical and mercantile culture, although not all the Ogrekin of Skothar need be as pacifistic as them. Another type of half-ogre is the Oghriz of the Adri Varma plateau. Compared to Tangor Ogrekin, the Oghriz are much more primitive, although they have started a process of settling, shifting away from their original nomadic lifestyle.

### Ogrillon

An half-ogre, half-orc breed, the Ogrillon is not per se a canon Mystaran monster, just like the other Ogre-Orc halfbreed, the Orog. However, goblinoid hybrids are relatively common wherever the different goblinoid races coexist.

### N'djatwa

A race of half-ogres, half-elves of Southern Davania, the N'djatwa are cannibalistic savages, and follow the lead of tribal Druids. Due to their elven ancestry, they are more magically adept than typical ogres.

## Orc

Perhaps the most common and important goblinoid race, the Orcs are common almost everywhere in Brun. There are several Orc subraces, with vast cultural and even physical differences. The major Orcish nations are in the Broken Lands (Orcus Rex, Red Orkia, Yellow Orkia, plus the Tangut nomads in neighbouring Ethengar); in the Yazak Steppes and in Hule; and in the Orclands of the Savage Coast (various tribes of Swamp Orcs).

*The Akropolis of Kotes* by F. Defferrari in Threshold Issue #3, *Adri Varma Gazetteer* by Omnibus, *A Traveller's Guide to Norwold* by S. Neri in Threshold Issue #7.

GAZ10 *The Orcs of Thar*,  
GAZ12 *The Golden Khan of Ethengar*,  
GAZ3 *The Principalities of Glantri*,  
GAZ5 *The Elves of Alfheim*,

Other tribes and subraces live in the northern regions (Orcus Hyborianus) and in Nentsun (Skotharian Orcs, of the Ondonti subrace). In Davania, Mokghar was an orc nation, until it was conquered by Izonda in AC 999. The Bogdashkan jungle orcs live along the Jungle Coast of Davania. Other orcish tribes are found across the northern reaches of Davania as well.

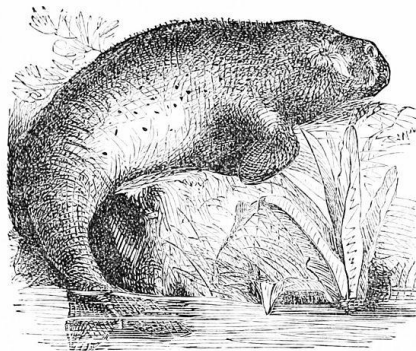
In the Hollow World, the Krugel Horde is a nation of Orcish raiding and mercenary horsemen.

Orcish nations are usually nothing more than glorified hordes and tribes. The command chain is mostly based on fighting prowess, but intelligent Orcs like Thar and Krugel have been introducing new concepts to the orcish society, so that it is likely the most successful among all goblinoid societies--as shown by the fact that Orcs tend to be in command in multi-racial hordes, as in the Broken Lands.

Half-orcs also exist, although in small numbers. Angus McClintock, a Glantrian wizard, is an example.

## OMM-wa

Omm-wa are intelligent, lamantine-like creatures. They live in the seas around the Orc's Head and in the rivers of that region. They trade with the Herathians and Shazak, and occasionally war with the Gurrash. The Omm-wa society is matriarchal, with females leading the family and acting as shamans. Males form a warrior society, with frequent challenges and duels for positions of prominence.



Omm-wa are also said to be found in the oceans of the Hollow World.

*B10 Night's Dark Terror*,  
*Savage Coast Campaign Book*,  
*Orc's Head Peninsula*,  
*Hollow World Boxed Set*,  
*Chronicles of Nentsun*  
by G. Caroletti,  
HWR5-F *Krugel Orcs*  
by M. Gelman,  
*Goblinoid Tribes of Karamaikos* by G. Agosta,  
*The Izondian Deep* by F. Defferrari in  
Threshold Issue #5,  
*Sentient Races of Davania* by G. Gander.

*Savage Coast Monstrous Compendium Appendix*,  
*The Lighthouse Guide to Unknown Cultures*  
by F. Defferrari in  
Threshold Issue #9.



## ~ P ~

### Pegataur

These centaur-like crossbreeds of elf and pegasus are highly intelligent and social, though limited in numbers. They are found in good numbers in at least two locales, namely the Flying City of Serraine in the skies of the Known World, where they make up an important, if small, part of the population, and the Satrapy of Pazarkan in the Yezchamenid Empire in Western Brun.

They can be found in other high mountains in the temperate or tropical regions, such as among the Ee'aar in the Arm of the Immortal, and in airborne lands like Floating Ar. They seem to fit well with other races, even though they might behave somewhat arrogantly towards non-fliers, and do not have a very distinct society, probably due to their low numbers.

On the other hand, the Pegataurs have influenced the Yezchamenid society quite heavily, so it is possible that part of the Yezchamenid culture is originally due to the Pegataurs themselves.

Finally, some Pegataurs are found in Thonia.

### Phanaton

These small, somewhat humanoid flying squirrels are common in the Thanegioth Archipelago and have a kingdom of their own, Jibarú, in the Orc's Head Peninsula. It can be supposed that jungle regions near and between these two major Phanaton settlements have seen, or still hold, minor Phanaton communities, as is the case of the Baronato de Bêncão. Some Phanatons are also found in the Lost Plateau near Thothia as a result of their ancient servitude to the Aranea.

The Phanaton society is tribal, with a King or Queen at the head, followed by the warrior and shamanic castes.

*PC2 Top Ballista, Yezchamenid Empire* by A. Mattias,  
*The Kingdom of Floating Ar* by G. Gander,  
*Mystaran Almanac AC 1018.*

*Orc's Head Peninsula, Savage Coast Campaign Book X1 Isle of Dread, The Lost Plateau* by M. Dalmonte,  
*The Isles of Steam* by G. Gander.

## Phoenix

A being of Elemental Fire, the Phoenix is not a common Mystaran race, though an individual Phoenix could well be found on the Planet-not enough to create a Phoenix society, though. It could appear anywhere other fire elemental-kin dwells (Sollux encampments, e.g.), or in Ochalea and other Oriental Lands.

The Egg of the Phoenix is an artifact created by Mealiden before reaching Immortality, which allows the user to summon a Phoenix.

GAZ5 *The Elves of Alfheim*.

## Pixie

One of the Fairy races, the Pixie live mostly in the Dreamlands. However, they are also one of the most warlike and best fitted for life outside the Dreamlands of the smaller fairies, and it is possible to find Pixie clans in various enchanted locales, as the Lake of Lost Dreams. They seem to have a clan society outside the Dreamlands, similar to the demihuman clans.

As part of the Fairy society, the Great Olde Woode in the Western Alliance region is ruled by Pluto, King of the Fairies, a pixie.

PC1 *Tall Tales of the Wee Folk*,  
B10 *Night's Dark Terror*,  
*The Demography of Karameikos* by S. Neri in *Threshold Issue #1*,  
*The Western Alliance Gazetteer* by JTR (ed)

## Plasm

The Plasm is a monster native to the Ethereal. Plasm haunt the elemental vortices that link Mystara to the Elemental Planes, but do not come to Mystara itself, since their ethereal frame would not last long in the Prime Material plane. They are intelligent, though evil, but probably not common enough to gather in societies, at least on Mystara.

*Companion Set, A Guide to the Ethereal Plane, Mystara Monstrous Compendium Appendix*.

## Pooka

Another member of the Wee Folk, the Pooka is one of the less humanoid Fairy in appearance. Pooka are usually chaotic, but good natured, and quite adventuresome. They fit well with the

PC1 *Tall Tales of the Wee Folk*,

Fairy society, but do not have much interest in organisation or political power, and have little need of help from their fellows (pooka are quite powerful, even by Wee Folk standard). In Myoshima, Pooka may take the form of a tanuki or a cat.

Important Pooka include Chuarbhidhe, an extremely powerful fey and a notable at the court of High King Oberon, Wyghn-Rae el-Nawz, Queen of Annwn, and the Brown Bear of the Open Glen, who resides in the Great Olde Woode in the Western Alliance region. Finally, an unnamed Pooka resides in the house of don Iban Delvado in Ciudad Morales, Torreón.

*NPCs of Annwn* by  
Lost Woodrake,  
*Gazetteer of  
Myoshima* by G.  
Agosta,  
*The Western Alliance  
Gazetteer* by JTR (ed)  
*Mini-Gazetteer of  
Torreón* by G. Agosta.

## PSEUDODRAGON

The Pseudodragon is an intelligent flying lizard, probably evolved from the Flapsail. I think it could be extinct on the surface, but present in some regions of the Hollow World.

# ~ R ~

## Rakasta

One of the most common non-human race, save for goblinoids<sup>2</sup>, the Rakasta have evolved from primitive clans of hunters and herders to great civilised nations.

The largest Rakastan nation is the Empire of Myoshima, located on the invisible moon of Mystara. The culture of this empire is an original creation of the Rakasta, and has influenced not only the Rakastan nations and tribes of Mystara itself, but also some human nations, such as Ochalea, and the Warrior's Code on the Savage Coast. Other Rakasta nations are found on Myoshima, including the merchants of Selimpore, the fragmented states of Rajahstan, the pirates of Surabayang, the headhunters of Malacayog, and the spiritual Kompor-Thap.

*Savage Coast  
Campaign Book,  
Rakasta of Mystara,  
The Voyage of the  
Princess Ark Part 7* un  
Dragon magazine  
#160,  
*Champions of  
Mystara,  
X1 Isle of Dread,  
X2 Castle Amber,  
History and Evolution  
of Rakastas* by S.  
Neri,  
*History and Origins of  
the Rakasta* by G.  
Agosta in *Threshold*  
issue #5,  
*Gazetter of Myoshima*  
by G. Agosta,  
*Gazetteer of Ochalea*

<sup>2</sup> It is worth noting that Rakasta are likely more numerous than demi-humans, if Myoshima is included in the count, and certainly more numerous than dwarves, gnomes, or halflings even considering only the Mystaran population.

Bellayne, a modern feudal monarchy, is the most advanced Rakastan nation on the planet, having successfully merged the traditional Rakastan culture with that of humans and demihumans. The nation is undergoing a fast economic and political development.

However, the strongest Mystaran Rakasta, and the cradle of Rakastan civilisation, are the Simbasta of Davania. These powerful nomadic warriors, while apparently less civilised than their settled brethren, were indeed able to soundly defeat even the Heldannic Knights, who are equipped with the most advanced human technology and clerical magic. Other, less powerful Rakasta breeds are also found in Davania, typically on the fringes of the Simbasta territory.

The last of the major Rakastan societies is that of Skotharian Rakasta, which is divided in many branch, most of which follow a tribal organisation, mid-way between the nomadic Simbasta and the settled Myoshimans and Bellayneses. Two Rakasta kingdoms, Zeshuita and Einikushagi, is also found in Nentsun, and smaller Rakasta populations are found in all nations of the region.

More primitive Rakasta societies are found almost anywhere, from the Lynxmen and Snow Pardasta of Norwold to the sabretooth-riding hunters of the Isle of Dread to jungle-dwelling breeds of the Arm of the Immortal. Pardasta are also found in a wide range of territories, from Ochalea to Bellissaria.

## Rakshasa

These evil shapeshifting spirits have plagued the Sindhi and Rakasta society for centuries. After having been purged out with the other shapeshifter by the Sindhi humans, their influence on Mystara has been severely reduced.

Nowadays, most Rakshasa are found in Skothar, among the Tagh and Harimau-Belang tribes, and in Myoshima, where some kindgoms of Rajahstan are still under their influence. While the Sherkasta loathe them, they often fall under Rakshasa domination, due to the powerful magic and intellect of the evil

by G. Agosta,  
*The Skaufskogr* by G. Agosta in *Threshold Issue #8*,  
*Chronicles of Nentsun* by G. Caroletti,  
*Patera Project* by A. Theisen.

*HWA3 Nightstorm, Rakasta of Mystara, History and Evolution of Rakastas* by S. Neri,  
*Gazetter of Myoshima* by G. Agosta,  
*Patera Project: Rajahstan* by A. Theisen,  
*Chronicles of Nentsun* by G. Caroletti,

spirits. Individual Rakshasa may appear elsewhere, such as in Ochalea, Nentsun, Sind, as well as in the Shadowdeep.

Rakshasa enjoy despotic rule, supposing they are the rulers, and practice slavery.

*History and Origins of the Rakasta* by G. Agosta in Threshold issue #5,  
*Sindhi History* by J. Menchaca,  
*Adapting the Night Below for Mystara* by D. Keyser in Threshold Issue #6.

## Rock Man

Rock Men are mountain dwellers, probably of elemental origin. They live in small clans, lead by elder councils. Since Dwarves can detect them more easily than other race do, I suppose there are at least some Rock Men clans in Rockhome.

Other clans may dwell in any mountain chain in the temperate regions--the Arm of the Immortal, the Black Mountains, and the mountain ranges in Tangor all look like potential habitats for Rock Men.

A variant subrace, the Stone Folk, is found on the Great Escarpment of the Isle of Dawn.

*The Stone Folk* by J. Mishler.



## Sahuagin

An aquatic race from AD&D, the Sahuagin are present in Mystaran seas, although not in Undersea. The Sahuagin were known as Sar-Aigu in Blackmoor, and may have survived the Great Rain of Fire. In modern times, they are present in the Twaelar Empire and possibly in more distant seas (such as the underwater empire the Sea Hermits come from, q.v.).

*Dungeons of Castle Blackmoor*,  
*Twaelar Empire* in Mystaran Almanac AC 1017-1019.

## Salamander

Salamanders are reptilian-looking, elemental beings. There are two varieties, Frost and Fire. None of the two is particularly at home in the Prime plane, but sometime they are summoned by conjurers for various purposes -- usually combat.

They may also reach Mystara through one of the Elemental Vortices, establishing lairs in suitable areas. In particular, Fire Salamanders are sometimes found in or near volcanoes or underground lava channels and lakes, whereas Frost Salamanders are found in polar regions.

## Sasquatch

The Sasquatch, also known as *Bigfoot* or *Yeti*, is not especially intelligent. It lives in primitive tribes in lands where there is little or no danger of attack from more intelligent humanoids. A known Sasquatch territory is south of the ruined city of Jhyrrad in Rockhome.

The forest variety appears in Western Brun, west of Hule, and in the forested regions of Alpathia and southern Norwold, while the mountain variant would be at home in the mountains of Norwold, in the Wendarian Ranges and Western Brun. The Ice Peaks in Davania could also host Mountain Sasquatch clans.

Forest Sasquatches are known as Hibagon in Myoshima and as Kangmi in Kompor-Thap, and Mountain Sasquatches are found in the Lands of the Beastmen as well as in the Kogolor Dwarf-Lands in the Hollow World.

*X4 Master of the Desert Nomads, Outlining Karamaikos' Underdeep* by F. Defferrari,  
*The Styrdahl Terror* by R. Burns,  
*Terra incognita, a voyage to the uncharted south* by F. Defferrari,  
*Secrets of Davania* by F. Defferrari.

*Gazetteer of Myoshima* by G. Agosta,  
*Codex Immortalis* by M. Dalmonte,  
*Mystaran Almanac AC 1019*,  
*A Traveller's Guide to Norwold* by S. Neri in Threshold Issue #7,  
*Wendar: A Mini Gazetteer* by T. Tait (ed).

## Satyr

Satyrs, or Fauns, are woodland beings who embody Chaos, which is more a nature than a philosophy for them. Therefore, Satyr society can be considered the paramount of anarchy.

Satyrs live in woodland areas, like Canolbarth, of temperate or warmer climate. They have been sighted in the wildernesses of Karameikos and Alfheim, as well as in neighbouring lands.



PC1 *Tall Tales of the Wee Folk*,  
*The Satyrs of Karameikos* by J. Menchaca,  
*Hytiliaph's Mountain: Secundancepes* by J. Calvin,  
*Shadows of Kundra* by F. Defferrari in  
Threshold Issue #8.

## Scamille

A sort of mutant ochre jelly, scamilles have reached sentience. However, they have no interest in long term cooperation: each scamille does what it wants, without interference by other scamilles.

Since they are not aggressive, this way of life works well for them, so they can be considered to have an anarchic society.

A unique scamille is found in the aboleth city of Golismorga.

*Adapting the Savage Tide Adventure Path to Mystara* by C. R. Davies and D. Keyser in Threshold Issue #4.

## Shapeshifter

As a general consideration, shapeshifters often behave as parasite, therefore they adapt to the human society rather than creating a racial society.

However, certain little known legends speak of an hidden city which would be the centre of a civilisation of shapeshifter races.

### Adaptor

Adaptor are a race of technologically advanced planar travellers. Their origins are unknown, but their ability to

M5 *Five Coins for A Kingdom*,  
*Adjacent Solar Systems/Crystal Spheres* by Håvard,  
*The Clan Domain of Gotland* by J. Skytte,  
*Adventures in the Frozen North* by M. Fleet in Threshold Issue #2.

survive in any environment suits perfectly their taste for travelling.

It is not known what form of society they have on their home planet, supposing they do have one. On Mystara, a community of 200 Adaptors is found in the village of Bakkedyb in Gotland (Ostland). The Bakkedyb Adaptors are mostly related to the leader of that community, Ofeig.

### **Metamorph**

A race of good or neutrally aligned shapeshifters, the Metamorph are clanic, and share many traits of the woodland folk, with whom they are usually friendly. They are found in the Outer Plane of Eloysia, and might be found in the central regions of Norwold and the Western Alliance as well.

### **Randara**

A variant of the Doppelganger, much stronger but solitary. Not much is known about them. One Randara has been trapped for centuries in the ruins of an Alphatian research facility on Sklogtir Island.

## **SHARGUGH**

Probably a Fairy who has lost memory, the Shargugh is a near-immortal, simple-minded but sometimes deep and prophetic, inhabitant of the woods of Canolbarth, and other woodlands, typically those visited by the fey folk.

It is too addled to have a society, but it often enters a symbiotic relation with a human village, much like brownies do, though downsized to the Shargugh limited intellect.

## **SHARK-KIN**

Shark-kin are nomadic hunter-gatherers of the Sea of Dread. They live in small tribes, and train sharks. Shark-kin are also found in the Hollow Moon seas, Mare Crisium and Mare Humorum. In the past, they used to serve as shock troops for the empires of Aduzha and Twaal.

*O2 Blade of Vengeance.*

*PC3 TheSea People, Types of Shark-kin by A. Theisen, Mystara 2300 BC Campaign Setting by J. Calvin and G. Gander, Hollow Moon Timeline by J. Calvin.*



## Sirine

A sea dwelling female only race - a sort of marine nymph - the sirine (or siren) is not very social, its only form of society being the family. The aristocratic Sirenides family of Actius is composed of half-sirines.

*The Demography of Ierendi & Minrothad* by S. Neri in Threshold Issue #3, *Thyatian Senators part 3* by G. Caroletti in Threshold Issue #5.

## Sollux

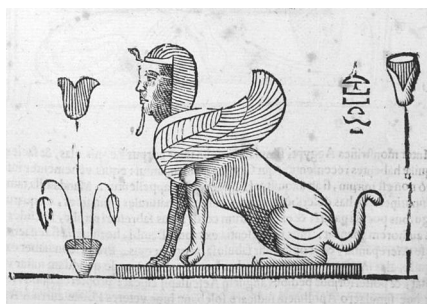
The Sun Brothers, of Sollux, are elemental beings of the Plane of Fire. Their Brotherhood wages a constant war against the Efreeti Sultanate, and often scout the Prime for traces of Efreeti activity.

Their society is -- at least on the Prime Material -- very militant, and resemble more an army than a civilian society. Sun Brothers are found in Pelatan and in the Arch of Fire, where the Sollux commander Feudelance works to free the local elementals from the Efreeti oppression.

*X2 Castle Amber, Sollux Timeline* by Håvard, *Koskatep* by F. Defferrari in Threshold Issue #1, *Mystaran Almanac AC 1018*.

## Sphinx

Sphinxes are not uncommon on Mystara. Great lovers of riddles, they may be found alone, or at most in small family groups, due to the need for extensive hunting grounds. The hill regions of the former Milenian Empire, the south-eastern tip of Brun and Thothia are all adequate for some Sphinx settlements.



Some Sphinxes mix with the humanoid societies, and can be found in Serraine, Floating Ar and, probably, in Limn. Among the known Sphinxes, Mesharra is the viceroy of the Sphinx district of Floating Ar. A mated pair of sphinxes, Demosthenes and Neria, are found in the Final Range in Norwold. A solitary sphinx dwells on rocky reefs in the Gulf of Halag, and one is rumored to guard ancient secrets in a canyon in Minaea.

*M4 Five Coins for a Kingdom, The Demography of Karameikos* by S. Neri in Threshold Issue #1, *Ar: In Search of the Sphinx* by B. Heard, *The Search: on the shores of Minaea* by F. Defferrari.

## Spider, Planar

Planar Spiders are spider-like intelligent beings hailing from an unknown Demiplane hidden in the Deep Ethereal. As there are many nations of Planar Spiders, it is likely that they have developed a number of different societies, and judging from their magic and technology, it is likely that these societies are very advanced.

Planar spiders are rumored to be the ancestors of the Aranea.

## Sprite

Sprite are faeries with a strong affinity for magic, and are closely related to Pixies (q.v.). They are part of the Faery society, and can be found in the Dreamlands and in other lands of the Wee Folk, though they are probably less common than Brownies or Pixies in the human lands.

Robin Goodfellow is one of the most powerful Sprites in Oberon's court. Tairyc is an agent of the Fairy Queen of Skothar, Morganna, in Krystallac, a level of the megadungeon of Koskatop in western Karameikos occupied by the Wee Folk. Maeva ap Lywell Van Gwernach is a companion of Zoltan Hytaxius, a prospective Lord of Norwold.

## Sshai

The Invisible Stalkers are elemental beings from the Plane of Air. They have a society of their own on their home plane, but appear on Mystara as summoned servants, so it is unlikely that they have formed societies here--though they probably appear in Djinn holdings in the skies of Mystara.

## Stalwart

Stalwarts are large humanoids whose life focuses around physical prowess and athleticism. They are otherwise quite similar to humans, and likely follow the same social structures, albeit biased by their propension for physical confrontation. Their technology level is relatively low, as they favor simple

*Mystara Monstrous Compendium Appendix, M5 Talons of Night, Aranea's Mystaran ancestors* by Ripvanwormer, *History of Thothia and Aran* by J. Calvin, - by A. Theisen.

PC1 *Tall Tales of the Wee Folk, Krystallac, crystal heart* by F. Defferrari in Threshold Issue #11, *Rogues, Barons and Pretenders* by S. Neri et al. in Threshold Issue #8.

AC9 *Creature Catalog.*

weapons and armor. They could be found in any area, although borderlands and wildernesses are more likely. No major Stalwart nation is known.



## Tabaxi

This feline humanoid look much like Rakasta. They live in clans, often lead by a Tabaxi Lord--a sort of intelligent great cat, having some blood relation to the Tabaxi themselves. They could actually be a race of savage jungle Rakasta fallen under the sway of some dark power. They are generally enemies of the Pardasta, who share the same habitat.

*Rakasta of Mystara* by B. Heard in Dragon Magazine #247.

## Tabi

Tabi are small flying humanoids that look like monkeys. They have a certain affinity for magic, and are silent and dexterous, but have very short attention span, and a primitive technology level.

*PC2 Top Ballista, X4 Master of the Desert Nomads.*

They live in extended tribes in the jungles of northern and eastern Davania, but the Nagpa (q.v.) have conceived magics that allow them to summon and bind Tabi as familiars. As a result, Tabi are also found in the Flying City of Serraine, far from their native lands, and individual Tabi may be encountered anywhere a Nagpa can be found.

## Tasloi

Tasloi are small, somewhat rat-like, humanoids. They appear in the wildernesses of Bellissaria, in particular in the Kingdom of Surshield and the Territory of Turmoil. They are unlikely to originate in Bellissaria itself, and may have arrived from Skothar, Thanegioth or elsewhere. They might also be found on the planet Damocles, as servants of the Dark Pyrondians (the Dark Elves of Northern Reaches myth).

*Mystaran Almanac AC 1016-1019, Damocles Q&A* by G. Agosta.

## Thoul

A nightmarish mix of troll and ghoul over an hobgoblin frame, the Thouls are limited in numbers, but powerful in single combat, thanks to the natural abilities. Possibly due to the presence of undead blood in their makeup, Thouls reproduce slowly, and are not overly intelligent, even for goblinoids. Thoul are often employed by hobgoblin Kings as bodyguards, otherwise they live as outcasts in large hobgoblin hordes or in small, isolated communities. The only exception is Denagoth, where Thoul are more common and organized

*Denizens of Denagoth Gazetteer* by JTR (ed)

## Titan

A Titan is an Immortal being, a creature of status even higher than the Exalted beings, though not as powerful as a true Immortal. Titans are major servants of the Immortals, and should appear rarely, if ever, on th

*Wrath of the Immortals* boxed set.

## Tortle

There are two races of turtle-like humanoids living along the Savage Coast, the pacifistic Tortles and the savage Snappers.

### Tortle

Tortle are, rather unsurprisingly, intelligent, humanoid turtles. They have a limited technology (Stone Age, though this has changed where the Tortle lands have been colonised by the Baronial humans and the Lupins of Renardy), and are often looked upon by the more advanced races of the Savage Coast.

Tortle once had an advanced cultural level, as testified by the mysterious monuments their civilisation left, like the Monoliths of Zul, but now they are just peace-loving primitives, living in the free, but resource poor, Tortle Tribelands, or peasants in the haciendas of the human Baronies.

### Snapper

Snappers are aquatic Tortles of evil disposition. They are even more primitive than their land-dwelling cousins, and their tribe

*Savage Coast Campaign Book, Savage Coast Monstrous Compendium Appendix, Tortles of the Purple Sage* in *Dungeon Magazine* #6 & #7. *The Dravish Civilisation* by LoZompatore, *The Companions of the Shell* by T. Dunigan, *The Rise of the Near-Humans* by D. Knott.

are often dominated by powerful cläu-rin (intelligent but evil sea turtles).

## TREANT

These sentient plants look like large trees with humanoid faces, often bearded. They live in large forests, like Canolbarth in the Known World, sharing their territories with other woodland being. They form small clans, lead by the elders. They are found almost everywhere on Mystara, from the jungles of Davania to the Converted Lands of Great Hule (where they are known as *Musail*).

The treants Doak Evergreen and Watt Woodchip live in the Emerlas on the northern border of Canolbarth. The Old King of the Woods is a ancient treant in Forest of Selinar, within Canolbarth. Elmbeard is found on the Great Escarpment. A Treant druid, Master Temor, trained Loshad, the chevall druid. Finally, Travestis is an evil treant and an Immortal candidate in the sphere of Entropy.

## TRITON

An highly civilised and magically powerful aquatic race, the Tritons have formed a large kingdom in the Sea of Dread, with a feudal structure. The Triton society has historically been divided along the wizards-priests line, so nowadays the King or Queen is always a wielder of both kinds of magic. Tritons are highly organized and even militaristic, probably due to their continuous struggle with the devilfishes.

Looking at their language, it can be safely supposed that there have been, at some point in the past, heavy contacts between the Kingdom of Undersea and the Empire of Thyatis. It is also likely that these contacts ended badly (see the battle of Aquapopulus won by the Thyatians).

Besides Undersea, Tritons are found near the Thanegioth archipelago, within the Twaelar Empire, near the coasts of Ochalea, where they are known as ningyo.

PC1 *Tall Tales of the Wee Folk*,  
O2 *Blade of Vengeance*,  
CM5 *Talons of Night*,  
CM7 *The Tree of Life*,  
*The Dangers of the Dymrak Wilds* by Håvard in *Threshold Issue #1*,  
*Great Hule and Kavkaz* by C. Constantin and Omnibus,  
*Mystaran Almanac AC 1016*.

PC3 *The Sea Peoples*,  
XSOLO *Lathan's Gold*,  
*Mystaran Almanac AC 1019*,  
*Gazetteer of Ochalea* by G. Agosta.

## Troglodyte

These cave-dwelling reptiles are considered a creation of the long lost Carnifex. They are not overly common, nor culturally advanced enough to form complex societies--at least not the Troglodytes found in the better known regions.

Troglodytes are present in the Thanegioth Archipelago, and as slaves of the lizard-men in Davania. A nation of more advanced Troglodytes, the Grand Duchy of Stygia, is found in the Klagorst region.

## Troll

Trolls are near mindless, ravenously hungry humanoid. They are considered descendants of the Beastmen, even though they are largely different from other goblinoids. Troll minds are too limited to understand concepts as complex as that of society. The Troll domain in the Broken Lands is actually in complete anarchy, since the Queen only controls what passes near enough to her to be eaten.



Trolls are found in relatively large numbers in a region that goes from the Broken Lands to the Northern Reaches, but some can be found in other regions, including the Savage Coast, Norwold, and Alphatia.

*X1 Isle of Dread, Poor Wizard's Almanac II, Mystaran Almanac AC 1017-1018, Mogreth: The Empire of the Lizard Kings* by G. Gander,  
*Mystara 2300 BC Campaign Setting* by J. Calvin and G. Gander,  
*Dark Worship in the Known World* by G. Gander,  
*Hollow Moon Cultures: The Marsh of Putrescence, Cities in the Addakian Sound region* by G. Gander.

*GAZ10 Orcs of Thar, GAZ7 The Northern Reaches.*

## ~ U ~

**Utukku**

Utukku are fiends from Carceri (also known as Tartarus), where they serve an imprisoned Immortal, an enemy of Ixion.

On the Prime Material, they are solitary. They are mostly found in the barren regions of the Orc's Head Peninsula.

*Savage Coast  
Monstrous  
Compendium  
Appendix.*

## ~ V ~

**Vampire**

There are several monster types belonging to the Vampire class on Mystara. The origin of many modern bloodlines can be traced to the Necromancer Kings of Taymora, and various Entropic Immortals. Vampires are found everywhere on Brun and Alphatia, and many populated locations of Davania. The most important Vampiric societies are located in the Glantrian Principality of Boldavia, and the Devilfish hierarchy in the Sea of Dread's greater depths.

**Nosferatu**

These undead are closely related to Vampires, but show less prowess in combat, yet have much stronger skills in other areas. Moreover, they suffer less from the limitations typical of Vampires, so that they can better mix with the human society.

**Velya**

These are aquatic Vampires. They come in smaller numbers, due to the inability to create new Velyas by just draining a victim dead, and are solitary. They routinely use wights as minions, creating small bands.

*GAZ3 The  
Principalities of  
Glantri,  
X7 War Rafts of Kron,  
GAZ1 Grand Duchy of  
Karameikos,  
Night of the Vampire,  
Revised Vampire  
Rules & Bloodlines by  
Bleakcabal,  
Vampires of Mystara  
by G. Agosta,  
Lords of the Cruth  
Lowlands by G.  
Agosta,  
The Heldannic Order  
Gazetteer by JTR (ed)  
Vampire Queens of  
Taymora by J. Calvin  
in Threshold Issue  
#12.*

~ W ~

## Wallara

The Chameleon men live in the Orc's Head Peninsula, where they form small tribes led by elders. However, all tribes bow to Bakaloo Sunskin, overchief of the Wallara and leader of the only Wallara city, Risilvar. Except those in Risilvar, most Wallara are nomadic hunter-gatherers.

In the distant past, the Wallara civilization was much more advanced, and the current primitivism is due to a Herathian curse. To save the Wallara civilization, the Immortals moved some of them to the Hollow Moon, in the Wallaran Dreamscapes.

*Orc's Head Peninsula, Savage Coast Monstrous Compendium Appendix; Savage Coast Campaign Book* by Tim Beach & Bruce Heard;  
*B8 Journey to the Rock* by Michael Malone  
*The Rise of the Near Humans* by D. Knott;  
*Once in a Blue Moon* by John Calvin from Threshold Issue #2;  
*Hollow Moon: Nation Overview* by John Calvin.

~ Z ~

## Zombie, Lightning

These intelligent undead are reanimated right after death by powerful Radiance energies. They retain the basic personality they had in life, but lose all memories, and acquire common undead immunities (including agelessness).

They are very uncommon (and unheard of before WotI), but the few observed groups keep human-like behaviours, including societies, usually led by a powerful specimen (a Greater Lightning Zombie).

*Wrath of the Immortals boxed set.*



## THE DIRTY DOZEN

The following monsters have been removed from the list as they did not prove relevant to Mystara. They are documented here as they were in Matthew Levy's original list.

### MONSTERS NOT ELIGIBLE FOR THE LIST:

The Bloodseeker is a homebrew monster from Matthew Levy's campaign.

The Boobrie is not intelligent, so it does not fit the criteria for inclusion in the list.

### MONSTERS NOT FOUND ON MYSTARA

These monsters are typically obscure critters from the Fiend Folio, and have not found any use in Mystara.

The Dark Creeper, Dark Stalker, Firenewt, Quaggoth and Qullan are obscure Fiend Folio monsters that are not normally found on Mystara.

The Jermlaine, Mite, and Snyad are variants of Gremlins which are not part of Mystara canon. They can be easily adapted, though. See Gremlin for more information.

The Xvart is a variant on the Kobold theme, typically associated with Greyhawk and Forgotten Realms.

The Grimlock is a subterranean race, so they could be living in any remote underground complex. However, it is typically associated with the Illithid, who are not normally found on Mystara.

The Meazel fit the same niche as the Boneless from the Rockhome Gazetteer.

### MONSTERS FROM OTHER SETTINGS

These monsters are typically found in other settings, such as Greyhawk and the Forgotten Realms. However, some of them can be adapted to Mystara, or at least deserve an explanation of why they should not be adapted (as is the case of the drow).

#### Drow

The drow are not native to Mystara, and are typically associated with Greyhawk and the Forgotten Realms, although the Mystaran *Monstrous Compendium Appendix* mentions them as a possible wandering monster. Note that the Dark Elves mentioned in the *Northern Reaches Gazetteer* are unlikely to be drow -- options for them include outer planar servants of Hel or Loki, or aliens (e.g., from Damocles). The drow are closely tied to their goddess, Lolth or Lloth, whose role is taken by Arachne Prime in Mystara. At the same time, their role as underground elves opposing the surface elves is already filled by the Shadow Elves and the Shattenalfen. Thus, they are not particularly useful in Mystara.

### Giff

The Giff race comes from the Spelljammer setting, but some of the previous entries say that the author has decided to put Giff communities in the Yalu Bay region. Since Giffs need smokepowder, the Haze would mark the boundaries of their activity on Mystara. Note that Spelljamming races would have a hard time trying to reach or leave the planet, if you go by the canon structure of the Mystaran universe (that is, no Crystal Sphere -- or at least a very big, perhaps infinite one).

### Ki-rin

The Ki-rin is an Oriental unicorn. It is of Outer Planar origin, and could be found in Oriental lands like Ochalea and Myoshima. I would not consider it common enough to have an organized society of its own.

### Kopoacinth

An aquatic form of gargoyle, the Kopoacinth is not a canon Mystaran monster, nor it is known to have been used in unofficial Mystaran material. However, being a construct it poses little problems, as there are several Sea People spellcasters who could create constructs of this kind.

### Norker

A Greyhawk goblinoid, similar to an hobgoblin. Since an article from Dragon Magazine reports Norke as an Orc-like monster from Swiss folklore, it could be

assumed that Norke or Norker is just the name given by the Kogolor Dwarves to the Krugel Orcs. Another option is to consider the Norker a crossbreed between goblins and other goblinoid races--most probably hobgoblins or bugbears, much like the orog and ogrillon (orc-ogre crossbreeds).

### Skulk

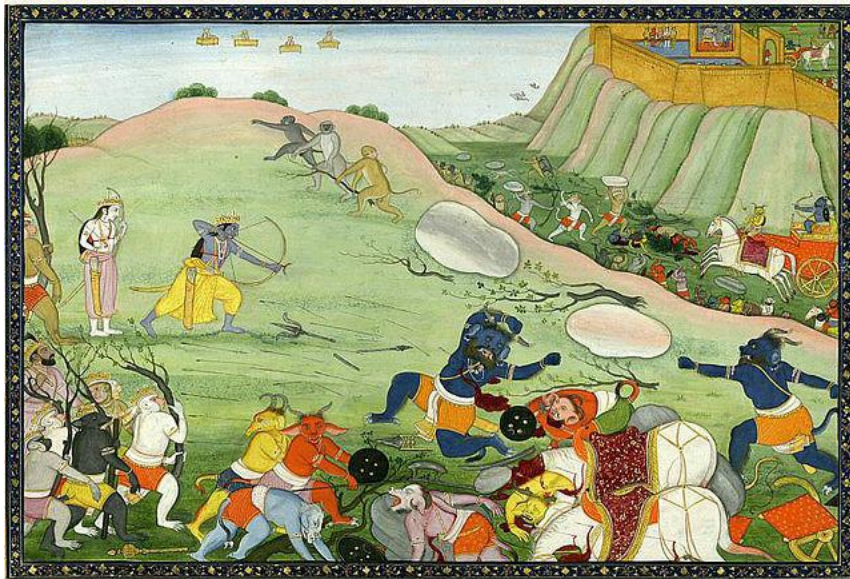
Possibly a step behind the doppelganger in the evolution ladder, the Skulk is a nocturnal, underground humanoid. However, it is not a canon Mystaran monster (it is linked to the Greyhawk setting). If used on Mystara, it could be set as an ancestor of the doppelganger, living in some underground areas of the Hollow World, or in the Hollow Moon.

### Troll, Scrag

These are aquatic Trolls. They are not known on Mystara, but would not be particularly difficult to use in distant or unknown undersea kingdoms.

### Vodyanoi

This is an aquatic Umber Hulk. Note that the Umber Hulk exists on Mystara since at least the Blackmoor era, although it is known as the *Hulker*. Hulkers are not intelligent enough to form societies or even tribes beyond the hunting pack, but can be found in the Shadowdeep. Therefore, Vodyanoi could perhaps be found in underground lakes.



# The Bhut of Sind

by Giampaolo  
Agosta  
(Agathokles)

## INTRODUCTION

In the lands of Sind, many shapeshifter races have thrived for a long time, until the purges of the V century AC, brought on by the Sindhi Jadugeryas. These races were collectively known as the *chambahara*. Nowadays, only a few rakshasa, some prides of weretigers, and a number of doppelganger clans remain in the Rajahstan.

However, one other race of shapechangers has never been fully eradicated by the Sindhi Magi: the bhut. These humanoids, harnessing the powers of both the lycanthropes and the undead, have managed to remain undetected for half a millennium.

The bhut are not a numerous race, and travel and hunt in small bands, not conspicuous enough to let suspicions bypass their magical protections. They are endowed with great physical abilities, and often with a keen intellect as well, but are short lived, as if their bright life energies burn too fast, or the

undead part of their being took over in time. A common bhut rarely lives over 60 or 70 years.

*Greater Bhut* are much more powerful, but their numbers are even more limited. They are slightly longer lived -- still less so than a common human, but their reproduction rate is even lower. However, once in awhile a son of one of these “noble” families will be a *scion* of the clan patron immortal. These especially blessed individuals have the potential to become clan leaders, and have superior intelligence and wisdom, in addition to a much longer life, slightly over the human norm.

Bhut are generally found in Sind, Hule, and the Black Mountains, although individual troupes and bands can roam much further, as most Bhut groups disguise themselves as trade caravans, gypsies, or other travellers.

## THE BHUT PANTHEON

The bhut have a complex religion with a large pantheon, led by three Immortals who oppose the three personae of Ixion -- *Ayazi*, *Himayeti* and *Aksyri*, that is the Creator, the Preserver, and the Destroyer.

Sindhi name	Common name	Alignment
Bhajyagwani	Loki	CE
Dhamurgani	Demogorgon	CE
Kali	Hel	NE
Chandri	Pearl	CN
Mavasa	Masauwu	LE
Jammudaru	Jammudaru	CE
Maravidya	Marwdyn	CN

### The Three Goddesses

The Creator is opposed by an Immortal who perverts creation, the Preserver is opposed by a champion of Entropy and Destruction, and the Destroyer by a Master of Undeath. The Immortals who form this triad are among the most powerful Entropics, Loki, Demogorgon, and Hel.

#### Bhajyagwani



Bhajyagwani, the Veiled One, is a female aspect of Loki (also known as Lokar, Farbautides, or Bozdogan), and is patroness of the *Daytime Masquerade*, the human form which the bhut assume during the day, to mix in their chosen prey's society

and lure their victims to their death. As the goddess of the distortion of truth, Bhajyagwani opposes Ayazi, the Creator, by hiding its work behind veils of illusion. Bhajyagwani's form is that of a young, slim, fair-skinned woman.

#### Dhamurgani

Dhamurgani, Queen of the Night, oversees every aspect of fighting and combat. She is the patroness of the Nightly Hunt, and feeds the bhut with human flesh. As the goddess of pure destruction and entropy, she is directly opposed to the Preserver, Himayeti. Dhamurgani is known as Demogorgon in the eastern lands, and as Goron in the west. Dhamurgani is represented as a feral reptilian humanoid, or as a beautiful green skinned woman.

#### Kali

Kali, the Black One, rules the Future and holds the Fate of each bhut in her hands. She is portrayed as a dusky-skinned woman with several hands, with one half of her body replaced by a pure black shade. She is considered by the bhut the patroness of *Undeath*. Note that the Darine gypsies revere Kali with a very different set of attributes. The Darine's Kali is a persona of Valerias, while the bhut's goddess is an aspect of Hel.



## The Heralds

According to Bhut myths, the three goddesses generated three children, Mavasa, Jammudaru, and Maravidya. The father of these three gods is not clearly specified by the Bhut myths. Some clans believe it was an act of parthenogenesis, while others introduce a male counterpart of the Veiled One, Bhajyagwana, but do not elaborate further on this character. Others yet claim the father to have been one of the major demons of Sindhi lore, but these last myths seem to bear the influence of non-Bhut mythology.

### Mavasa

Of the three children Mavasa, the Herald of Corruption, was the son of Bhajyagwani, and provided the Bhut with their ability to pass undetected amongst the normal humans. He is known as Masauwu in other nations. The Bhut portray him as a normal human, with one hand lying across his chest and the other hidden behind his back.

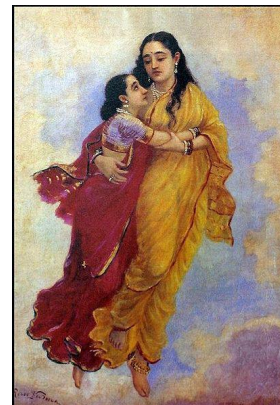
### Jammudaru

Jammudaru, the Herald of Destruction, was generated as a shapeless mass by Dhamurgani, Queen of the Night. He later took the form of an horrible ogre to spread destruction in Sind. He gave the Bhut their resilience and fighting prowess. He is not widely known outside Sind, but he is revered by certain ogre tribes in the Broken Lands and even further away. Jammudaru is rarely represented by the Bhut through statues. When they do so, they portray him as a muscular, angry ogre. Otherwise, they see Jammudaru's image in the lava or in various ooze

monsters, which are sacred to Jammudaru's followers.

### Maravidya

Maravidya, the Herald of Undeath, was the last of the second generation gods. The Dead One is the son of Kali, and was born already undead. He gave the Bhut their undead-like special abilities, and a promise of eternal unlife. Maravidya is also known as Marwdyn, though he is not very popular in eastern Brun. Maravidya is represented as a semi-mummified, decayed body, sometimes with a noose hanging from his neck.



Each of these Children generated in turn one of the progenitors of the Bhut by mating with Chandri, the Mother of All Creatures<sup>1</sup>. This gave birth to different breeds of Bhut, with different focus and abilities: the Children of Jammudaru are the most vengeful and proactive, while Sons of Mavasa are subtle and reactive, and Children of Maravidya have much in common with the Undead. In a campaign, Children of Jammudaru might be the first met, while the reclusive Children of Maravidya are more likely to be encountered only later.

Each of the three Children also represents one of the aspects of the Bhut, namely the human façade, the beast within, and the undead.

<sup>1</sup> Chandri is the name of the Immortal Dragon Pearl.

## THE BHUT CLANS

There are three clans of Bhut, each claiming descent from one of the original Bhut, fathered by Maravidya, Jammudaru, and Masava. Each clan uses special naming rules, and gives a special title to its elders. Additionally, powerful Bhut of the different clans develop different abilities, each focusing on their chief patron's portfolio.

### JAMMUDARAVA, CHILDREN OF JAMMUDARU

**Naming rules:** personal name, family name, plus a compound name formed by the name of a vanquished foe + sudana ("destroyer of \_\_\_\_").

**Title of clan chief:** *Ksbayanatha* (Master of Destruction).

**Progenitor:** *Hara*, the Destroyer, son of Jammudaru, is said to have been a terrific fighting machine, with unparalleled shapechanging abilities--as far as Bhut shapechanging goes, anyway. He is said to have been killed by the Immortal hero Halava (Halav), who was led to Sind for this purpose by the gypsies on a command from Jayavani (Djaea). After the battle, Halava and Jayavani generated the god of animals, Jirchava (Zirchev), and the goddess of defence, Pitari (Petra).

**Clan specialty:** *Destruction*. Children of Jammudaru are the most direct and warlike of the Bhut. They revel in bloodshed and battle, and like to employ their physical power to overcome their foes. Their clan

pose usually as bands of travelling mercenaries. Children of Jammudaru kill and eat almost any sentient being, except ogres, who are taboo for them. Gypsies are another special enemy of the Children of Jammudaru, since they are said to have helped in the destruction of their ancestor Hara.

### MARAVIDEYA, CHILDREN OF MARAVIDYA

**Naming rules:** personal name, family name, plus a compound name formed by name of a vanquished foe + çava<sup>2</sup> ("corpse of \_\_\_\_").

**Title of clan chief:** *Anantanatha* (Master of Eternity).

**Progenitor:** *Ananta* (The Eternal One), son of Maravidya, was, or perhaps is, the first of the Children of Maravidya. He is supposed to have reached full undeath at some point in the past. His descendants believe he is still hiding somewhere, gathering the corpses of their dead relatives and bringing them to eternal unlife.

**Clan specialty:** *Necromancy*. Children of Maravidya are the philosophers of the Bhut race. They prefer to employ undead minions in battle, and are rarely seen as travelling bands. The clans will pose as monk cloisters or philosophy schools, rather than as bands of gypsies.

<sup>2</sup> Pronunciation note: ç is read as ch in French "chat", most other phonetic marks are omitted.

## Mavasaputra, Children of Mavasa

**Naming rules:** personal name, family name, plus a compound name formed by a name of a beguiled or vanquished foe + çanti ("death of \_\_\_\_", but also "prosperity of \_\_\_\_").

**Title of clan chief:** *Çantinatha* (Master of Peace, but also Master of Death)

**Progenitor:** *Mayavati*, daughter of Mavasa, was the first of this clan. She was a powerful magician, and had a key role in the advancement of the Shapechangers in Sindhi society. She disappeared from the shapechangers' society far before the purges brought on by the Maga Aditi<sup>3</sup>, and never resurfaced. An important legend in the Bhut folklore tells that Mayavati was sent to the chief of the Rakshasa, *Danal* (Danel Tigerstripes). She seduced the immortal and brought him under the control of Bhajyagwani.

**Clan specialty:** *Deception, Illusions*. These Bhut are usually found in small travelling bands, mimicking the gypsies. However, there is a centuries-long feud between the monsters and the true gypsies, who hunt down the impostors when they detect their presence. Members of this clan enjoy a special bond with rakshasa (+3 bonus to reactions), and any travelling band is 10% likely to host one of these evil spirits.

<sup>3</sup> The leader of the Sindhi Magi and the founder of the Jadugerya caste of modern Sind.

## THE PROGENITORS

Hara, Mayavati, and Ananta are supposed to be either *Monsters of Legend* of Paragon rank (if AD&D rules are being used) or *Exalted Monster Rulers* (if rules from *Wrath of the Immortals* are being used).

Herebelow, the three Progenitors are described as Paragon Bhut under AD&D 2e rules from the DM's Option: High Level Campaigns book.

### Hara, the Destroyer, Paragon Bhut

Str 20	Int 13	Wis 13
Dex 19	Con 18	Cha 15
AC -8, 32 HD (240 HP)		
Dmg 3d8/3d8/3d10,		
Wounding 2d6/round		
Movement 18		
Magic Resistance 100%		
Regeneration 4 hp/round		
Fear Aura (50', ST at -4)		

Hara looks like a huge, muscle-bound, savage Sindhi warrior during the day, but when the sun goes down he transforms into a horrible monster, similar to a cross between a werewolf and a gurrash<sup>4</sup>.

<sup>4</sup> A gurrash, or gator-man, is a type of lizard-kin (see *The Savage Coast Campaign Book*).

## Ananta, the Eternal One, Paragon Bhut

Str 15 Int 15 Wis 19  
 Dex 17 Con 18 Cha 16  
 AC -8, 32 HD (200 HP)  
 Dmg 1d8/1d8/1d10  
 Movement 16  
 Magic Resistance 100%  
 Regeneration 3 hp/round  
 Priestly Abilities: 20th level Priest

Ananta is a unique individual, of near undead status. He looks somewhat like a well preserved lich, or a desiccated ghoul. However, he does not cause fear in those who behold him, rather, he transmits a deadly calmness to the onlooker. During the night, his features change to match those of the corpse of a common bhut.

## Mayavati, the Seducer, Paragon Bhut

Str 14 Int 18 Wis 15  
 Dex 18 Con 15 Cha 19  
 AC -8, 32 HD (160 HP)  
 Dmg 1d8/1d8/1d10  
 Movement 16  
 Magic Resistance 100%  
 Regeneration 3 hp/round  
 Wizardly Abilities: 20th level Illusionist

Mayavati appears as an stunningly beautiful and sophisticated Sindhi young lady, even during the night, since she is covered in layers of illusionist magic. However, she uses disguises so often that she might not have used her "true" form for a century or more.

The three Progenitors may or may not still be around in Sind or somewhere else in Mystara, or they might have been destroyed, or they might just be somewhere in the Outer Planes of their patrons. In any case, Ananta and Mayavati fit better in Sind than Hara, who would be too easy to spot. According to Bhut legends, Hara was destroyed by Halava (Halav), while Ananta is still alive and hiding somewhere in the Sind Desert. Mayavati's whereabouts are a mystery even for the Bhut -- perhaps she is hiding in Bhajyagwani's home plane.

## BHUT CHARACTERS

In this section, we present an OD&D Bhut character class, using the format of the Creature Crucible series, starting at 2HD and going up to Normal Monster, then up to whatever level limit the DM wants to set for creature characters. XP progression is pretty slow, as expected for character races with special powers. A Bhut saves as a fighter of level equal to one and a half the Bhut's HD, rounded down.

### Shaman/Witch Doctor

A Bhut of at least 8+2 HD can become a Shaman or Witch Doctor. The table below is mostly for use with AD&D Bhut (which can be derived from the OD&D version with the necessary modifications), but it can be used to decide which spells the OD&D Bhut spellcasters have access to.



**OD&D Bhut character class**

Level	XP	HD	AC	Dmg	Title	Special Abilities
	-204,800	2	9	1d2-1/1d2-1/1d2		Confuse Alignment
	-192,000	3	8	1d2/1d2/1d3		Move Silently
	-179,200	4+1	7	1d3/1d3/1d4	Lesser Bhut	Semi-Paralysis (1 round, +5 initiative, -1 to hit)
	-153,600	5+1	6	1d3/1d3/1d4		Immunity to Enchantments
	-102,400	6+1	5	1d4/1d4/1d6		Immunity to Poison/Gas
NM	0	7+2	4	1d4/1d4/1d6	Standard Bhut	Normal Monster abilities
1	204,800	8+2	3	1d6/1d6/1d8		Spellcaster, level 1* Special Ability I
2	409,600	9+2	2	1d6/1d6/1d8		Spellcaster, level 2* Full Paralysis
3	709,600	9+3	1	1d8/1d8/1d10	Greater Bhut	Spellcaster, level 3* Special Ability II Full control of Shapechange
4	+300,000	9+4	1	1d8/1d8/1d10		Spellcaster, level 4*

over 9+3 HD, the Bhut gains 1 spellcasting level and one hit point per level, while other abilities stay at the same level as other Greater Bhut.

\* only those Bhut who choose to become Shamans or Witch Doctors. All other Bhut receive one extra hit point per level, and attack as monsters with two more HD than they are.

**Special Abilities**

Rank	Mavasa	Maravidya	Jammudaru
I	Charm 2/day	Animate Undead Animals 2/day	Spoil Food & Water 2/day, Shatter 2/day
II	Hypnotic abilities as wolfwere	Control Undead as priest of level 3+	Cause Disease w/ touch (debilitating)

Spell Access for AD&D Bhut

	Mavasa	Maravidya	Jammudaru	All
Clerical Spheres	Charm, Summoning, Protection+, Travellers	Necromancy*, Healing*	Combat, War, Healing*	Chaos, All, Sun*, Elemental+
Magic Schools	Illusion, Conjunction	Necromancy, Abjuration	Invocation, Alteration	Divination

\* reverse only

+ minor access only

## BEYOND SIND: BROTHERHOOD OF THE THREE GODDESSES

Although the Bhuts are no longer as powerful or widespread as in the times of the chambahara rule in Sind, the tendrils of their influence are still felt across a much wider region than just the Great Waste or Sind. Bhuts are travellers by nature, and the scions of the three clans have always kept an eye on Darokin and the nations of the Sea of Dread.

Recruiting a number of other chambahara, some powerful undead, and even some humans, they have formed a cult, the Brotherhood of the Three Goddesses, which is found across and below the Sea of Dread. The cult takes the form of a secret society, whose members wear symbols in the form of a triskelion with wavy, irregular legs, often tattooed in yellow ink on the cultists' bodies, or inscribed on brooches and pins.

## The Brotherhood

The cult is organized in three branches, each headed by a different leader, and dedicated to one of the three goddesses of the Bhut pantheon.

*Hadric of Colbador* (Velya, C), a velya and a follower of Hel, leads the *Kali branch*, which is mostly composed of undead, with a few wereshark agents, and is headquartered in the Undersea ruins of the Taymoran city of Colhador. Hadric is much older than the Brotherhood, and has his own motives -- increasing his personal power, and restoring Taymora as an underwater undead nation. Hadric has agents in the Kingdom of Undersea and among the undead of Elegy Island.

*Morak* (Baldandar, C), a baldandar, leads the *Bhajyagwani branch* from his hideout in the raft city of Kron, where he is the High Sorcerer. The Bhajyagwani branch is composed of humans and shapechangers (some lesser bhuts, but mostly dopplegangers and baldandars). High-ranking human cultists are generally transformed into weresharks. Low-ranking

cultists are believed to be more useful and easier to control as humans, so they are only turned into lycanthropes if they are needed as shock troopers. Morak employs his considerable magical skills to control the king of Kron, turning the raft city into a pirate base.

The *Baron Rackham* (Human F9/Wereshark 4, C), a Tribune of Ierendi, is the leader of the *Dhamurgani branch*, which is composed mostly of humans and weresharks. Baron Rackham recently managed to acquire the position of Chancellor of the Tribunal, which gives him access to the resources of the Kingdom of Ierendi. Moreover, the cultists of Dhamurgani have acquired the services of groups of troglodytes and lizard men, falsely promising them free rule over Aloysius, Roister and Utter island.

Behind the scenes, Greater Bhuts pull the strings of all three of the branches. Outwardly, the bhuts appear as mere messengers, maintaining the communication channels among Hadric, Morak and Rackham. However, they hold the true power within the cult, and freely exchange information among them to stay one step ahead of their supposed leaders.

*Kavashin Jaitraputra Dvipasudana* (Bhut 4, C) acts as a courier and legbreaker for Baron Rackham. Apparently, he is just muscle for the Brotherhood, but actually he is a Greater Bhut warrior. He generally pulls back when faced with powerful enemies, in order not to give away his cover. He is typically found in the city of Ierendi during the day, although he retreats to his hideout in the troglodyte caves during the night.

*Viraavy Kundbeya Supratikaçava* (Bhut Shaman 4 of Hel, N) operates primarily on Elegy Island, although he frequently communicates by magic with Hadric of Colhador. In theory, he is supposed to report to the Velya and act as his agent in Elegy, but he has his own agenda, and plans to rid himself of the untrustworthy sea vampire.

*Suvarma Durmadeya Dviradaçanti* (Bhut Wicca 4, C) travels primarily in Minrothad, but can also be found on the raft city of Kron, or in Ierendi, bringing messages from Morak to the other members of the cult. A skilled illusionist, Suvarma can pass as a human also by night, making him the most versatile member of the trio.

## A Campaign Scheme for the Brotherhood

This scheme combines X1 Isle of Dread, X7 War Rafts of Kron, and Death in Freeport into a campaign, focusing on the Brotherhood as the primary enemy, providing a pulp/Cthulhu Mythos tone to the campaign. XSOLO Lathan's Gold is also useful for background information.

The campaign starts from the "dwarf's quest" in the latter module. Thorur Silverbeard the Young, master of the Goldsmiths' Guild, recently acquired the journal of Rory Barbarosa<sup>5</sup>, a deceased adventurer and explorer from the Thyatian territories on the Isle of Dawn. In his journal, Rory talks of gold artifacts inherited by the villagers of Tanaroa from their ancestors. However, there is one missing page in the journal -- the

<sup>5</sup> See X1 *Isle of Dread*.

page where Rory sketched a map of the Isle of Dread, where the village is located, and provided directions to it. Now, Thorur's agents have located the map in Ierendi (either in the castle library or in the People's Temple vaults). Thorur contacts the PCs (in particular any Ierendi or dwarf PC will be contacted, if possible) and offers to share with them the profits of an expedition to the Isle of Dread: the Goldsmiths will get exclusive rights to any gold mine (or other mine of precious minerals), while the PCs can keep all the manufactured items (coins, jewelry, weapons, etc.) they find in the process.

#### Death in Ierendi and The Isle of Dread

Death in Freeport, adapted to Ierendi, acts as the initial adventure in the campaign. The PCs travel to Ierendi City only to find that Lucius, the assistant archivist, and the document they are looking for are missing. A very concerned Royal Archivist, Farrem<sup>6</sup> will lead them to Lucius' house (Farrem replaces Brother Egil). From this point on, the PCs will go on the Death in Freeport adventure mostly as written. Baron Rackham replaces Milton Drac, and Red Rory Hackskull<sup>7</sup> replaces the orc pirate captain, Scarbelly. Red Rory's ship is a small galley with a mixed hin and human crew. Also, replace any Serpent Men with lizardmen and/or troglodytes. At the end of Death in Freeport, the PCs should find the missing pages of Rory Barbarosa's journal together with Lucius.

From there, the PCs will go on their Isle of Dread mission -- use the X1 Isle of Dread module to this end. However, the role of the

Kopru should be emphasized. These creatures are very intelligent, and will do their best to mind-control the PCs, sending them back to Ierendi and Undersea to contact their sleeper agents -- one of which is a high-ranking priest of the People's Temple of Ierendi (the People's Temple replaces the temple of the God of Knowledge from the Freeport trilogy, and the Kopru followers of Slizzark replace the Serpent Man followers of Yig). The mind-controlled characters will be led to the kopru statue, which is an idol of Slizzark, with hypnotic powers of its own.

#### Some Like it Hot

At this point, the mind-controlled PCs will go on a series of missions for the Kopru. Rather than playing these missions, which is tedious as the players have no control of the characters, it is best to have them deal with the consequences, after they come back to their minds -- which should take a couple of months. By that time, the PCs will have returned to Specularum, and will find on them some unusual items that will point out to their travels in the past months -- e.g., a piece of mummy wrappings with pre-Nithian pictograms, a potion of water breathing, knowledge of spells only found in Ylaruam, Undersea, or another area visited by the PCs, and so on. They may or may not pursue the investigation of their "missing months", but these will come back to haunt them anyway, either through nightmares, or through concrete consequences -- e.g., the PCs might be recognised as associates of captain Hackskull by Thyatian spies, or might be wanted as the assassins of Milos in Ierendi.

The first, although minor, goal of the Isle of Dread Kopru is to get back in touch with their compatriots in the Sunlit Sea. The

<sup>6</sup> Farrem is an NPC from *The Kingdom of Ierendi Gazetteer*.

<sup>7</sup> A Hin pirate from the Five Shires.

dominated PCs have therefore visited underwater volcanoes and met at least some Kopru.

### The Hackskull Run

The main goal of these Kopru is to increase the volcanic activity in the Sunlit Sea, which would enable them to take it over. To this end, they need to access and overcharge the elemental vortex under Honor Island.

They know that Red Rory Hackskull, a Hin pirate, is in contact with the Honor mages. They plan to smuggle the Slizzark Idol into Honor, using Red Rory and then his Honor contacts as the unwitting carriers.

Thus, at least one of the PCs (or their NPC retainers) will have spent part of the month looking for Red Rory. Red Rory, as a Hin, might be too resistant to domination, but not all his crewmen are Hin, so some will be dominated by the Slizzark Idol, which will then be passed over to the Honor mage contact.

### Terror in Ierendi

The second goal of the Kopru conspiracy is to protect their own assets in Ierendi from the aggression of the Brotherhood. In particular, the presence of a Brotherhood mole (Milos from *Death in Freeport*) in the People's Temple of Ierendi threatens the Kopru plan, Hazzik (who replaces Thuron from the Freeport adventures). The Kopru will have the most suitable mind-controlled PCs steal compromising documents from Lucius' house and kill Milos (if he survived from *Death in Freeport*).

This event should happen immediately before the end of the domination, and may start the *Terror in Freeport* and *Madness in Freeport* adventures.

### The Aloysius Ritual

Finally, the Kopru want a ready source of manpower and a diversion to keep Ierendi and the Brotherhood busy while they carry out their own plans. They plan to return to life the lizardmen of Aloysius, whom they know have been set in suspended animation by their priests. Thus, they send the remaining PCs on a quest to Malpoggi, to recover a Mogreth shaman fetish, then to Kirkuk in Ylaruam to smuggle a lizardman mummy priest<sup>8</sup> and awake it on Aloysius.

### The Conspiracy and War Rafts of Kron

Finally, the goal of the Brotherhood is to start a war in the Sea of Dread, pitting Undersea, Minrothad and Thyatis against each other, while plotting the takeover of Ierendi by the Dhamurgani branch under Baron Rackham. To the latter end, modify the effect of the Lighthouse of Drac from the Freeport Trilogy to cause a plague of wereshark lycanthropy. To the former, they manipulate Undersea and Kron as per X7 War Rafts of Kron.

Ideally, War Rafts of Kron and *Madness in Freeport* should be played in a very short timeframe, to increase the difficulty of fulfilling both tasks.

<sup>8</sup> This is the Lizardman priest found in Kirkuk's well in GAZ2, *The Emirates of Ylaruam*.

Possible outcomes

**Morak and the Brotherhood succeed fully.**

Ierendi's government will fall entirely in the hands of the Brotherhood as the Lighthouse in the Freeport Trilogy is completed (this will have the effect of decreasing the Saving Throws of non-shapechangers; it will also have the effect of increasing the virulence of the lycanthropic wereshark strain. Minrothad shipments will be harassed by Undersea and Kron, until the Guilds call in Thyatian help to wage war on Undersea. While Thyatis and Minrothad cannot hold Undersea, a weakened Undersea would easily fall into the hands of Hadric and/or the devilfishes, and Minrothad will not be able to lead another anti-lycanthrope crusade in the Sea of Dread, leaving Ierendi in the hands of the shapechangers.

**Morak fails and the Brotherhood's plot in Ierendi is averted.**

The Tribunal of Ierendi will turn back into the non-shapechanger's hands. In this case, Kron is destroyed or becomes less of a pirate state, and the Undersea-Minrothad war does not take place. The PCs are successful, and will likely become recognized heroes across the nations of the Sea of Dread.

**Morak fails, but the Brotherhood's plot in Ierendi succeeds.**

In this case, the Undersea-Minrothad war is averted. However, Ierendi falls in the hands of a lycanthropic government as the outcome of the construction of the Lighthouse. A new Silver Purge will take place in the form of an Ierendi-Minrothad war. Due to the lycanthropic plague, the traditional allies of Ierendi, Undersea, Honor, and the Five Shires, might desert them, leading to an easier victory by a Thyatis-backed Minrothad Guilds navy.

**Morak succeeds, but the Brotherhood's plot in Ierendi is averted.**

In this case, the Minrothad Guilds and Undersea are at war, with Kron exploiting the events to plunder Minrothad shippings. Ierendi remains out of the hostilities, but provides reinforcements to the Merrow if Hadric or the devilfishes take over Undersea.

Regardless of the outcome, unless the PCs have been very thorough in retracing their steps, the Kopru will have a new network of contacts set up across the Sea of Dread, and may have some aces up their sleeve to play in the near future -- in particular, a certain Mogreth priest recalled back from the slumber of death...

# Undead of Elegy Island

## A Mini-Player Crucible for the Undead

by Giampaolo Agosta, John Calvin, and Francesco Defferrari

### ATLAS OF ELEGY

The island of Elegy has served for centuries as the graveyard of the Makai tribes. Thus, the island is dotted with necropolises, and has only a small population -- in the past, it was considered taboo by most Makai tribes, and later on the poor terrain, unsuited for the style of plantation farming favored by the Ierendi landowners, did not encourage settlement.

The surface of the island, however, hides much. The graveyards are home to a number of Ancient Dead, including a few less-than-ancient mummies, as the richer Makai of modern times have restored the old practice of burial on Elegy. Below the graveyards, passages in the rock lead to the Shadowdeep, where the ruins of the Taymoran age lie, populated by undead followers of Tanyt, the Taymoran age identity of the Immortal Nyx. Finally, a mirror of Elegy Island exists in Limbo, populated by the spirits of Makai buried on the island which have not transitioned to the Outer Planes.

### Elegy Island

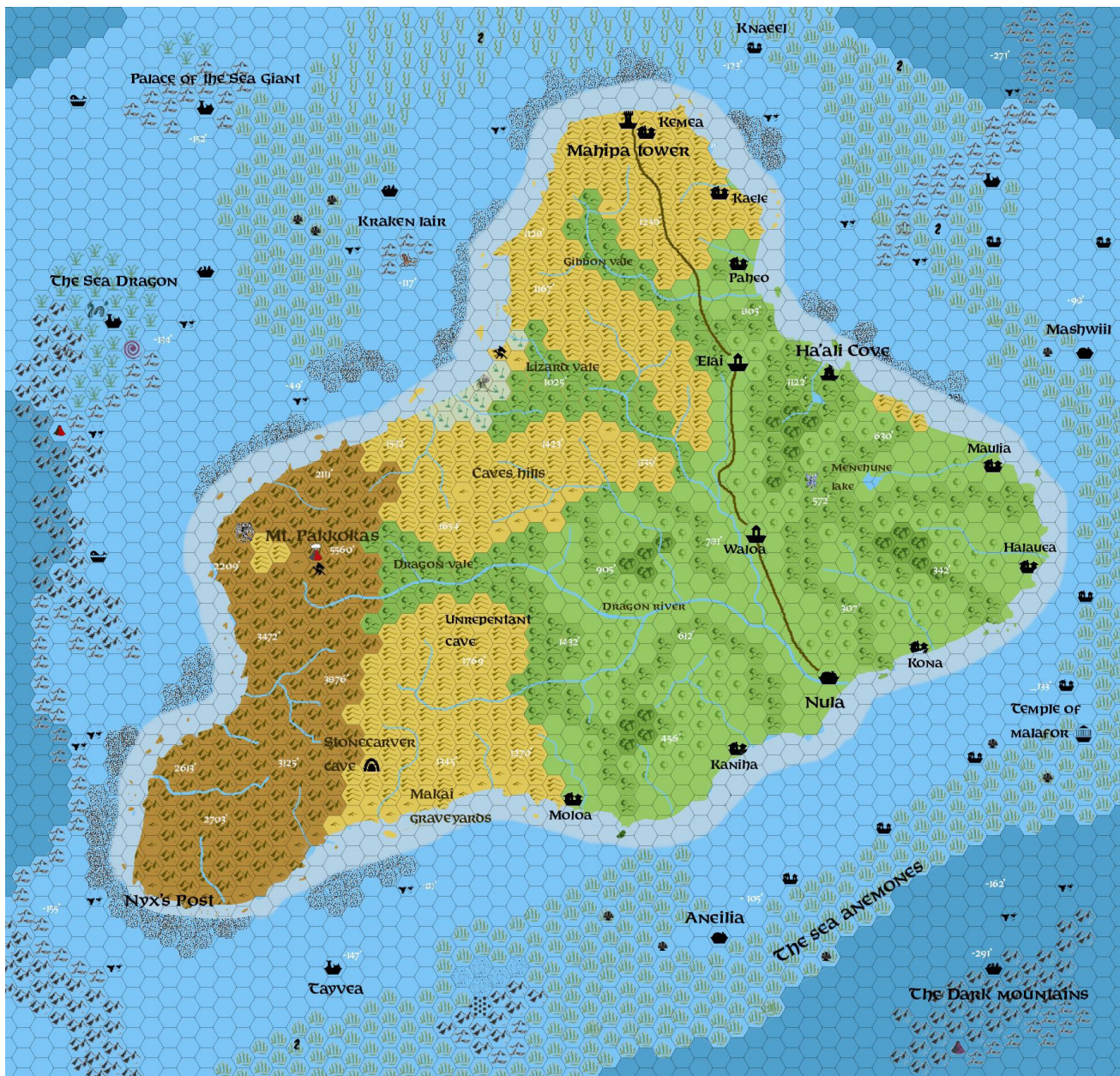
Elegy is a green, if rocky, island in the northwestern reaches of the Ierendi archipelago. The island features rocky cliffs swept by the winds and waves on its western coast, but the terrain becomes lower towards the east, so that the eastern coast is much more gentle. The middle part of the island comprises hills and valleys. The living population is concentrated on the eastern coast.

Elegy is mostly a pastoral, sleepy island. The White-faced Gibbon is the most typical animal found on the island. More common beasts include boars, sheep, giant lizards, and giant rats. Birds such as ravens and hawks are also common. The "Monstrous Atlas: Kingdom of Ierendi" by Sheldon Morris can be used to choose additional monsters, from the **Open** and **Wooded** terrain tables.

### Civilized Areas

**Nula, Village of the Living.** The areas around the village of Nula on the eastern coast of Elegy are inhabited by living humans (and a few demihumans). Nula itself has a population of 600 individuals, mostly Makai.

# ELEGY ISLAND



**Map key:** see the the location descriptions included in the article. Numbers in white are elevations in feet. Civilized areas are listed first, normally inhabited by humans and under the control of Ierendi's government. Borderlands areas are known to exist, but not fully explored, or simply the human

inhabitants of the island fear, but do not know that they could be inhabited by undead. Wilderness areas are fully unknown to the human inhabitants of the island. Undersea locations are mostly unknown to the human inhabitants, even if rumors and legends may exist about them.



Smaller villages along the eastern coast house the remaining tribes of Elegy, numbering only slightly above 2,000 individuals, for a total of 2,800 inhabitants<sup>1</sup>. Few undead venture here, mostly those who can cast illusions to hide themselves. In an Elegy campaign, this is an area where undead PC can interact with the living.

**Kaele and Paheo:** The inhabitants of these two villages are mostly Makai fishermen.

**Elai and Waloa:** These are inns along the road to Mahipa tower. Small garrisons of the Guard are also located here.

**Maulia, Halauea and Kona:** Makai villages.

**Kaniha and Moloa:** Makai villages. Moloa has recently seen a population boost due to the tomb construction business, with specialized immigrant workers, including a few dwarves and wizards.

### Borderland Areas

**Ha'ali Cove, pirate hideout.** This natural harbour on the eastern coast of Elegy has been claimed by the Ghoul crew of the *Revenge*, a pirate ship commanded by Donatello "The Black" Matringle. The undead pirates are relative newcomers to Elegy, and are building a power base here, with the aim of conquering Ierendi and turning it into an undead empire.

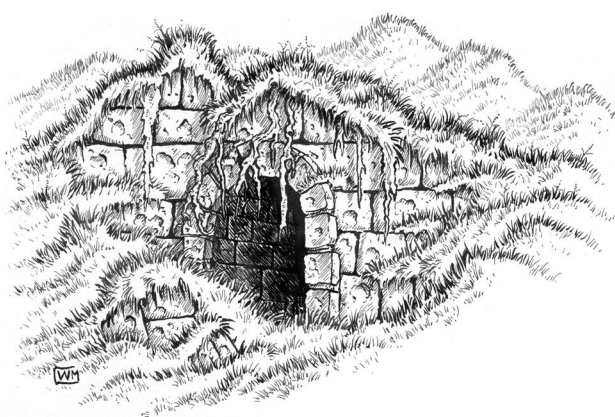
**Nyx's Post Pile.** This region on the southwestern coast is dotted with tombs,

<sup>1</sup> See "[History of Ierendi and Minrothad](#)" by Simone Neri in Threshold Issue #4 for a different treatment of Elegy, putting it at around 20,000 inhabitants.

both ancient and new. These are the tombs of rich Makai, buried here in the last century. These people sometimes come back as Mummies, due to accurate mummification techniques, or as vengeful spirits, when their treasures are robbed. This area should serve as a contrast to the ancient graveyard, providing undead PCs who are different not because of class feature, but for their more modern mindset.

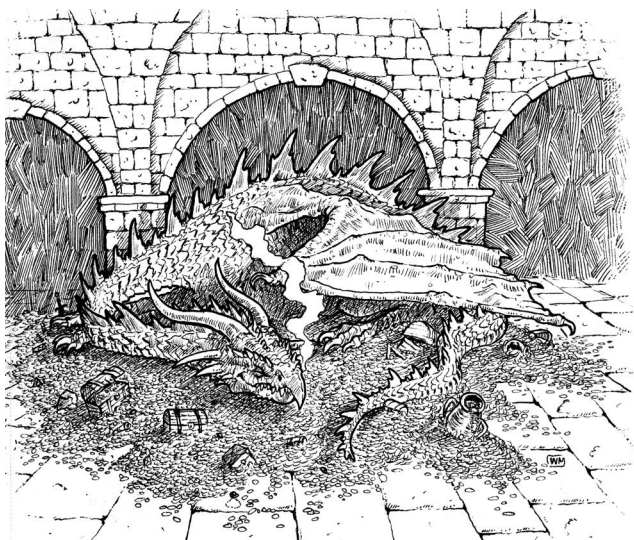
Ancient graveyards contain the tombs of Makai tribesmen from before the VI century. These people typically come back as Zombies, often animated by the undead spirit or mummy of an ancient chief or shaman. If a Zombie class is available, some of these Zombies may recover sentience with time, or possibly due to the influence of Nyx. The Unrepentant Dead is the undisputed lord of the ancient graveyard and its Zombie population.

**Makai graveyards.** This area is thick with Makai tombs. The most ancient dead can be found to the west, Make Nui and the newer ones to the east.



*Entrance to a Makai Tomb*

**Mount Pakkokas.** A amber dragon, Yolsu'um, lives here with many servants, possibly including harpies, goblins, elementals and flame salamanders, giants, rock trolls, constructs, undead, sphinxes and wercreatures. Many tales exist about the area, which is however unexplored. Yolsu'um, Lumnaar in Lizard Vale and Kaasthur the Sea dragon are rivals. Each is allied with one of the three immortals who wish to dominate Elegy's undead, Nyx, Hel and Thanatos. The DM may decide each dragon's specific affiliation.



*Yolsu'um, the Dragon of Mount Pakkokas*

**Dragon Vale.** The Mount Pakkokas dragon, Yolsu'um, controls this area, which is thick with giant lizards and snakes.

**Gibbon Vale.** Area where the famous Elegy white-faced gibbon is more common. Other native animals include giant rats, wild boars, giant lizards and all kinds of birds, snakes and insects. The persistent rumor about intelligent gibbons (or maybe white apes or rock baboons) may be true or not depending on the DM's preference.

**Mahipa tower and Kemea.** A garrison controlled by the Ierendian government, with about 50 soldiers, an anchored ship in a very small port, and a little village of Makai fishermen nearby. Sphinxes are often spotted around these cliffs, but many believe their presence is just a legend or belongs to the past.

**Menehune lake.** This lake is the home of the *Menehune*, the name Makai use for fairies. The category could include sprites, pixies, leprechauns, brownies, gremlins, faenare, nixies, dryads or even satyrs at the DM's discretion.

**Dragon River Vale.** There are a lot of stories about wercreatures living in these woods. Only a few Makai and Ierendian soldiers come here to gather wood.

#### Wilderness Areas

**Stonecarver cave.** This cave is Jaime "Honey-Creeper" Ahua's home. It connects with extensive underground tunnels, and includes access.

**Unrepentant cave.** This cave is inhabited by Unrepentant Dead. The entire area is overrun by the Unrepentant Dead's servants, mostly animated dead like zombies and skeletons.

**Cave Hills.** This is a contested area between the Yolsu'um and Lumnaar, the Lizard Vale dragon. Rockmen, fungoids, undead and wercreatures are rumored to live in the area, or in the region beneath it.

**Lizard Vale.** *Lumnaar*, a dragon, lives in this swampy area, with undead and living



*Lumnaar, the Dragon of Lizard Vale*

lizardmen and troglodytes as servants. Hydras are also present among the local fauna, according to tavern's tales. Rumors abound that Lumnaar is an undead dragon, a night dragon or a gemstone dragon, and that she was the mother of Attura, the great green dragon of Atruaghin lands. These rumors may be true or false depending on the DM's preference.

### Undersea Locations

**The sea dragon.** A great sea dragon, *Kaasthur*, has his lair here, and is a bitter rival of the two dragons on Elegy's surface. Kaasthur is rumored to have zombies, ghouls and velyas in his service. The dragon fancies itself a rival of Thundar, but he is not as strong as the dragon of mount Thun, and keeps well out of Thundaria.

**Palace of the Sea Giant.** The sea giant *Hríd* is rumored to be a powerful wizard, or necromancer, allied with Yolsu'um, the dragon of Mount Pakkokas.

**Kraken lair.** The Kraken that nests here is a pawn under the control of Lumnaar, the dragon of Lizard Vale, who uses it to harass the servants of Kaasthur.

**Tayvea.** An ancient Taymoran ruin, rumored to be inhabited by a powerful circle of velyas.

**Aneilia.** A merrow town whose economy is mostly based on harvesting the local anemones. Some of them are in fact sold as food delicacy to tritons, knas, aquatic elves and other Undersea inhabitants, and others have toxic, mind altering or magical properties which are even more precious.

**The sea anemones.** A great extension of anemones cover all the sea floor south and east of Elegy island. A rare species, the black anemone, is also rumored to be sacred to Nyx, and its poison would be capable of conferring intelligent undeath (as velya) to anyone who is killed by it. Several merrow villages dot the sea floor near the anemone fields.

**The Dark Mountains.** This deep area is inhabited by a devilish detachment, with other sea undead, who often try to harvest the anemones for their own purposes.

**Temple of Malafor.** A great temple to the merrow immortal is here, specialized in the study of the anemones and undeath. According to rumors, the merrow priests hope to develop their own strain of intelligent eternal life by studying ancient Taymoran tablets.

**Mashwiil.** Another important merrow community, although a bit less civilized than Aneilia. Its inhabitants are known for aiding and abetting surface-dwelling pirates.

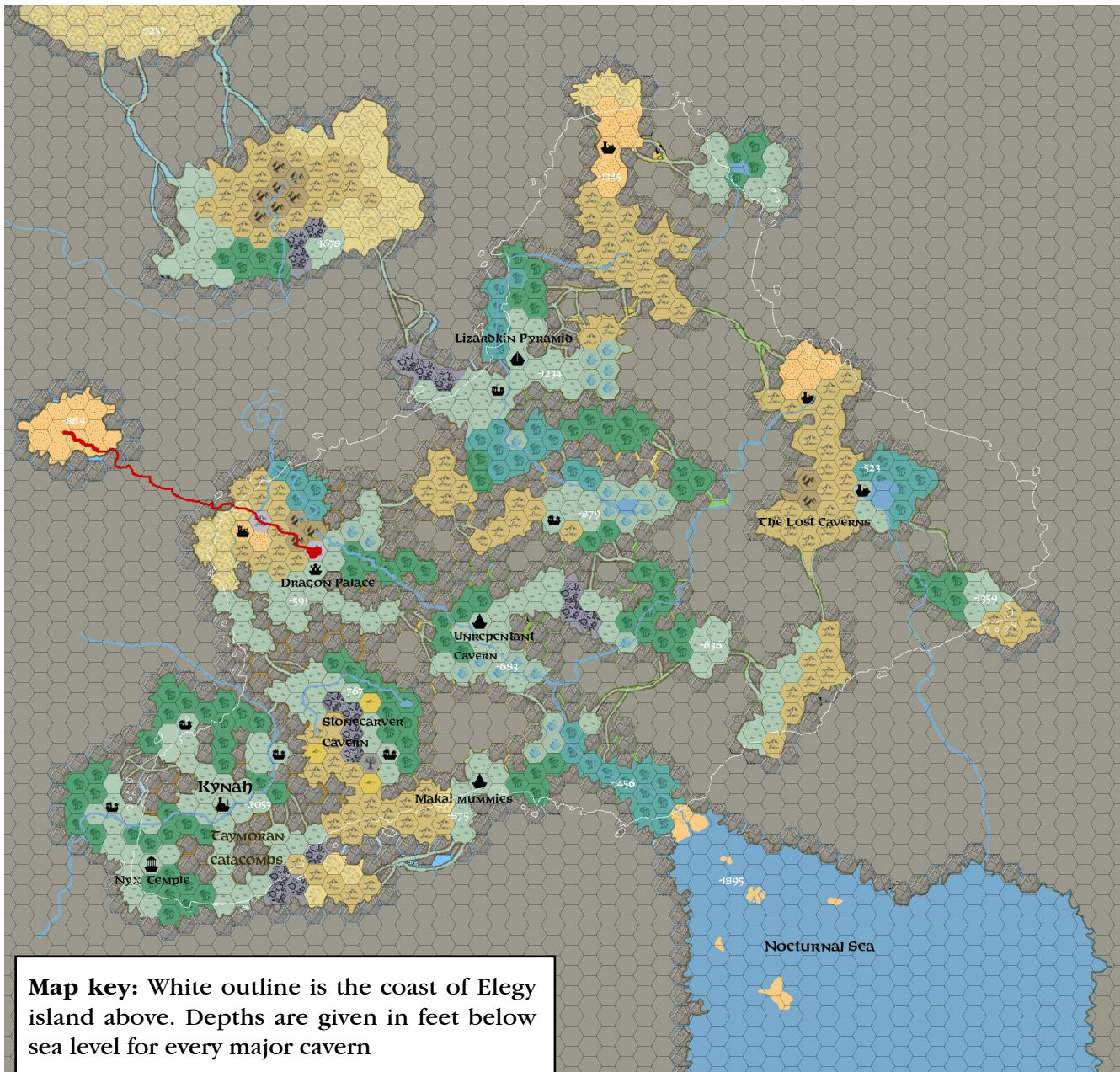
**Knaeel.** A community controlled by kna, who are obviously interested in trading in anemones and ancient Taymoran secrets.

## The Shadowdeep

Mystara's Shadowdeep is that region of the planet's crust that lies somewhere beneath the surface of the planet, yet above the layer of molten World Shield ore that separates the Outer World from the Hollow World. The

caverns of the Shadow Elves are perhaps the widest known example of this region, but countless other cavern systems dot the interior of Mystara's crust, many of which interconnect through tunnels and underground rivers and streams.

## Shadowdeep Map



### Stonecarver Ruins

Jaime Honey-Creeper Ahua and his undead servants maintain a hideout in a Stonecarver cave deep under Elegy, but over the Shadowdeep proper.

The vast cavern domain is a wonder to behold, with nearly every inch of stone having been tirelessly worked by his undead minions over the centuries. Stalactites shaped to look like massive trees appear to brace the cavern's ceiling, their trunks and roots extending down into the floor. Murals depicting the natural world have been carved into every wall, and fungi from the mundane to the giant are grown and nurtured by Jaime's minions.

In the center of the cavern lies another massive statue; a vast stone tree with branches outstretched. Within its base is carved a temple to Djaea, its inner sanctum holding Jaime's phylactery, the ancient skull of the dragon Ehrssus<sup>2</sup>.

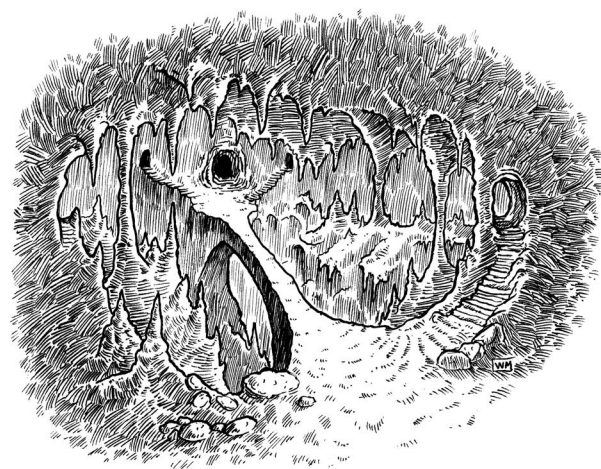
Jaime has various minions that he can call upon to do his bidding, both alive and undead, and some in between, the pride of which are three giant ant colonies that inhabit his cavern, one in the north, and two to the south and west. Over the centuries the ants have developed an immunity to the spores of yellow musk creepers and formed a symbiotic relationship with the dangerous plants. Each of the three ant colonies feed and tend their own yellow musk creeper

<sup>2</sup> Ehrssus is a dragon from the Mystara 2300 BC campaign setting. She is in actuality a Mogrethian lizardman reborn in a dragon's body. More information about her can be found in the ["Dragons of 2300 BC"](#) thread at The Piazza.

garden. While the spores do not infect living ants, they will animate the husks of dead ants, creating additional workers and warriors that help defend the hives... and Jaime's cavern.

Other undead can be found in the ruins as well as well, including skeletons and zombies in all stages of decay. These remain mostly dormant, covered in slime and various fungal growth until called upon to act by their master. More powerful creatures can also be found wandering in this domain, including fungoids, dusanu, and even one sacrol (the embodiment of all the lizardmen slain by the Nithian plague of BC 500). Of these the sacrol is the most dangerous, and Jaime is careful to keep it under control in his lair lest it wreak havoc upon the living of the surface.

A small village of myconids tends to Djaea's temple in the middle of the cavern. They help tend and nurture the fungi growing in the cave, and sometimes set forth into the dark to deal and trade with other denizens of the Shadowdeep. Their leader is a burgeoning druid, and an acolyte under Jaime's tutelage.



*The Shadowdeep*

## The Taymoran Catacombs of Kynah

These catacombs are deep underground, and were originally accessed through entrances now collapsed under the sea. The Undecayed are the most common inhabitants of this area, although Ancient Dead and spirits sometimes also appear.

The Qliphonim are the Undecayed inhabitants of Kynah, a set of caverns in the Shadowdeep under the island of Elegy. It is worth noting that Elegy was never part of Taymora. Rather, there was a Taymoran colony in what at the time was Azcan territory, called *Akinaz*. Akinaz was a mining colony of Sarroch, a major Taymoran city in the Western Borderlands region. Mining, as well as agriculture, was mostly handled by Azcan subjects, whereas the Taymoran colonists dealt with the smelting and refining operations, as well as security. When the Taymoran cataclysm hit, the earth was shaken, and the entire area was flooded. Akinaz sunk under the earth, but Nyx preserved part of it, letting it slide into the Shadowdeep. The inhabitants died, but she brought back her faithful as the Undecayed.

They named the region *Kynah*, which means "Elegy" in their Taymoran language, and started rebuilding Akinaz and expanding their control. Across almost three millennia, they have gathered power, magic, and knowledge, but have been constantly limited by their inability to produce more of their kind. The Qliphonim clerics and mages are able to animate pottery statues (equivalent to Crystal Living Statues in powers), which they use extensively as soldiers, miners, and in other menial jobs, freeing the relatively few Undecayed for more important activities. A

few of the most powerful clerics are also able to create golems, but these creations are costly, and therefore reserved for use as guardians and special troops.

## Other Shadowdeep Locations

**Makai mummies:** Here dwell mostly the Ancient dead, preserved bodies of Makai chiefs.

**Unrepentant cavern:** This is the main hideout of the Unrepentant dead, heavily guarded by his minions and pawns.

**Dragon palace:** The underground palace of Yolsu'um, near a lake of lava deep under the surface.

**Lizardkin pyramid:** Undead lizardmen dwell here around an ancient pyramid, maybe Oltec or Taymoran in origin. They are controlled by Lumnaar.

**The Lost Caverns:** The eastern area of Elegy's Shadowdeep is unexplored even by most undead. It is supposed to be inhabited only by unintelligent monsters which dwell in ancient Taymoran and older ruins. Some inhabitants of the Shadowdeep believe ancient brutemen and small dinosaurs inhabit these caverns.

**Nocturnal Sea:** A mysterious underground lake or sea where all manner of water creatures are rumored to live.

## Ala'ia, Limbo's Elegy



### Map key:

Limbo is shown mostly in grey and purple colors due to its ethereal nature, see full description below.

Limbo is a region of the Ethereal that closely mirrors Mystara. The souls of recent dead remain there until collected by servants of their Immortal patrons. Souls of people who did not follow the teachings of any Immortal in life are not collected, and must find their own way to the Outer Plane matching their alignment. Some remain in Limbo for a long time, forming small societies for mutual protection against the predations of the Minions of Chaos, servants of the Entropic Immortals who hunt down these souls to carry them to the Pyts.

While Nyx is an Immortal of the Sphere of Entropy, she is mainly interested in unlife and new forms of it. She took notice of these small communities of souls in Limbo, and decided to make an experiment in unlife -- she planted an artifact, the *A'u ke 'Ala'ia* (Monolith of Elegy, in the Makai language), on the coast of Elegy. In Mystara, the monolith is merely a geographical feature, Nyx's Post. In Limbo, it appears as a giant monolith covered in carvings. It radiates a form of magical energy that has two effects. First, it confuses the senses of Minions of Chaos and similar beings, who are not able to detect souls at more than 10' while on 'Ala'ia (Elegy goes by its original Makai name in Limbo). Second, it permeates the soil of Limbo, allowing it to grow a plant, *sa'au*, which can be consumed by Limbo's souls to strengthen themselves -- a soul on a regular *sa'au* diet slowly regenerates hit points (1/month). Due to the sense-confusing effects of the *A'u ke 'Ala'ia*, souls are not collected as it normally happens in the rest of Limbo. Thus, after Nyx planted the monolith, a large community of souls developed on 'Ala'ia. These souls explored the island, and soon started to build canoes to explore

Limbo's seas. They therefore discovered that, out of 'Ala'ia, the Archons came to collect them. The soul population of 'Ala'ia quickly dropped after the discovery -- most of the Makai worshipped the Immortals, and were glad to leave Limbo. A few remained behind, either because they did not trust the Immortals, or because they remained to guide future souls. In time, those who remained for a longer time discovered they could develop new abilities, and became the Uncorporeal (*Huaka'i* in the Makai language).

The *Huaka'i* have slowly increased in numbers as more dead were entombed on Elegy, and a number of errant souls from the southern reaches of Brun joined them in time. 'Ala'ia now has roughly 3,000 inhabitants, 70% of whom are Makai who do not follow the teachings of the Immortals (or have good reason to avoid meeting their servants). The remaining are equally divided between foreign souls, and souls of Makai chiefs and warriors who feel responsible for directing the souls of other Makai towards the afterlife.

### Other Locations in Limbo

**Taymorans and Stonecarvers:** A few agents of the Taymorans of Kynah and the followers of Jaime maintain a presence in Limbo, hidden from the Makai and the other inhabitants.

**Makai towers and Makai forts:** These guard posts are here mainly to prevent the Unrepentant Dead from threatening the Monolith or the *Sa'au* fields.

**The Unrepentant Dead's territory:** The original haunt of the Unrepentant Dead.



Although he and his followers nowadays limit themselves to the material world, the Uncorporeals of 'Ala'ia avoid these areas for security reasons.

**Mele, Himeni, Kanakau and the Sa'au fields:** These small villages are the main centres for the harvesting of Sa'au as the plant fields are mostly located in this region.

**Spirit woods:** This area of Limbo is supposedly controlled by the Menehune (fairies) of Elegy's surface.

**Pirates:** A group of Uncorporeal pirates lives here. If Donatello "The Black" Matrongle is able to contact them, he would be interested in obtaining their fealty.

**Lizardmen:** A group of Uncorporeal lizardmen dwell here, supposedly controlled by the dragon of Lizard Vale on Elegy's surface.

**The Night dragon mountains:** This area is controlled by Yolsu'um, the dragon of Mount Pakkokas, or by a mysterious Night dragon.

**The Shadow dragon hills:** This area is avoided because it is inhabited by an Uncorporeal dragon, whose allegiance is unknown. Some suspect it may be allied with the Unrepentant dead.

**The White Island:** While it is quite far from Elegy itself, White Island is the lair of the Ether weirds, a race of outer planar beings who moved there when their native plane was destroyed, and Orisis recruited them to guard the island. The weirds are very dangerous for the undead, as they can drain their life energy. For now, the *Huaka'i* have

not been able to or interested in leaving Elegy, while the Ether weirds do not leave the White Island which they are sworn to protect, except at the behest of Orisis. Should they meet, conflict is extremely likely to occur.

## UNDEAD CHARACTERS

This section presents Classic D&D rules for Undead as player creatures, in the style of the "Player Crucible" series.

Among the Undead of Elegy Island, four categories are prevalent: the Undecayed, a special kind of corporeal undead similar to intelligent zombies; the Uncorporeal, which include all manner of ghosts and spirits; the Ancient Dead, corporeal undead commonly known as mummies; and the Ghouls, corpse-devourers who have recently arrived on the island. Other undead, such as Night Dragons, Death Knights, Liches, and Vampires, may also appear, but they are limited to few individuals, and therefore are not covered by these rules.

### The Undecayed

The Undecayed<sup>3</sup> are similar to Zombies, except that they retain the same level of intelligence they had in life, and their physical decay stops when they are reanimated. Undecayed PCs start out as NM Zombies (except for their attributes, which are the same as in life), with a negative XP limit (-2000 XP) to overcome. After that, they

<sup>3</sup> See the Koskatop series by F. Defferrari in Threshold Issue [#1](#) and [#9](#) for more details on Undecayed.

## Using Ghostwalk with Elegy Island

Ghostwalk is a 3rd Edition campaign setting designed by Monte Cook and Sean K. Reynolds, that deals with continuing campaign play even after a character's "death". As such, it can be an asset for those wishing to run an undead heavy campaign, and can provide character options for playing with, or against, the undead. Following we will outline some of the key components of the Ghostwalk campaign setting and how they might be adapted to work in Mystara, on Elegy Island.

### Ghost Characters

One of the intended goals of the Ghostwalk campaign setting is to allow Players to continue playing their Characters, even after their characters have died. These characters are referred to as Ghosts in the Ghostwalk setting (not to be confused with the undead monster of the same name). In this sense, Ghosts are analogous to The Uncorporeal presented in this article.

### City of Manifest

In Ghostwalk, the City of Manifest is built around a special region in the setting that allows spirits to maintain a corporeal existence even without their living bodies. On Elegy Island this region would be centered around Nyx's artifact, the Monolith of Elegy, with its properties spanning across Elegy Island both in Limbo and on the Prime Plane.

### The True Afterlife

In Ghostwalk, the souls of the departed pass through Manifest's gate and enter the

True Afterlife (and are henceforth removed from play). In the Mystara campaign setting, it is possible for the souls of the departed to continue adventuring once they have reached Limbo. In this sense, Limbo cannot be considered an analog for Ghostwalk's the True Afterlife, however once outside the Monolith of Elegy's sphere of influence, souls can be carried away by Archons to the Outer Planes. Should a dead character experience this, consider them to have passed to the True Afterlife and remove them from play.

### Why use Ghostwalk with Elegy?

In addition to the setting rules and ghost character progression rules presented in Ghostwalk, the campaign setting also offers a plethora of information on special abilities for ghosts, new monsters that could be incorporated into a ghostly setting, and numerous treasures and magical items that can be used both by ghosts, and by living characters confronting them. In a setting that includes incorporeal characters often possessing powerful abilities, it is important that the campaign setting offer rules and options for balanced play.

can take any class accessible to a human (often the same they had in life), although they suffer from a -20% XP penalty.

As Zombies, they have the standard undead immunities to *sleep*, *charm* and level drain. Healing spells act as reversed on them.

They can use any type of equipment available to normal humans and demihumans.

While Undecayed maintain the same Charisma score as in life, they suffer from a -3 reaction penalty from the living, due to their generally unhealthy appearance.

## The UNCORPOREAL

The Uncorporeal are undead spirits. As the name says, they are generally incorporeal, since they reside in Limbo. They can travel to and from the Ethereal, assuming material form. Moreover, powerful Uncorporeal gain powers that allow them to possess dead bodies or even the living, drain energy, or perform other supernatural abilities. In Limbo, they appear as normal people, with Armor Class 9 and normal damage (by weapon). They can use weapons, armor and other Ethereal equipment while in Limbo, but not in the Prime Material.

Table: Uncorporeal Character Class

Level	XP	AC	HD	Damage	Powers
NM	0	6	1	1d6	undead immunity, incorporeal, materialize (2 rounds, can enter the Ethereal only 1/day)
1	2000	6	2	1d6	materialize (1 round)
2	4000	5	3	1d6	Special Ability, immunity to normal weapons (hit by silver weapons)
3	8000	5	3	1d6	Special Ability
4	16000	4	4	1d8	Silver weapons do 1/2 damage
5	32000	4	5	1d8	Enter the Ethereal 2/day
6	64000	3	6	1d8	+1 weapons to hit
7	128000	3	6	1d8	Special Ability
8	256000	3	7	1d10	
9	512000	2	8	1d10	Enter the Ethereal 3/day
10	812000	2	9	1d10	materialize (instant)
11+	300000	2 (1 at 12 & -1/4 lvls)	+2 hp	1d10	+2 weapons to hit at level 13, +1 Special Ability/4 levels

**Special abilities:**

*Summon:* summon 1d4 other Uncorporeals with 1/4 HD.

*Charm:* gaze attack, imposes a -1 ST penalty every 4 levels of the Uncorporeal.

*Animate Plant:* as the Odic power.

*Spell-like ability* (allows to cast one of the following spells as a Cleric of same level): Animate Dead, Finger of Death, Cause Disease. All spell-like abilities are usable 1/day, and at will after level 16.

*Poisonous Presence:* poison all food, water, potions, and kills small plants and insects.

*Age:* as the Haunt power; before level 10, ages by 1d4x5 years/

*Magic Resistance:* 5%/lvl, not effective against spells that target Evil.

*Possession:* allows possession of dead bodies before level 9, as Ghost *or* Odic power afterwards.

*Wail:* as Lesser Banshee wail before level 9, as Banshee wail afterwards.

*Paralyzing Gaze:* as the Haunt power; before level 10, paralyzes for 1d4 rounds.

*Drain Energy:* touch attack drains 1 level; the power can be taken twice to drain 2 levels.

*Ectoplasmic Net:* as the Haunt power; requires materialize instantly (achieved at level 10) as a prerequisite.

*Poltergeist:* the spirit is invisible even when it materializes

*Pristine appearance:* the spirit's material form is pristine (can pass for a living being and does not suffer from reaction penalties from the mortals)

*Makai ancestor spirit form:* the spirit's material form is that of a totem animal, such as an owl or shark. This form does not suffer from reaction penalties from the living.

**The Ancient Dead**

The Ancient Dead are preserved bodies of (usually) Makai chiefs, shamans and warriors, and more recently rich Makai landowners and merchants. The dead spirit never leaves the preserved body, thus the Mummies are fully corporeal, and cannot enter Limbo. They can use most equipment, including armor and weapons.

**Salient Abilities** (based on AD&D Van Richten's guide):

*Charm Person:* works as Control Undead, but on people and monsters, subject to ST vs Spell.

*Undead Liege:* the Mummy controls undead as a spellcasting undead, or with a +3 level bonus if it is already a spellcasting undead.

*Curse:* as the reversed Remove Curse spell, 1/day up to level 6, 2/day up to level 9, 3/day up to level 15, at will thereafter.

*Elemental Command:* the Mummy acquires powers similar to the Glantrian Secret Craft

of Earth Elementalism. The salient ability can be taken multiple times, each providing access to a new Circle.

*Magic Resistance:* 5% per level.

*Retained Class Abilities:* the Mummy can cast spells as full Cleric instead of Shaman, use Fighter special abilities after level 9, or use MS, HS, RL, F/RT as Thief of equal level, depending on its class in life. They can learn Weapon Masteries as per their original class, although they use the Cleric/Thief/Magic User progression.

*Summon Animals:* the Mummy has the same summoning powers as a standard Vampire.

*Weightless:* the Mummy acquires the Climb Walls skill as a Thief of same level, and increases its Move rating by +30'/round; at level 9, it gains Levitate at will; at level 18, it can Fly at will.

*Greater Rot:* the Disease attack imposes a -1 penalty to ST per each 5 levels of the Mummy (minimum -2).

*Illusion:* cast Phantasmal Force at will.

Mummies cannot retain wizardly magic even if they had them in life. They can learn to cast clerical spells even if they had not the ability in life (and if they had, they can take the Retained Class Abilities salient ability to cast spells as a full Cleric instead of as a Shaman).

Table: Ancient Dead Character Class

Level	XP	AC	HD	Damage	Powers
	-25600	AC 6	2+1 HD	dmg 1d6	half damage from normal weapons, full damage from fire and magic weapons, undead immunities
	-12800	AC 5	3+1*HD	dmg 1d8	gain fear power
	-6400	AC 4	4+1*HD	dmg 1d10	half damage from fire, 1/4 damage from normal weapons
NM	0	AC 3	5+1**HD	dmg 1d12	half damage from fire, spells and magic weapons, immune to normal weapons, fear & disease
1	25600	AC 3	6+1**HD	dmg 1d12	
2	51200	AC 3	7+1**HD	dmg 1d12	
3	102400	AC 2	7+1***HD	dmg 2d8	Salient Ability
4	204800	AC 2	8+1***HD	dmg 2d8	-1 ST vs fear ability
5	409600	AC 2	9+1***HD	dmg 2d8	
6	709600	AC 1	10+2***HD	dmg 2d10	
7	1009600	AC 1	10+2****HD	dmg 2d10	Salient Ability
8	1309600	AC 1	11+2****HD	dmg 2d10	-2 ST vs fear ability
9	1609600	AC 0	+2hp	dmg 2d12	
10+	+300000/lvl	AC 0	+2hp	dmg 2d12	1 Salient Ability/4 lvls, -1 ST vs fear ability/4lvls

## The Ghoul

The Ghoul Player Creature represents not only normal Ghouls, but also Elder Ghouls, Agarats, Wyrds, Ghosts and others of their ilk. In Elegy, Ghouls exist primarily as part of the crew of the Revenge, Donatello "the Black" Matringle's war galley. Ghouls can use all types of equipment, although they generally eschew weapons, since their unarmed attacks are more powerful.

Player Creature Ghoul, contrary to the standard monsters, have retained at least a basic level of Intelligence, although they still generally do not remember much about their former lives (although those with the "Retained Class Abilities" special ability may remember more).

### Special Abilities:

*Elder Ghoul Light*: -2 penalty to enemy attack and damage in 25', ST vs Spells to avoid.

*Agarat Scream*: energy drain 1/turn, lasts 1d4 turns, ST vs Spell; can be taken twice to drain 2 levels.

*Carrion Stench*: -4 penalty to enemy attacks, ST vs poison.

*Ghoul Lord*: the paralyzing attack of the Ghoul now affects Elves; bite damage increases to next die size.

*Wyrd* (prerequisite: Elf in life): ranged attack as a Wyrd, damage 1d6/1d6 up to level 4, 1d8/1d8 up to level 7, 1d10/1d10 afterwards.

Table: Ghoul Character Class

Level	XP	AC	HD	Damage	Powers
	-2000	7	1	1d2/1d2/1d2	paralysis 1d4 turns (ST at +2), undead immunities
NM	0	6	2	1d3/1d3/1d3	paralysis 2d4 turns
1	2000 XP	6	3	1d3/1d3/1d3	
2	4000 XP	5	4	1d3/1d3/1d4	
3	8000 XP	5	4	1d4/1d4/1d4	Special Ability
4	16000 XP	4	5	1d4/1d4/1d6	cold iron or magic weapons to hit
5	32000 XP	4	6	1d4/1d4/1d6	
6	64000 XP	3	6	1d4/1d4/1d6	+1 weapons to hit
7	128000 XP	3	7	1d6/1d6/1d6	paralysis affects elves (1d4 turns and ST at +2)
8	256000 XP	2	8	1d6/1d6/1d6	Special Ability
9	512000 XP	1	9	1d6/1d6/1d6	+2 weapons to hit
10+	812000 XP (+300000/lvl)	0	9 +2hp/lvl	1d6/1d6/1d8	1 Special Ability at lvl 13 and every 5 levels thereafter

**Sustenance:** the Ghoul can regenerate HP by eating rotten humanoid meat (1 hp per level per day).

**Spell-like abilities:** allows to cast one spell as a Cleric of same level, chosen among Fear, Cause Disease, Speak with Dead, and Animate Dead (1/day, 2/day from level 8, at will from level 16).

**Fast Movement:** Movement +30' round; at level 9, gain burrowing movement at 1/2 speed.

**Lacedon:** Swimming movement equals land movement.

**Retained Class Abilities:** the Ghoul can cast spells as full Cleric or Magic User instead of Shaman or Wicca (but still need to gain additional experience as a Creature Shaman or Wicca), use Fighter special abilities after level 9, or use MS, HS, RL, F/RT as Thief of equal level, depending on its character class in life. They can learn Weapon Masteries as per their original class, although they use the Cleric/Thief/Magic User progression.

## WHO'S WHO AMONG THE DEAD

### Jaime "Honey-Creeper" Ahua

Druidic Lich, Last of the Stonecarvers

Druid Lich 36, TN

Str 13, Int 14, Wis 18,  
Dex 12, Con 11, Cha 17

AC 0 (requires magical weapons to hit),  
HD 9d6+27, HP 58

**Attacks:** 1d10 + paralysis (unarmed) or by spell

**Skills (15):** Language (Stonecarver, Taymoran, Nithian, Makai, Ierendian, Thyatian), Ancient History (14), Nature Lore (14), Thanatology (14), Religion (18), Leadership (17), Military Tactics (14), Survival (Forest) (14), Magic Theory (14), Knowledge of Elegy (14), Ceremony (Djaea) (18)

**Weapon Masteries (10):** Staff (Master), Net (Skilled), Warhammer (Skilled), Sling (Basic), Club (Basic)

**Special Abilities:** Jaime has all the standard Lich powers and immunities. He also carries several powerful magic items, including a Staff of the Druids, Amulet of Protection from Crystal Balls and ESP, and Wand of Polymorphing.

**Unique Abilities:** differently from other druids and from common liches, Jaime can access all druid spells and all wizard spells of the school of necromancy.

The last descendant of the Stonecarver kings, Jaime was the high priest/druid of a secret sect of Djaea worshipers during his people's occupation by Taymora. When that nation finally started to crumble due to infighting and civil war, Jaime seized the opportunity and threw off the yoke of his oppressors.

Unfortunately it was at just this moment, that the last remnants of ancient Mogreth, led by the dragon Ehrssus, descended upon the last refuge of the Stonecarvers, decimating them. Jaime destroyed Ehrssus, but was mortally wounded during the battle. With his dying breath, Jaime cursed the dragon and all of her followers to a slow and painful demise. The remaining lizardmen succumbed to a mysterious desiccating disease and were completely wiped out over the course of the following decades.

Jaime's spirit persisted, and his undying body reformed from the earth itself. For a time he journeyed among the Nithian explorers of the era in search of his people, but never found them. On the islands of Ierendi however, he did rediscover his legacy. Lizardmen who had lived in relative peace with their neighbors for centuries were dying a slow and painful death, withering away until their bodies were little more than desiccated husks. Appalled at what he had wrought, Jaime settled among the islanders and set about the task of undoing the curse he unleashed centuries before.

Though ultimately unable to alter the lizardmen's fate, Jaime has nonetheless remained in the area, determined to return balance to the region that his own rage and carelessness have decimated.

### The Skull of Ehrssus

This blackened skull appears to be made from charred bone fused with obsidian. It was discovered by Jaime shortly after his body reformed from the earth, and is tied to his life force. Within the skull grow a myriad of fungi, their mycelial tendrils stretching out from the Temple of Djaea to touch nearly every section of Elegy Island.

Jaime's body will reform as long as either the skull, or its mycelium, remain intact. Should the skull be destroyed and even the smallest portion of its symbiotic fungi remains (anywhere on Elegy Island) it will reform somewhere else on the island. Because of his link to the artifact, Jaime knows where the skull is at all times, even if it has been destroyed and reformed in another location. The only way to destroy Jaime and his phylactery (sans Ehrssus' rebirth - see below), is to first eradicate all traces of the skull's fungus and mycelium - a daunting task indeed.



## Donatello "The Black" Matringle

Ghoul Lord, Captain of the Revenge, Former King of Ierend

Ghoul 18, CE

Str 14, Int 13, Wis 11,  
Dex 13, Con 13, Cha 16

AC 0 (requires +2 weapons to hit; -2 AC/3 & Deflect 2 when wielding a rapier), HD 9+16, HP 70

**Attacks:** 1d6/1d6/1d10 + paralysis (unarmed) or 1d8+5 (or Disarm at -2 ST)/1d6+3 (x2 on 19-20) (rapier +2 and dagger +2)

**Skills (9):** Navigation 13, Artillery 13, Shipbuilding 13, Intimidation 14, Leadership 16, Bargaining 16, Deception 16, Piloting (Ship), Language (Ierendian Native, Thyatian 13)

**Weapon Masteries (7):** Rapier (Expert), Dagger (Expert), Spear (Basic)

**Special Abilities (4):** Retained Class Abilities (Thief, can MS, HS, RL, F/RT as T18), Lacedon, Agarat Scream, Elder Ghoul Light

**Unique Abilities:** Donatello's life-force is tied to the Revenge, his war galley. He can freely exchange his hit points with the ship's Hull Points (150).

Donatello was the last Matringle king of Ierendi. He was lost during a naval expedition to explore the coast of Davania. At the time, the expedition was considered a foolish enterprise, one which drained the

coffers of the kingdom and offered little reward. All traces of the expedition were lost, and the ships were considered to have been destroyed at sea by storms, and no search parties were sent -- also due to the political upheaval brought by the fall of the Matringle dynasty.

However, the truth is far worse. Donatello's fleet was besieged by a flight of kal-murus, deadly air elementals who decimated the crews. Donatello's Magic-User opened a portal to save the king's ship, but, possibly due to the effects of the kal-muru vapours or the wounds he had suffered, he miscast his spell and sent the ship into Limbo's seas. There, Donatello and his crew were stranded for months, until they depleted their supplies and turned to cannibalism to survive. In time, the necromantic energies of Limbo's version of the Three Sister Keys and the unhealthy diet transformed Donatello and his crew into Ghouls.

Donatello and his undead crew scoured Limbo's Sea of Dread for centuries, accumulating magical lore and power, until Donatello's last Magic-User was finally able to gate the ship, now dubbed the "Revenge", back to the prime material plane. When he was able to return to Ierendi, Donatello was disgusted by the evolution of kingdom. He now wants to retake the crown and transform Ierendi into an undead pirate kingdom. He has established a base in Ha'ali Cove, on the eastern coast of Elegy, from where he aims to recruit powerful undead into his crew, before he can put his plans of conquest in motion.

## The UNREPENTANT DEAD

Undead Spirit, former Makai Shaman

Uncorporeal 20/Shaman 18, LE

Str 12, Int 14, Wis 18,  
Dex 11, Con 13, Cha 15

AC -1 (requires +2 weapons to hit), HD  
9+20, HP 65

**Attacks:** 1 unarmed, damage 1d10 or  
powers (Wail, Finger of Death)

**Skills (9):** Leadership 15, Religion 18,  
Code of Law and Justice 18, Detect  
Deception 18, Deception 15, Bargaining  
15, Knowledge (Limbo) 14, Language  
(Makai Native, Ierendian 14, Taymoran  
14)

**Special Abilities (6):** Summon, Magic  
Resistance, Possession, Wail, Spell-like  
**Abilities:** Animate Dead, Finger of Death  
(at will)

**Unique Abilities:** The original curse the  
Unrepentant Dead cast on the Makai  
defilers of the ancient graveyards allows  
him to retain control of his Uncorporeal  
pawns indefinitely. He loses control of  
other pawns according to the standard  
Undead Liege rules.

The Unrepentant Dead is the spirit of an ancient, evil Makai shaman. The shaman took precautions before death so that his spirit would linger in Limbo, ready to protect his tribe. When northern Ierendi islanders plundered the tombs of his (long-extinct) tribe, the Unrepentant Dead arose as an Undead Spirit and slaughtered the offenders. Not content with such justice, he cursed them and raised them as undead wights, then sent them back to attack their former villages.

Since then, the Unrepentant Dead has gathered a large number of followers, mostly spirits of Makai warriors, who inhabit corpses in the ancient burial grounds in the Nyx's Post Pile region. A large number of mindless dead -- skeletons and zombies -- round up the Unrepentant Dead's army.

The Unrepentant Dead aims at reclaiming the archipelago for the Makai -- albeit for the undead Makai. He therefore opposes Donatello "the Black" Matronle and his pirates, and attempts to persuade the Makai mummies to join his crusade.

The Makai spirits of 'Ala'ia have ostracized the Unrepentant Dead. He and his followers rarely enter Limbo, except in emergencies, since they cannot rely on the animated dead there.

## Pueo Amakua

Uncorporeal, Makai chief of 'Ala'ia

Uncorporeal 18, NG

Str 16, Int 11, Wis 14, Dex 14, Con 13, Cha 17

AC 0 (requires +2 weapons to hit), HD 9+16, HP 60

**Attacks:** 1 unarmed, damage 1d10 or by power (Charm, Paralyzing Gaze)

**Skills (7):** Leadership 17, Code of Law and Justice 14, Detect Deception 14, Knowledge (Limbo) 11, Language (Makai Native, Ierendian 11), Boating 14, Navigation 11

**Special Abilities (5):** Summon, Magic Resistance, Makai ancestor spirit form (owl), Charm, Paralyzing Gaze

Pueo Amakua is the leader of the council of chiefs and shamans that rules 'Ala'ia. In Limbo, he appears as a powerful and charismatic Makai warrior chief, and generally travels with a retinue of other Uncorporeals. When he materializes, Pueo appears as an owl, his totem animal. He sometimes enters the material world to help his descendants, although his main preoccupation is the safety of the Uncorporeals of 'Ala'ia.

Pueo's main enemy is the Unrepentant Dead, whom he expelled from the village of Nula after the shaman destroyed entire villages of the living. Since the Unrepentant Dead is more powerful, individually, than Pueo and

the other Uncorporeals of 'Ala'ia, the latter need to rely on cooperation to escape the vengeance of the evil shaman spirit.

Pueo is also aware of the ancient dead, which he finds distasteful in their attachment to material wealth, and of Jaimie "Honey-Creeper" Ahua, whom he respects for his wisdom and power, although he finds the neutrality of Ahua excessive, especially when the Unrepentant Dead is involved. On the other hand, he is at the moment unaware of Donatello Matrongle and his ghoulish pirates, and knows very little about the Undecayed of the Shadowdeep.

## Yshet

Undecayed High Priestess of Tanyt (Nyx)

Undecayed Cleric 24, LN

Str 13, Int 15, Wis 18, Dex 14, Con 12, Cha 17

AC 0 (Bronze Plate +3, Dex bonus; -2 AC/2 with mace or staff, Deflect 2 when wielding a staff), HD 11+15, HP 56

**Attacks:** 2d4+5 (mace +2) or 1d8+3 (staff of commanding)

**Skills:** Language (Taymoran Native, Elven 15, Stonecarver 15, Malpheggi 15), Religion 18, Code of Laws 18, Persuasion 17, Ancient History 15, Necromancy 15, Knowledge of the Shadowdeep 15, Leadership 17

**Weapon Masteries:** Mace (Expert), Staff (Expert), Punching (Skilled), Sling (Basic).

**Special Abilities:** Undead immunities, cast Darkness 3/day.

**Magical Items:** Staff of Commanding, Mace +2, Bronze Plate +3, Ring of Truth, Ring of Dao Summoning

Yshet is the high priestess of Tanyt, the religious and political leader of the Undecayed (or Qliphonim in their own language), sentient zombie-like undead of Taymoran origin who claim a large part of the Elegy Shadowdeep, which they call Kynah (which merely means "Elegy" in the Taymoran language).



*Taymoran  
High Priestess*

Yshet was a relatively minor priestess at the time of the Taymoran cataclysm. Her post in Akinaz was a dead end for her career, engineered by rivals in Sarroch, traitors who had switched allegiance to Thanatos and

worked to undermine the power of Nyx in the region. The same was true for several other officers in Akinaz, which may be the reason why Nyx chose to preserve them rather than the corrupt Taymorans of the Heartlands.

After the cataclysm, the inhabitants of Akinaz returned from death as the Undecayed in the Shadowdeep where the remains of the city were now located. The Undecayed were initially little more than zombies, their intellects foggy and their purpose uncertain. It took centuries to them to recover from this state, and more to retrain themselves in the skills they held in life -- talent was still there, but much memory was lost.

Yshet and the few other clerics found they had great power now, as their ability to control their fellow undead made them stronger. They banded together, leading the other Undecayed in an effort to rebuild at least part of the city. They were challenged for leadership by the magic users, but as memory slowly returned, the responsibility of the Necromancer Kings in the catastrophe emerged, and Yshet managed to curtail the mages' ambitions. She also grew in personal power, and with no limitations of time, she has become a powerful cleric.

She now leads the Qliphonim in an effort to control the Elegy Shadowdeep, and perhaps regions beyond.

## Make Niu

Ancient Dead Businessman

Ancient Dead 11/Shaman 7, NE

Str 14, Int 16, Wis 14,  
Dex 9, Con 12, Cha 15

AC 0 (deflect 2, -2 vs 2 opponents, -1 vs 1 opponent), HD 11+6, HP 50

**Attacks:** 2d12 (fist) or 1d6+7 (short sword, disarm option at +2 ST) and 1d6+3 (dagger in off-hand, double damage on 20).

**Skills:** Language (Makai, Ierendian, Thyatian, Darokinian), Code of Laws 14, Persuasion 15, Necromancy 16, Profession (Merchant) 16, Accounting 16, Knowledge of Elegy 16.

**Weapon Masteries:** Short sword (Expert), Dagger (Expert; Skilled when used in off-hand).

**Special Abilities:** Undead immunities, ½ damage from fire, magic weapons and spells, immune to normal weapons, cause fear (ST at -2), cause disease, retained class abilities (Thief), Illusion, Elemental Command (Earth).

**Magical Items:** Short sword +2 (with the Finding Talent), Dagger +2 (with the Hiding Talent), Pouch of Security, Amulet of Protection from Crystal Ball and ESP.

Make Niu is a recent addition to the movers and shakers of Elegy. A rich Makai merchant and landowner in the northern reaches of Ierendi Island, Make Niu left precise instructions on his death. He were to be buried on Elegy Island, with a large treasure,

his body accurately preserved -- he left specific instruction on how to perform the preservation ceremony. To prevent his heirs from changing the specifics of the rituals and from stealing the treasure, he hired mages from Honor (at a considerable cost and leveraging old favors) as his executors.

All these preparations were not the eccentricities of an old, spoiled man, but careful preparations for Make's return as one of the Ancient Dead. During his initial career as an adventurer, he had obtained knowledge of mummification rituals from both Nithian and Makai sources, and had spent his later years consulting with less-than-savory mages and priests to create a failproof ritual for his own immortality.

After he came back, Make started exploring Elegy. Barring Jaimie Ahua, he's likely the most knowledgeable sentient when Elegy's geography is involved. He has gathered power and experience in relatively few years, making him a power to be reckoned with. Moreover, Make Nui has plans... big plans. He aims at transforming Elegy's necropolises into touristic attractions, complete with Zombie-populated dioramas, survival horror theme parks, and authentic hand-made Makai souvenir shops. He has an uncanny sense for bad taste, business opportunities, and a greed unparalleled even by the ghoulish pirates.

Make Nui's tomb, while outwardly built in the traditional Makai style, was actually constructed employing modern techniques, as Make contracted Minrothian dwarves and mages. It is heavily trapped, and guardian constructs<sup>4</sup> provide additional security.

<sup>4</sup> Four Gargoyles and a Rock Living Statue.

## FACTIONS

### The REVENGE'S CREW

The crew of Donatello "The Black" Matringle's ship, the *Revenge*, is entirely composed of Ghouls, who are evenly divided between the original members of the crew, and new recruits.



Having wandered the seas of Limbo and even the Ethereal Plane for centuries, what remains of the original crew has acquired a wide range of experiences. All of them are powerful ghosts, agarats, and elder ghouls.

*Paetin "Li'l Pete" Miller* (Ghoul 12), who in life was a Ierendian hin, is Donatello's second in command. He is an elder ghoul, and has the Animate Dead power.

*Ali "Bright Hands" Gentle* (Ghoul 10, spells as E10) is the only Wyrd in the crew. She was

a member of a noble elf-blooded Ierendi family in life. She's also the ship's mage.

*Urs "Bloodeye" Borson* (Ghoul 9) is a huge agarat. He was a mercenary from the northern reaches in Donatello's crew. He was also the only ship captain other than Donatello himself to survive, as he managed to reach the *Revenge* after his own ship sunk in a storm.

The newer members of the crew are lesser powerful ghouls and lacedons. Most of them were recruited after the *Revenge* returned to the Prime Material, from the crews of defeated ships.

Of them, the strongest is *Tiberius Diocletian* (Ghoul 7, spells as C7), a former Reaver of the Iron Ring and priest of the Gens Celaenes, the dark cult of Hel that fuels the slavers' organization and handles its contacts with Jaibul. Undeath has not disrupted Tiberius' contact with his Immortal patrons, although he has managed to hide this from the other crewmen.

#### Goals

The overall goal of the *Revenge's* crew is to create a Kingdom of Ghouls in Ierendi, enslaving the living. However, each of the senior members of the crew has his or her own goal, often conflicting with the others, and sometimes even with Donatello's. Li'l Pete is the more straightforward of the four -- his loyalty to Donatello is unquestionable. He is bloodthirsty, and aims at including the Five Shires in the ghoul kingdom as his personal fiefdom.

Bright Hands has loftier, and longer term, goals -- undeath didn't change her elven outlook on life, and she rarely hurries, knowing she has all the time in the world to accomplish her goal. At this time, her primary interest is in accumulating magical knowledge and magic items, in sight of her longer-term goal of Immortality.

Bloodeye is untrustworthy -- he only respects power, and will stick with Donatello only as long as he proves the strongest. Should he ever approach his level of personal martial prowess, he would betray him at the first occasion, trying to form his own pirate crew.

Tiberius is an agent of Celaene (Hel), and has contacts in the world of the living through the Iron Ring. He plans to use these contacts to recruit more ghouls to his own side, and then take over the Iron Ring for himself. Another long-term planner, he sees the slave trade as a steady, low-risk source of food for himself.

## Jaime's MINIONS

Several intelligent undead may be found in the company of Jaime "Honey-Creeper" Ahua. While some serve Jaime willingly, others must be kept in check by the lich, lest they wreak havoc amongst the living.

Both his intelligent and mindless servants can be found across the island, usually trying to dig up some ancient artifact, or unearth some long forgotten secret.

*Ehrssus* (Uncorporeal 11/Wizard 19), who in life was a Mogrethian sorceress, reborn as a dragon. She and Jaime fought to the death at

the Battle of Refuge's End, where Jaime was transformed into a lich and the spirit of Ehrssus was bound to her charred and blackened skull, which also serves as Jaime's phylactory. Since Ehrssus is bound to her former skull, she is not able to traverse the Ethereal and does not reside in Limbo, though her other abilities including those of possession, operate normally. Her "totem" animal is that of a dragon.

*Ssurush of Mogreth* (lizardman 10HD Mummy), who in life was a sorceress and a survivor of the Mogrethian flood. She was one of the first lizardmen to succumb to the Nithian curse, and has been by Jaime's side since he found her corpse during his early exploration of the mainland.

*Chief Ha'assii* (lizardman 6HD Mummy), who in life was the last of the Ierendian lizardman chieftains. Ha'assii's last living memories were of his people being swept away by the immortals. Since attaining unlife, he has come to believe that the plague was a punishment inflicted upon his people for their past transgressions.

*Kbarhata "the many cursed"* (30HD sacrol), which formed from the tormented souls of all the lizardmen slain by the Nithian plague of BC 500.

## Goals

Jaime's overall goal is to atone for the curse he unleashed upon the lizardman population millennia ago. He has been studying the plague, which seems to have components both living and undead, ever since he so recklessly created it. Should he find a way to cure the disease, Jaime hopes to restore the

lizardman civilization and bring harmony and balance back to the Ierendi Islands.

While both Ssurush and Chief Ha'assii share Jaime's dream of a reborn lizardman kingdom, the Chief's vision of that nation is probably the closest to Jaime's. Ssurush, on the other hand, would prefer to decimate and enslave the mammalian creatures who have come to dominate the region. Neither of the desiccated mummies know of Jaime's role in the destruction of their civilizations, however thanks to the whisperings of Ehrssus in her ears, Ssurush has begun to suspect the truth of the matter. Should she find proof of Jaime's transgressions she would surely turn on him.

Ehrssus exists as a disembodied spirit, and though the ancient Mogrethian sorcerer turned dragon doesn't have enough power to dominate Jaime directly, she can sometimes enforce her will by working through Jaime's undead, fungal minions. She is careful to only do so when she knows Jaime is distracted and focused on more pressing issues, but nonetheless the lich knows she inhabits the skull and is mindful of keeping an eye on her. Ehrssus' ultimate goal is to find a body to be reborn into. Should she succeed, the black skull will shatter into fragments, and Jaime's phylactery will be destroyed.

Most think the entity known as Kharhata is little more than a frenzied, raving host of entangled lizardman spirits, long since gone insane from centuries of hatred and torment. None but Jaime suspect the truth about Kharhata, that its dominant soul is that of an ancient carnifex lord. Jaime would like to put the spirits to rest, but fears that doing so

may free the carnifex bound with them. Should either Ehrssus or Ssurush learn the truth about the unclean spirits, they would certainly try to free the ancient saurian power.

## The Qliphonim

Contrary to the ancient Taymorans, the Qliphonim of Kynah are not ruled by a Necromancer King or Queen. They do have sorcerers and necromancers among their ranks, but the memory of the loss of Taymora is still fresh enough, in spite of the millennia passed since that time, that there is significant stigma against them, and no political power is allowed to the magic users.

Besides Yshet, who controls the strongest faction within Akinaz, other important Qliphonim include the following.

*Naamah* (Undecayed C18, LE) is Yshet's second in command. Aggressive and arrogant, she pushes for an expansionist agenda, and proposes the use of arcane magic to create more powerful forms of undead as well as bone golems to use in the army of Akinaz. Yshet and the other senior priestesses oppose this policy, since they do not trust the wizards, but Naamah has the backing of the military officers.

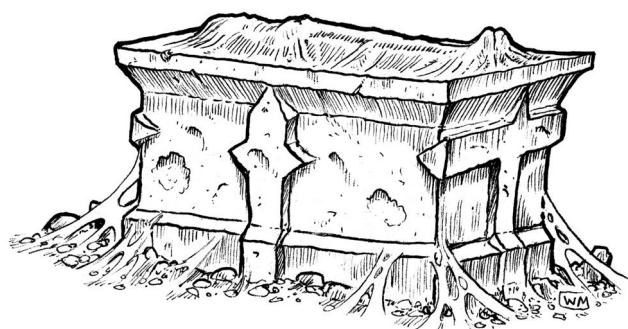
*Sama'al* (Undecayed MU 16, NE) is the most powerful magician of Akinaz, a necromancer of considerable skill. Yshet considers him dangerous, and has three clerics watch on him at all times.

*Abiba'al* (Undecayed F20, TN) is the leader of the military, and a strong ally of Naamah. Contrary to most of the Qliphonim, he was



not a human in life, but a Taymoran Hound lupin.

*Jethat* (Undecayed T21, CG) is the best travelled of the Undecayed, having explored all of Kynah. He is rumored to know hidden passages that reach other subterranean lands, and even the surface world, and to have visited them.



*Taymoran Sepulchre*

### Goals

The Qliphonim have basically two goals: to subjugate the other inhabitants of Kynah, and to find a way to create more Undecayed. In both these efforts, they are hindered by Jaime Ahua, the druidic lich, who both protects the myconids and other living inhabitants of the Shadowdeep, and controls the access to the surface.

Qliphonim missions deal with striking favorable deals with neighbouring folks, by diplomacy, guile, or force, finding paths to reach other regions of the Shadowdeep, infiltrating the living and establishing a flow of resources, and possibly even kidnapping living humans to create more Undecayed.

## UNREPENTANT DEAD

While the Unrepentant Dead has a fair amount of influence throughout Elegy, he has very few true allies, preferring to browbeat and terrorize pawns to perform his will. Despite this there are several individuals with whom he has repeat dealings.

*Aa'mua* (Ghoul 5), who in life was Makai cannibal and worshipper of Jammudaru. Banished and left to die by her tribe on a small Ierendian island, Aa'mua awoke from the dead to find she was still ravenous with hunger. After a chance encounter with Donatello Matrongle, Aa'mua now makes her home on Elegy, where she runs a brisk trade in slaves and other black market items.

*Gala Mok*, "Stone Face" (Death Knight), who rumors tell was once a prince. In truth he was the younger brother of Jaime Ahua, and led the armies of the Stonecarver people. Now the only hint of his heritage is the stone mask he wears to cover his skeletal face.

*U'ualii* (Wight), who was a frenzied Makai war leader in life. U'ualii is the unspoken leader of a band of wights that haunt the ancient Makai graveyards in Nyx's Post Pile region.



*Unrepentant Dead's Soldier*

## Goals

The ultimate goal of the Unrepentant Dead is to create a new Makai Kingdom on Elegy Island, one that is ruled over by himself, and the few of his chosen undead Makai generals. While he has little compunction about using unintelligent undead of any race, the Unrepentant Dead will not allow Elegy to be ruled by outsiders. Thus he finds himself fighting a battle on several fronts. He opposes Jaime and Matringle, as well as the Taymoran undead of Kynah. Most vexing to him are those he views as traitors, the Uncorporeal Makai inhabiting 'Ala'ia.

The ghoul Aa'mua is playing a dangerous game. She feels some amount of loyalty toward Matringle, both for rescuing her and for bringing her a steady supply of food, however to continue living on Elegy she must also appease the Unrepentant Dead.

Gala Mok only has one reason for being on Elegy Island, the destruction of his brother Jaime "Honey-Creeper" Ahua. For centuries now the death knight has blamed his brother for the destruction of their homeland and of their people. The fact that his brother now works to restore the very monsters that decimated the Stonecarvers fuels Gala Mok to levels of hatred few will ever know. Though his powers as a death knight give him control over lesser undead, Mok is a perpetual loner, only animating undead when there is a need. He has attempted to storm his brother's stronghold on several occasions and been repelled each time. The Unrepentant Dead has promised to help Mok destroy his brother, but in the meantime plans to use Mok to destroy his other enemies first.

U'ualii has come to resent and hate the Uncorporeal of 'Ala'ia, and blames them for thwarting the Unrepentant Dead's plans for liberating Elegy of all foreigners (and the living). Though loath to leave the area of his tomb, U'ualii and his war party will venture out on occasion to cause mayhem on the Unrepentant Dead's behalf. Secretly U'ualii searches for a means of destroying the Monolith of Elegy, in order to end the power of the Uncorporeal for ever.

## The New Dead

The New Dead is a philosophical ideal as much as a faction. Devised and propagated by Make Nui, the New Dead can be defined as a dead who exercises control over its own unlife, at the personal, social and economic level. No more should the dead be excluded from an active role in society, remaining economically dependent on their living relatives, and constrained to unreasonable social expectations.

To make his ideal come to (un)life, Make Nui has gathered a small cadre of like minded (former) businessmen and women. As Ancient Dead, they are able to gather reliable, efficient (if slow) workforces through their ability to control undead. Thus, the New Dead faction controls a much larger number of the "working dead", zombies and skeletons set to patrol and repair tombs, pave and clean streets, and otherwise improve the material conditions of their corner of Elegy.

*Maila Hanau* (Ancient Dead 8/Shaman 5, CN) is in for the novelty. She dates back to a much earlier era, and has been awake in her

tomb for centuries -- as one might easily understand, she's bored to death and would gladly welcome some night life. Maila is more relaxed about the business part of the plan, on the other hand.

*Iul Aupuni* (Ancient Dead 10, LE) is in for the money. A greedy merchant in life, he was buried with great wealth, hoping it would comfort him in his rest. However, he has discovered he just cannot see it standing there idle -- money must circulate and bring more of its kind. Iul has the Undead Liege salient power, and relishes in controlling the "working dead".

*Kahou Wabine* (Ancient Dead 9/Cleric 9, TN) is the philosophical mastermind backing Make Nui. A former priestess of the People's Temple of Ierendi, she got very rich through her career as a temple officer, and built for herself a beautiful tomb. She has been in from the start, helping Make write his master plan and setting the philosophical background for it. Kahou retains her powers as a full Cleric, and plans to open a branch of the People's Temple catering to the dead. She sees Make Nui as the new Tomia.

### Goals

The goal of the New Dead is to prove practically that the undead can participate to the national economy. To this end, they want to tackle one of the largest industries of Ierendi, that is tourism, by transforming Elegy from a pastoral backwater to a bristling center of tourism, geared specifically towards the fans of survival horror, past civilizations, and archaeology.

There are two main problems with this approach, however. First, none of the other factions is even remotely likely to agree -- Donatello hates foreigners and wants a return to the age of piracy, the Unrepentant Dead and the people of 'Ala'ia value tradition and see tourists as desecrators and tomb robbers, the Qliphonim value their secrecy, and Jaimie wants to keep the status quo. Second, Make Nui's understanding of tourism is biased by his terrible taste -- there is no way he's going to make his enterprise sustainable, since he will certainly aim at mass tourism rather than courting the richer élites.

### Huaka'i ke 'Ala'ia

The "spirit people of Elegy" (*Huaka'i ke 'Ala'ia* in the Makai language) are the inhabitants of Limbo's Elegy. These Uncorporeals are mostly the souls of Makai buried on the island, who were not collected by the Immortals due to Nyx's interference. The spirits are organized like a Makai tribe, since most of them were in life Makai, and many date to times when the Makai were still a tribal people.

The leader of the Huaka'i is Pueo Amakua, an old and powerful Makai chief spirit. He leads the tribal council, and is advised by *Hekikai* (Uncorporeal 12/Shaman 12, TN), the most powerful *kabuna* (shaman) of the tribe.

The foremost among the non-Makai spirits are, oddly enough, a duo of demihumans. *Kurin Korurwarf Makden* (Uncorporeal 10, LN) is a mysterious, tight-lipped dwarf. No one knows exactly how he ended up in Elegy, and he's not saying. Rumors say that

Kurin is the last of the Ierendian Dwarves, or perhaps one of the original prisoners<sup>5</sup>. Kurin has poltergeist-like powers.

The *Red Banshee* (Uncorporeal 9/Wicca 5, CG) is an Minrothian elf spirit. She claims to have been a privateer captain, but currently manages with Kurin the only inn in 'Ala'ia, "Kurin's Fine Spirits". She has powers not unlike her namesake.

Finally, *A'boe* (Uncorporeal 8, CN) is in charge of maintaining contact with the living Elegy, and providing information about the corporeal world. A former Makai adventurer, she is one of the more recent additions to the leadership of the Huaka'i. Her chief ability is her lifelike appearance, but she can also rely on the charm power and magic resistance to avoid detection.

### Goals

The main goal of the Huaka'i is to ensure souls reach their proper destination, if they wish so, or remain safely in 'Ala'ia, otherwise. The local culture is strongly geared toward self-determination, and the chiefs, shamans and other personalities of 'Ala'ia make sure a soul has all the information needed to be able to choose its own destiny.

It should therefore be unsurprising that the Huaka'i foremost enemy is the Unrepentant Dead. This evil undead spirit aims at controlling all the spirits of 'Ala'ia, as well as the living world. Pueo Amakua and his allies

<sup>5</sup> There are no native Dwarves in Ierendi, even though there were Dwarves among the legendary original prisoners deported to Ierendi from the Five Shires. If anyone can know the fate of the Ierendi Dwarves, chances are that it is Kurin.

keep a continuous vigilance against the encroachment of the Unrepentant Dead, and experienced volunteers are always needed for reconnaissance or sabotage missions against this threat.

Finally, a third goal of the Huaka'i is to understand the nature of 'Ala'ia, find out whether there are other areas of Limbo with similar properties, and explore Limbo to gather materials and resources.

## ADDITIONAL BACKGROUND

### The Makai Pantheon

The Makai have a complex, very old religion which combines elements from the original Neathar cults with others accrued over the millennia via with other races and nations, including the Taymorans.

The Makai follow a large number of Immortals, although they recognize six among them as the most important, which they call the *Akua*. The *Akua* include three Queens (*Hine*) and three Men (*Kane*).

### Honua

The Queen of the Land, or *Hine nui ke aina* in the Makai language, is Djaea. This druidic Immortal has achieved prominence after the Great Rain of Fire. She was originally a Neathar, and the Makai still tell tales related to her quest for Immortality. Honua is the patroness of the largest island of the archipelago, Ierendi.

**Lohe**

The Queen of the Night, or *Hine nui ke po* in the Makai language, is Nyx. She is believed to be the sister of Honua and Mahui'e, although the sisters are quarrelsome and rarely agree on anything. Lohe is the patroness of Elegy Island.

**Mahui'e**

The Queen of Fire, also known as Mother Fire or as *Hine nui ke bai* in the Makai language, is an ancient Immortal, almost forgotten in modern times. An Elemental Lady of the Plane of Fire, she was known as Fiumarra to the Blackmoorian Elves, from whom the Makai adopted her cult. She is seen as the ancient enemy of the Old Man of the Sea, as well as the patroness of the volcanic island of Honor.

**Olo'u**

Also known as *Kane ke kai*, the Old Man of the Sea, Protius is one of the most ancient patrons of the Makai. He is the chief rival of Mahui'e, and a powerful force of nature. He is also the patron of Roister Island and fishermen.

**Hoka**

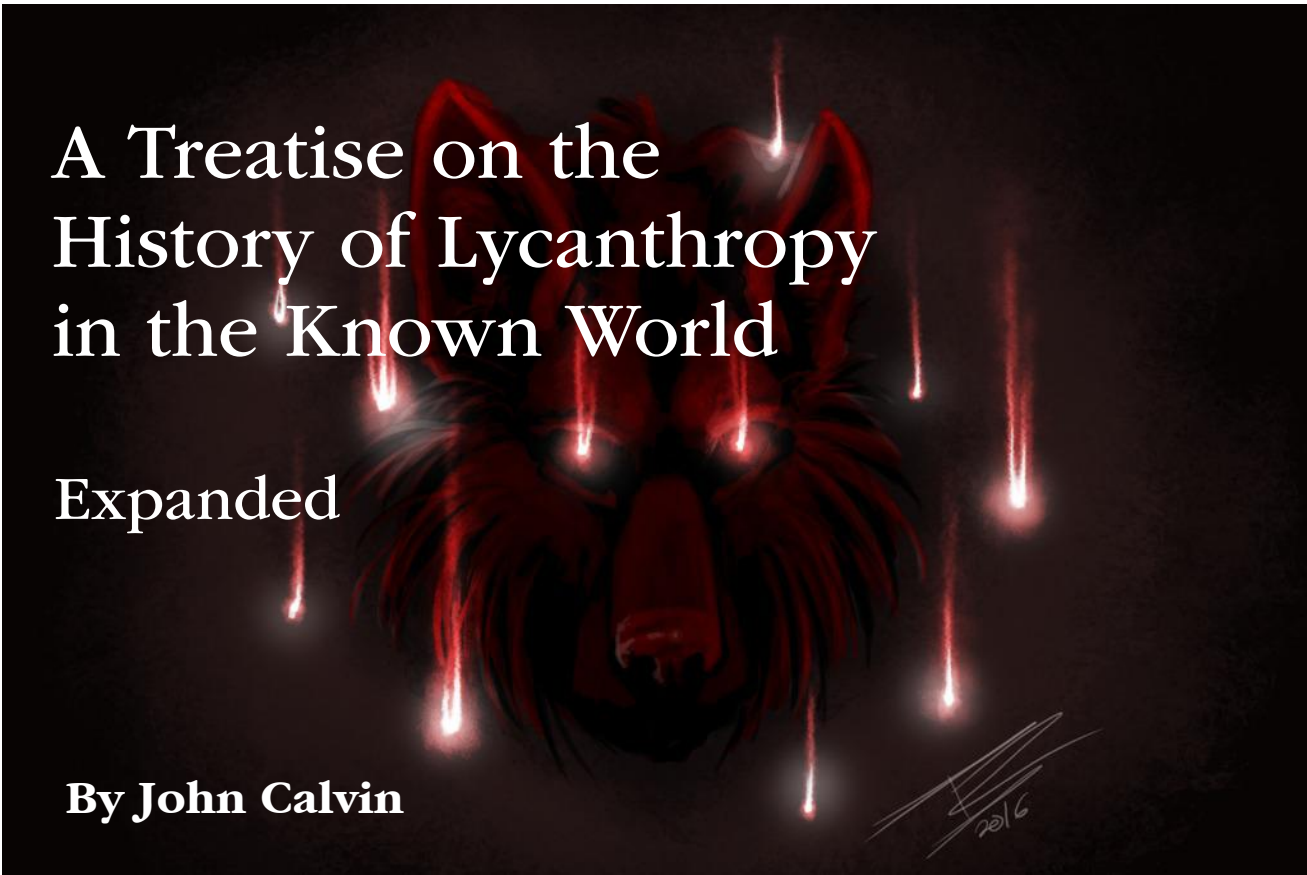
Although he used to be the most important among the Akua, Odin, the Man of the Storm (*Kane ke ino* in the Makai language) is nowadays more feared than worshipped. A powerful, uncontrollable force of nature, he is seen as a power of destruction more than anything else. He is the patron of birds, and therefore of Fletcher Island.

**Pua'a**

A recent addition to the Akua, Faunus, the Man of the Trees (*Kane ke kukui* in the Makai language) is a popular patron of fertility and the hunt. He is represented as a man with porcine features, although he is able to shapechange. He is the patron of the wild Safari Island.

**The Kapua**

All other Immortals are lumped together in the Kapua group. The Kapua are considered minor Immortals, although some of them feature quite prominently in the Makai mythology. In particular, *'Oloki'u* (Korotiku) plays an important role in many legends as the divine trickster, and *Kamoboali'i* (Crakkak Sharp-tooth), the shark god, also appears frequently as a punisher of the wicked. *Nisu*, the hawk spirit (Orisis) is the master of White Island.



# A Treatise on the History of Lycanthropy in the Known World

Expanded

By John Calvin

## FOREWORD BY THE AUTHOR

I originally wrote this article for that other Mystara Fanzine, the Tome of Mystara. It's been many years since then, but I've always had a special place in my heart for this piece of work, and the time has come to update it. For those of you familiar with the original article, you will find some modifications below, as well as a few brand new additions. Overall my intent remains the same, to provide a varied and descriptive story about how lycanthropy fits into the world of Mystara. Before you begin, I repeat the original foreword here:

"One of a fantasy setting's biggest advantages is its great diversity. If used properly this can greatly add to the flavor of any campaign. Unfortunately great diversity in a setting can also be a hindrance if little or no thought is put in as to *why* the setting is so diverse. Mystara has an abundance of diversity, sometimes well thought out, and sometimes not.

"I have never felt comfortable with the curse of lycanthropy being blamed upon Alphatian mages. This course just seemed too easy. It is a cop out just to say that since lycanthropy is a magical disease, and since the Alphatians are magical people, that the Alphatians must have created

lycanthropy. After reading some of James Mishler's work on the Taymoran empire, I was inspired to add my own take to the events of those times, one of which was the creation of lycanthropy. Thanks go to James, and to all of the others who keep working on the land of Mystara."

In addition to James Mishler, I'd also like to thank Giampaolo Agosta and Francesco Defferrari, as well as all of the others who have been able to take some of these ideas and run with them in their own projects. That's some of the best inspiration one can receive.

[To those that read on...beware, some spoilers may follow.]

## HISTORY OF LYCANTHROPY

Lycanthropy is a bane upon our world. Like a disease it spreads through families, villages, cities, and nations. The lucky ones are the ones who do not survive, for lycanthropy is a dreadful curse. It twists the body, and the mind, into fearful bestial forms. Often those who are infected will not remember the atrocities that they commit upon friends and loved ones. Brought upon by the tides of the moon, the transformation is unavoidable.

As with most things that people do not understand, most things magical, the curse of lycanthropy is blamed upon Alphatians and their infernal sorcery. 600 years ago a virtual plague swept across the Known World from that nation leaving death and despair in its wake. Some say that the Alphatians made a

terrible mistake. Others believe that those wizards created lycanthropy with a purpose in mind, to subjugate the world.

Nothing could be farther from the truth.

Lycanthropy was not developed by Alphatian wizards 600 years ago<sup>1</sup>. It has been on Mystara for far longer than that. Neither has it always been as tame as it is now. Long ago it was by far a worse curse than it is now.

### BC 2500 - Mythic Lycanthropy

**Period:** BC 2500 - BC 1100

**Forms:** Wolf, Bat

In the decades and centuries after the destruction of Blackmoor, merely staying alive was a constant struggle for people across Mystara. The aftermath of the Great Rain of Fire left the Wasting disease, a deadly illness which slowly rotted away flesh. Cultures across the globe attempted to combat this agonizing fate through different means. Some turned to the Immortals for help, others to technology. Many fled their homes, but few could find succor regardless of their actions. People living in the shadows of the Black Mountains on Brun turned to the powers of undeath. These were the Taymorans<sup>2</sup>.

<sup>1</sup> PC4 - *Night Howlers* attributes the creation of lycanthropy to Alphatian experiments on natural shapeshifters that went awry circa AC 400. While this article does not invalidate those events, it does propose an even earlier origin for the lycanthropic curse.

<sup>2</sup> My own version of the Taymorans is

Led by Tayma, the Original Nosferatu, they began to practice the Ceremony of Blood, a ritual sacrifice that channeled the life force of the populace through their noble rulers... all of whom were nosferatu and vampires, immune to the Wasting. Fleeing the destruction of their homeland, the Taymorans migrated to the shores of southern Brun and began to rebuild their civilization.

As the years progressed and the Wasting subsided it was no longer necessary for the Taymorans to perform the Ceremony of Blood, however by that time their entire society was entrenched in the institution of undeath. Originally ruled over by powerful Vampire Queens, daughters of Tayma and adherents of Nyx, Taymora became fractured as necromancers and other undead monstrosities seized power for themselves. Reluctant to give up their dominion the Vampire Queens continued seeking out the living, to use as fodder in their wars, as slaves for their industries, and as food for their appetites. Many in the populace hated and feared their rulers, and actively sought ways to overthrow them.

The Vampire Queens, desperate to keep their minions subjugated, devised a magical disease which would impart bestial aspects onto its victims. The vampires correctly believed that if they could impart the traits of those animals which they could command onto their human subjects, that those subjects would be more able, and willing, to

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inspired by the version developed by James Mishler, although I have gone in a somewhat different direction than he has. My vision of Taymora has also developed considerably since the original writing of this article.

serve them. Mixing their own undead blood with that of wolves and bats, the Vampire Queens created a curse that would plague Mystarans for millennia to come<sup>3</sup>. Thus Mythic Lycanthropy was born.

Mythic Lycanthropy transforms its victim into a creature with traits of both beast and man. Roughly humanoid in shape, the cursed being acquires the claws, fangs, and appetite of its were type. Although it retains its former intelligence, the creature is strongly driven by animal



instincts. The transformation is brought upon by the coming of nightfall. Some hardy individuals can prevent their transformation, but not forever. Each night painful surges wrack the victim's body. Those that submit to the pain assume their were-form.

Once transformed into a beast man, the afflicted individual loses all of the memories and personality of their former self. The beast form is a completely new entity, most often cruel and violent. After months of succumbing to the disease 50% of those infected die. Of those that remain, a full three quarters are stuck in their beast man form forever. After a year's time 90% of those remaining will die.

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<sup>3</sup> See Threshold #12, "[Vampire Queens of Taymora](#)" for more information on some of the architects of this disease.



While in beast man form a person infected with Mythic Lycanthropy is susceptible to the call and compulsion of vampires. The vampiric nobility created strains of the disease with their own blood resulting in clans of were-creatures who were attuned to a specific vampire. As the disease developed, and several strains intermingled, it became difficult for any given vampire to retain control over an individual creature. Summoning and compelling the lycanthropes was not a problem, keeping another vampire from doing the same thing was.

Using lycanthropes as shock troops in battles was a favorite tactic of the Vampire Queens during the height of Taymoran civilization. Their control over the creatures gave them a distinct advantage over Necromancer and Lich Kings.

It was during the Taymoran civil war, when various factions of vampires were fighting amongst themselves, that a small cult of anti-vampire sentiment grew within the ranks of the lycanthropes. Those few who survived their terrible first year were becoming more populace, and began to dislike how their rulers used them. Gathering numbers in the heart of the vampire's territory, they planned to attack their masters.

It was then that Taymora sank beneath the waves.

## BC 1800 - Ancient Lycanthropy

**Period:** BC 1800 - BC 500

**Forms:** Wolf, Bat, Cat, Fox, Jackal, Hawk

Since the washing away of Mogreth in BC 2000, the blossoming Nithian nation quickly gained prominence in the Known World. Nithian and Taymoran forces had already clashed several times in the centuries since the pharaohs took power. Despite the fact that Taymora was a strong and long established nation, it was also fractured to the hilt. Though border wars were violent and bloody, Taymora did not have the strength to truly conquer Nithia, however the real threat came not from armies but from a curse, for Taymoran lycanthropy knew no boundaries.

Mythic Lycanthropy spread throughout the native population like wildfire, but the Nithians were not defenseless against the curse. Armed with knowledge from a group of Taymoran sympathizers, and already strong in the use of magic, they began to alter the disease, trying to lessen and remove its worst effects. Over several decades they were successful in this endeavor.

The first attempt that the Nithians made was designed to remove the curse entirely. They only partially succeeded. Those infected no longer transformed into a hideous beast man. Instead they took on the entire animal shape of their were-type. This made those suffering under the curse slightly less dangerous and more manageable, however the curse continued to spread, and thousands still died each year. Neither did

problems with the Taymorans cease after the nation was plunged beneath the waves, for those few surviving vampire lords continued to harass border colonies by bending cursed lycanthropes to their will.



After their first attempt to eradicate lycanthropy failed, the Nithians attacked the problem from another angle. Instead of trying to lift the curse, they sought ways to make it easier to live with. Through arcane rituals and ancient secrets, the Nithians bound the curse with the forces emanating from the moon which reduced the transformations. Inflicted individuals would assume their were-form four times a month, once for each phase of the moon (new, waxing, full, waning). This ended many of the deaths that resulted from the strain of constant transformations, but was still unable to cure the curse itself.

None of the Nithian's magic could remedy the loss of memory and personality from victims of the curse. For decades they toiled over the problem to no avail. Many wizards forsook their arcane arts and turned towards the Immortals for guidance. After years of devout service, and a sincere concern for the fate of their charges, the Immortals granted those new Nithian clerics the solution to their troubles. With guidance from their Immortal patrons, those clerics, who would

go on to become the first Nithian pharaohs, crafted holy relics designed to prevent the curse from stealing the memories of a transformed lycanthrope. By distributing those relics to the infected population, the spread of the disease was effectively contained.

Once lycanthropes were able to retain their memories, the controlling influences of the Taymoran Vampires were broken forever. This gave those who were infected by Ancient Lycanthropy a distinct advantage over those who were infected by the Mythic version. The Nithians acted quickly to remove the Taymoran threat from their lands once and for all, and by BC 1100 all traces of Mythic Lycanthropy were erased from their nation.

The Nithians weren't satisfied with that result. Individuals were able to retain their own memories and personalities, as well as gain abilities that no other human had. With concentration and practice some lycanthropes were able to assume were-form at will. With the protection of their Immortals, lycanthropy seemed more like a blessing than a curse.

Combining their clerical and magical powers, the Nithians created new strains of the disease. Were-foxes, and jackals were created along with were-hawks and several forms of were-cats. The Nithians controlled the lycanthropic population with strict regulations. Only those who were deemed worthy enough were infected with the disease. Several martial and religious orders formed around the different clans of were-creatures, and members made it their honor and duty to uphold the laws and traditions of Nithia.

## BC 600<sup>4</sup> - Modern Lycanthropy

**Period:** BC 600 - Present

**Forms:** Wolf, Bat, Cat, Fox, Jackal, Hawk (extinct), Bear, Boar

In BC 1000 the Nithians invited the Alphatian people to make a new home on Mystara. The two nations had long histories of talent in the magical arts, and so their peoples had much in common. The Alphatians immediately adopted the Nithian custom of lycanthropic Orders. For them it was the latest fad. Not being shy about performing magical experiments, the Alphatians soon added their own distinct mark to lycanthropy.



By strengthening the curse's bond with the tidal forces of the moon the Alphatians were able to accomplish several things. Firstly they reduced the number of involuntary transformations further to just once per month. The involuntary transformations

<sup>4</sup> The original article has this period starting in BC 500, however I wanted the Alphatian experiments to have occurred before the memory of Nithia was wiped away. Therefore I pushed the date back by 100 years.

only took place on the night of the full moon. A side effect of this was that concentrating the moon's interaction with the disease allowed lycanthropes to assume their were-shape at will. Those lycanthropes who could assume a beast man form, found that now it was easier to do so. Many who could not do so before were now able to after the moon's bond was strengthened.

The Nithians entered a new age of enlightenment with the help of their Alphatian allies. Such things however, never last. Dark Immortals grew furious that a thing of entropy could be turned into such a boon for society. Something that once tore communities apart was now one of the very things that held it together. Those Immortals conspired to bring about the downfall of Nithia and once again unleash a lycanthropic curse upon the world.

What the Taymoran nobility could not do through force of conquest, the Taymoran gods did through treachery and deceit. Poisoning the Nithian pharaohs, the dark Immortals were able to cause brother to make war against brother. Soon Nithia was locked in a devastating civil war, resulting in destruction nearly rivaling the catastrophe caused by Blackmoor.

The other Immortals had to intervene. Blackmoor's demise was still too fresh in their memories, and they did not want to risk another Great Rain of Fire. Banding together the Immortals wiped Nithia from the face of Mystara.

That was not enough however. There were whispers amongst the Immortals that spoke of the possibility of further disasters still to

come. The Alphatians were Nithia's allies. They too were great in the use of magic. Could they not one day rival Nithian glory? With their intimate knowledge of Nithian magic could they not also cause a Great Rain of Fire? After all had they not fled to Mystara after destroying their own home world.

Many Immortals were hesitant about removing a nation which had as yet, done no harm. Others did not want to take a chance that these Alphatians could use Nithian magic to destroy this world. A compromise was proposed. All memory of the Nithians must be removed from Mystara for all time. This way the Alphatians could not use Nithian magic to wreak havoc. The Immortals were in agreement, and so together they cast the Spell of Oblivion, which erased all memories of Nithia forever.

Unfortunately, the knowledge for turning lycanthropy from a curse to a blessing was so intertwined with Nithia, that it too was erased from the memories of mortals. The dark Immortals congratulated themselves. Not only did they succeed in destroying Nithia, but they also manipulated the other Immortals into once again unleashing the curse of lycanthropy into the world.

Without memories of Nithia, or of how to control lycanthropy, Alphatia was beset with a horrible crisis. A terrible disease was infecting some of their most respected and influential citizens. The Alphatians attempted to keep the disease contained, but it quickly spread throughout their lands and spilled over into other nations.

Of course the Alphatians had no way of knowing that the Nithians had already spread

lycanthropy throughout most of Mystara. The rest of the world had no way of knowing this either, so when a rash of lycanthropy exploded in AC 400 everybody blamed the magic wielding Alphatians for the disease.

## OTHER STRAINS

There are several other strains of lycanthropy in the world. They are presented here briefly as it is beyond the scope of this treatise to cover them in detail.

### BC 2000 - Herathean Lycanthropy

**Period:** BC 2000 - Present

**Forms:** Human

During Taymora's rise to power, several refugees fled to the west, and ended up in what is now present day Herath, these included some victims of Mythic Lycanthropy. The aranea<sup>5</sup> who lived there at the time were starting to feel persecuted by the other races around them. Sensing their own demise they mutated the Mythic strain for their own purposes. By purposefully infecting themselves with the disease,

<sup>5</sup> In module X1 (1981), X2, and AC09 aranea were magic wielding spiders that did not have the natural ability to shapechange. In the *Voyage of the Princess Ark: Part 30* (1992) by Bruce Heard, aranea were given the additional ability to shapeshift. Herathian lycanthropy was my attempt to reconcile these two different versions of the aranea.



Heratheans had devised the perfect cover. They showed only their were-form to the outside world, in their case a humanoid form. Unfortunately they could not escape all of the side effects of Mythic Lycanthropy, and many of them suffered from either temporary, or permanent loss of memory and personality.

### BC 1750 – Undersea Lycanthropy

**Period:** BC 1750 - Present

**Forms:** Shark, Seal, Dolphin

The sinking of Taymora caused as much havoc below the waves as it did above. Several tritons and merrow exploring the ruins became infected with a nasty strain of Mythic Lycanthropy. It is unclear exactly how this happened. Some believe that it was merely inevitable that the disease would spread in such an environment, while others suspect that some vampire lord<sup>6</sup> survived the sinking and was trying to rebuild his empire from below the depths. The chaotic nature

<sup>6</sup> This could very well be attributed to Hadric of Colhador from *X7 War Rafts of Kron*.

of those transformed, along with the changing temperature of the seas at that time, may have both been contributing factors to the disappearance of kopru from the Sunlit Sea.

### BC 1700 – Radiant Lycanthropy

**Period:** BC 1750 - Present

**Forms:** Spider, Lizard

This violent strain of lycanthropy was created from mixtures of both Mythic and Ancient strains, when an elven population on Brun discovered an ancient Blackmoorian device and triggered an explosion. Radiant Lycanthropy affects only elves and half elves, and will kill most humans and other humanoids who contract it. Involuntary transformation is brought upon by exposure to the radiance in one form or another. The transformation actually consumes all traces of the radiance in the victim's body. Once enough radiance builds up again, the victim will undergo another involuntary transformation. Radiant Lycanthropes who avoid contact with the radiance slowly die of a strange rotting disease. Shadow elven "soul crystals" do produce enough radiance for populations of these lycanthropes to survive amongst Shadow Elf communities in the Shadowdeep.

## BC 1496 — Viper's Lycanthropy

**Period:** BC 1469 - Present

**Forms:** Cat

Taymora, along with its population of Mythic Lycanthropes, was sent to the Hollow World just after it sunk beneath the wave. In 1496 Atzanteotl guided a small number of those lycanthropes through the forest to the city of Chitlacan. Once there, the lycanthropes spread their disease to nearly three quarters of the population. Two thirds of the population died as a result. The others fled into the forest and became what are presently referred to as were-jaguars. These poor souls must assume their form to eat. If their hunger is not satisfied in this way, they may transform involuntarily.

## BC 1000 — Draconic Lycanthropy

**Period:** BC 1000 - Present

**Forms:** Unknown

Unfortunately this strain of lycanthropy proved to be fatal to 99 percent of the population it infected. Fortunately for humans, the disease infected only lizardmen and a few other reptilian species. When the Nithians<sup>7</sup> unknowingly brought this disease

<sup>7</sup> See this issue of Threshold The Undead of Elegy Island, and the entry for Jaime

with them to their colony lands, most of the resident population of lizardmen was killed. Unlike most strains of lycanthropy the draconic version is not passed directly from one host to another, but instead spreads through an intermediary. Small parasitic ticks serve this function. Those lizardmen that survived the infection did so only in the most figurative respect. They were transformed into a quasi-undead, desiccated, mummy like state.

## BC 500 — Red Lycanthropy

**Period:** BC 500 - Present

**Forms:** Wolf, Bat, Cat, Fox, Jackal,

The creation of the Red Curse also affected lycanthropes in the general area, changing their affliction into something new. Most lycanthropes on the Savage Coast were Nithian, and so were infected with Ancient Lycanthropy. Their transformation occurs four times per month, just as it does for other Ancient Lycanthropes. However, Red Lycanthropes will also undergo an involuntary change at other times, if Cinnabryl is not worn. It takes two days for a Cinnabryl dependent transformation to take place. This process can be reversed at any time by wearing the red metal. A transformation on one of the four nights corresponding to the phases of the moon will deplete any Cinnabryl currently being worn. A red lycanthrope always resumes its

“Honey-Creeper” Ahua for a possible explanation about how this strain of lycanthropy was created.

natural form after one of these four involuntary transformations, however if Cinnabryl is not worn, it once again begins its two day change back into were-form. Red Lycanthropes cannot acquire Legacies, and if they possessed them before infection, those Legacies are lost.

### AC 411 - Rodemus Lycanthropy

**Period:** AC 411 - Present

**Forms:** Human, Rat



Unlike most stains of lycanthropy, this strain infected giant rats rather than humanoids. It is likely that Rodemus Lycanthropy is an offshoot of Herathian Lycanthropy, and could have been introduced to the Thyatis region by travelling Herathian merchants of the time. Thus despite its relatively recent appearance, Rodemus Lycanthropy may be a very ancient strain of the disease. The first known recipients of this curse were giant rats known as “lesser” were-rats, who gained

heightened intelligence and the ability to transform into humans. Unlike Herathian Lycanthropy, Rodemus Lycanthropy can also be transmitted to humans. These “greater” were-rats often gain control of were-rat communities, and help in spreading the plague to other civilized areas. The name of this strain is somewhat of a misnomer, having been taken from one of the more famous examples of individuals infected with this curse, the Rodemus family. Their fame (some would say infamy) in Thyatis and Karameikos led to the popularization of this name, despite the fact that Rodemus Lycanthropy existed for over 400 years before the Rodemus family was infected.

### AC 623 - Devil Lycanthropy

**Period:** AC 623 - Present

**Forms:** Boar, Swine

It is believed that circa AC 600 in the region of Traladara, a wretched and wholly despicable individual by the name of Orcus, stumbled upon an ancient Taymoran treasure cache. From secrets discovered there he was able to piece together a ritual allowing him to infuse his own blood with the raw vitality and power of a feral beast. Thus Orcus became the first devil swine. Since then he and his ilk have terrorized the Known World, slowly spreading their influence throughout the rest of Mystara. It is possible that new strains of Devil Lycanthropy could be created, should others be able to piece together the dark rituals that Orcus performed.

## AC 730 – Dwarvish Lycanthropy

**Period:** AC 730 - Present

**Forms:** Unknown

Elves settling Glantri, some of which were descendants of those elves who discovered a Blackmoorian artifact in BC 1700, unknowingly brought Radiant Lycanthropy into close proximity of the Nucleus of the Spheres. Just as the absence of radiance will cause Radiant Lycanthropes to rot and die, so too will an overabundance of it. The strain mutated violently during this brief period of time and jumped into an unknown secondary carrier population - dwarves<sup>8</sup>. This strain, like its predecessor, is still fatal to humans, and many die as a result of a parasitic carrier (possibly a tick like creature as was the case for Draconic Lycanthropy). Fortunately for the dwarves their strong magical immunities prevent them from being infected by the disease, unfortunately for them they are blamed as the cause of infection.

<sup>8</sup> Although Gaz3 never specifies the actual cause of the plague in AC 802, this work assumes that the disease is associated with lycanthropy. It is therefore possible that populations of dwarves may still carry the disease, and that if they ever came into contact with the radiance again, a new plague could spread.

## LYCANTHROPIC TIMELINE

Following is a timeline of major events in the Known World related to the genesis and spread of lycanthropy throughout Mystara.

**BC 2500:** First experiments to create lycanthropes by Vampire Queens. These experiments generate unique bestial monsters, however the curse is not yet passed on through physical contact.

**BC 2300:** The Vampire Queens perfect their experiments resulting in the first stable strains of Mythic Lycanthropy.

**BC 2000:** Taymora comes into conflict with the burgeoning Nithian empire. Conflicts between these two nations will intensify up until the sundering of Taymora in BC 1750.

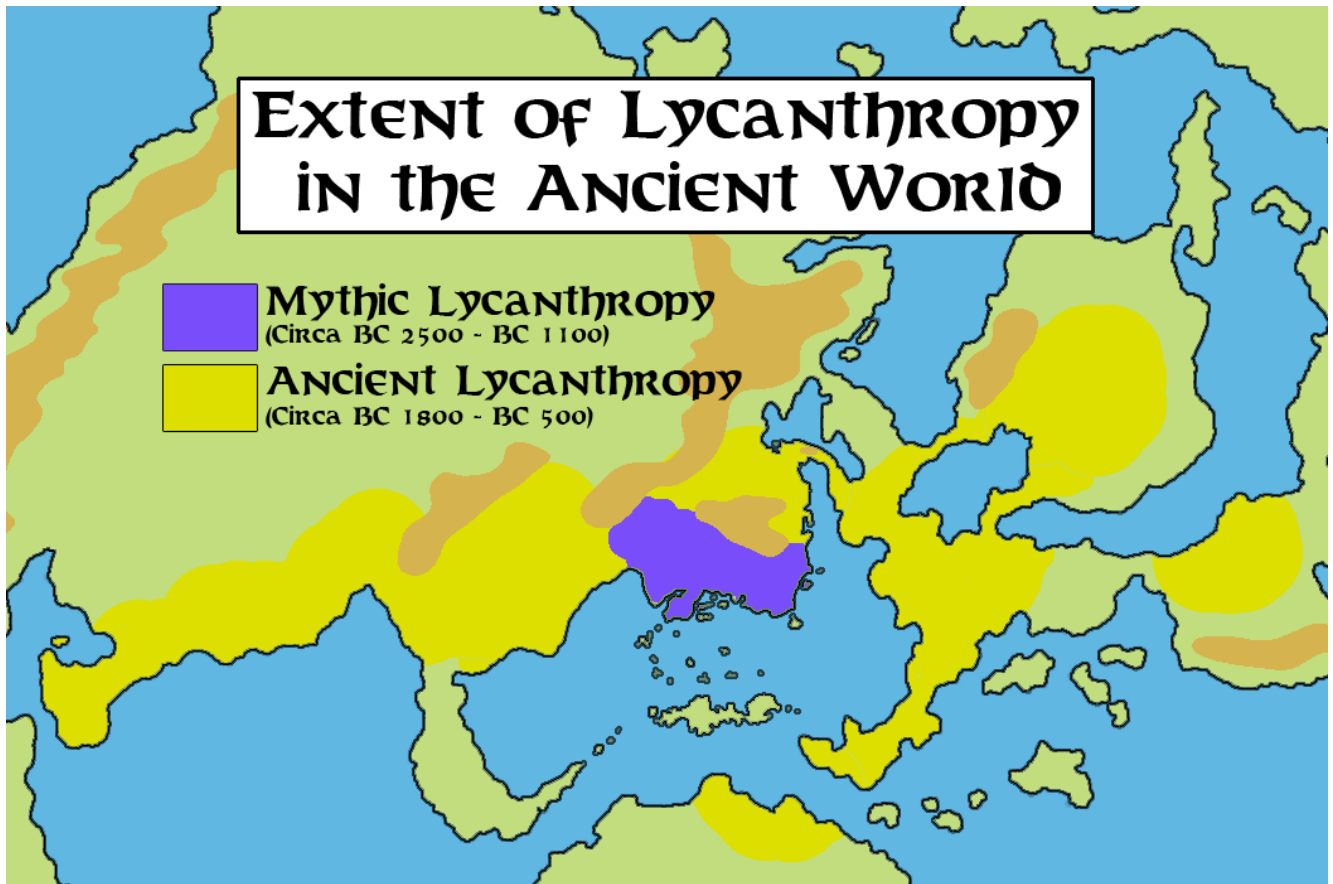
**BC 1800:** Nithian clerics perform the ritual that binds Mythic Lycanthropy transformations to the phases of the moon. Ancient Lycanthropy is born.

**BC 1790:** Lycan Rebellion. Were-wolf footsoldiers of the Taymoran Queens rise up against their masters.

**BC 1750:** Landmasses split, most of Taymora is in shambles. First occurrence<sup>9</sup> of Undersea Lycanthropy.

<sup>9</sup> PC4 lists the first appearance of weresharks in undersea as AC 415. Based on the earlier genesis of lycanthropy postulated by this article, that date is too late. Instead I have theorized that undersea lycanthropy first appeared much earlier, and the AC 415 date becomes an epidemic level event.





**BC 1720:** Taymora sinks beneath the sea, Minrothad and Ierendi islands are formed.

**BC 1700:** Blackmoorian device explodes in the Broken Lands.

**BC 1500:** Ancient Lycanthropy strains predominate, and Nithian lycanthropic orders become popular amongst the nobility.

**BC 1100:** Nithians finally eradicate the last traces of Mythic Lycanthropy from the world.

**BC 1000:** Alphatians bring natural strains of wolf and tiger lycanthropy. These strains of Alphatian lycanthropy may have been instrumental in the development of Modern Lycanthropy 400 years hence.

**BC 600:** Alphatian magic strengthens the bond of lycanthropy to the moon, creating the first strains of Modern Lycanthropy.

**BC 500:** Nithians vanish, and the last of the Malpheggi lizardmen disappear from Ierendi islands. All knowledge of controlling lycanthropy disappears with the Nithians, paving the way for a new wave of the curse to spread across the lands.

**AC 803:** Glantrian plague carried by dwarven population.

**AC 395:** Flaems bring natural strains of bear and boar lycanthropy.

**AC 400:** Alphatian lycanthropy outbreak.

**AC 411:** Mrikitat, the first wererat is created. It is possible that Mrikitat comes into existence through the power of one of the lost Blood Stones (see Magic Items below).

**AC 415:** Wereshark plague spreads undersea<sup>10</sup> throughout the Sunlit Sea area, decimating entire populations. Triton nations band together to eradicate the disease.

**AC 419:** Normal seals carry lycanthropy to the polar regions.

**AC 443-445:** The Silver Purge in Minrothad. Lycanthropes are persecuted in the Ierendi and Minrothad islands.

**AC 451:** Mrikitat establishes kingdom of wererats under Thyatis city

**AC 593:** Ruaidhri kills the last of the werehawks.

**AC 623:** Devil swine first appear in Alphatia. It is possible that Orcus and his ilk come into existence through the power of one of the lost Blood Stones (see Magic Items below).

**AC 802:** Dwarves and plague come to Glantri.

**AC 828:** Dwarves are expelled from Glantri.

**AC 979:** New epidemic of lycanthropy breaks out in Glantri.

**AC 980:** Lycanthropes are again discovered in Minrothad, devil swine and wererats are

most numerous. Weresharks reappear in the Sunlit Sea.

## MAGICAL ARTIFACTS

The following artifacts are all related to lycanthropy, and have been used throughout the eras both by were creatures and their creators, as well as those that oppose them.

### The Blood Stone (Mythic Era)

(Tanit's Heart, Blood of Taymora)

#### Description

A large red radiant cut gem the size of a human fist, the Blood Stone pulses when held, as if a heart beats inside it. Opaque and the color of blood when not held, the gem becomes warm to the touch once grasped, its blood red exterior melting away to reveal a swirling slurry of crimson and black fluids writhing within it.

#### History

Originally crafted in a set of five, the Blood Stone is the sole surviving gem in the modern era. Created sometime circa BC 2300 in a dark ritual that required the blood of no less than three Daughters of Tayma, and infused the souls of thousands of sacrificed sentients, the Blood Stones were the key component in creating Mythic Lycanthropy.

Two of the stones were consumed shortly after being created, used in the genesis of werewolves and werebats. The remaining three stones were lost to history, most likely

<sup>10</sup> PC4 lists this date as the first appearance of weresharks in undersea, however this article postulates an earlier date (circa BC 1750). The AC 415 event has therefore been converted into a resurgence of the disease.

exchanging hands amongst the lords and ladies of Taymoran nobility during their incessant civil wars. Of those remaining it is commonly believed that two have been found and used, the first by Mrikitat in AC 415 in generating the wererats, and the second by Orcus in AC 623 in spawning the devil swine.

The final Blood Stone has yet to be used.

### Powers

The Blood Stone may be consumed in a dark ritual to generate a new breed of lycanthrope. Details of the ritual are left to DM fiat, but undertaking such an action should be considered an evil and chaotic act. In addition to its ultimate use, the Blood Stone can impart the following powers to its wielder:

- Holding the Blood Stone and concentrating will reveal the presence of any lycanthropes in the immediate area.
- Once per day the Blood Stone can be used to command lycanthropes. Any lycanthropes in the area can be given a single simple command and will obey it to the best of their abilities.
- Once per week the Blood Stone can be used to dominate a lycanthrope. The individual behaves as if a geas is placed upon them. The effect lasts until the individual completes their mission or if this power is used again by the owner of the Blood Stone.

## The Chalice of the Moon (Ancient Era)

(Matera's Cup, The Cratered Goblet)

### Description

The Chalice of the Moon is a large, and somewhat macabre, artifact. The base of the chalice is a circle a foot and a half in diameter and made entirely of silver. Wispy silver tendrils emerge from the center of the base to entwine the chalice's stem and cup. The stem is composed of two humanoid arms joined at the elbows and the wrists, with the palms facing each other and the hands extending outward in order to grasp the large crystal cup that is held between them. One of the arms is that of a slender woman. Its skin is a pallid gray and its fingertips are black as if scorched by a fire. The other arm is well muscled and covered in stringy brown fur. Its fingernails resemble those of a wild animal, perhaps a wolf. The chalice held between the two hands is said to have been cut from Matera itself. It has a diameter of 6 inches at the base and 13 inches at the top opening. It is a semi translucent crystal, a dull purple in color. Its surface is scarred and pock marked with many small gouges and craters.

### History

The Chalice was created centuries ago by the Nithians to combat the curse of Mythic Lycanthropy. The stem is created from the left arm of a Taymoran Vampire, and the right arm of a Mythic lycanthrope, and it represents the bond that existed between those two creatures. The cup of the Chalice represents the new bond with the moon

Matera, that would be placed upon all lycanthropes by the artifact's use.

### Powers

The true power of the Chalice is that it binds the cycle of lycanthropic changes to the phases of the moon. This has made the artifact the target of Entropic plots throughout the centuries, for should the Chalice ever be destroyed, the bond with Matera would be broken and were creatures would once again undergo chaotic and unpredictable transformations.

- The Chalice radiates a magical aura with a 60 foot radius. All lycanthropes within that radius automatically revert to their normal (original) form.
- Any individual suffering from a magical compulsion (suggestion, domination, geas, or similar magic) has that compulsion broken once they enter the Chalice's magical aura. The magical compulsion is dismissed, and is not re-established once the individual leaves the area of the aura.
- A lycanthrope who drinks from the Chalice can prevent uncontrolled transformations for one month.

### Makalbu's Maw (Modern Era) (Fangs of the Bitch Queen, Ruaidhri's Folly)

#### Description

Cracked and yellowed with age, Makalbu's Maw is the near fossilized maxilla and lower jaw of the Savage Queen of Urgab, a 17th century BC werewolf queen of the Nithian borderlands. The skull above the teeth, including the nasal passages and eye sockets, is smashed and long ago forgotten, leaving only a narrow band of bone near the gum line to hold the teeth in place. The lower jaw remains fully intact.

If worn as a mask, Makalbu's Maw fuses to the face of the wearer, merging with their own mouth and teeth to form a vicious array of bony dentures. Once fused in this manner the only way to remove the Maw is through the death of the owner.

#### History

Makalbu was destroyed in the 17th century BC, by a band of Nithian adventurers questing to free their people from her despotic and brutal rule. As a trophy they claimed her severed head, displaying it as a warning to any of her remaining minions. Throughout the centuries the skull of Makalbu passed hands countless times, from leaders to adventurers and explorers. Eventually the warrior hero Minroth set out with the skull to what are now the Minrothad Islands. There it stayed until after the fall of Nithia.

*Continued on [page 155](#)*



# Nations of the Duskward Rim

by John Calvin

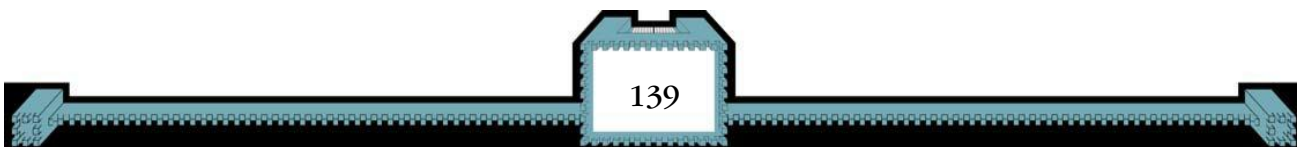
## FOREWORD BY THE AUTHOR:

Eerie and alluring, the dark interior world of Matera that Sharon Dornhoff, Geoff Gander, and others, envisioned almost 15 years ago continues to fuel my imagination even to this day. In this issue of *Threshold* we will explore the Hollow Moon's Duskward Rimlands region, a swath of territory abutting against the inner moon's easternmost crystalbarrens, and delve into the nations and cultures that thrive there.

As a special note, I would also like to bring to attention, that while Sharon Dornhoff (especially), Geoff Gander, and others, have written extensive materials on the Hollow World, we are now treading into areas that are considerably less detailed. Although the

initial seed for the nations and cultures detailed below was pulled from Sharon's original work, you will find that I have largely injected my own thoughts, preferences, and ideas in fleshing them out... and we are still only scratching the surface.

I would like to encourage anyone reading these articles, who may be interested or inspired by their material, to contribute to the continued development of the Hollow Moon setting by participating in discussions on The Piazza forums. I hope to see you there!



## LUNAR PROPERTIES (GETTING RE- ACQUAINTED)

The Hollow Moon is a vast and strange setting, and many of its properties are quite alien when compared to a world like Mystara. This section will help readers become acquainted with all the bizarre characteristics of the moon that inhabitants of the interior of Matera take for granted. In addition to the material presented here, the readers may also wish to revisit *Once in a Blue Moon* articles in *Threshold Issues #2, #4, #9, and #10*.

### A Dark World

The Hollow Moon was originally envisioned by the Immortals, Seshay-Seline and Ordana foremost among them, as a haven for all of the dark adapted creatures of Mystara, especially those creatures who would not fare well under the eternal light of the Hollow World's red sun. Many of the sentient creatures living in the dim light of Matera's interior are well suited to their dark environment; hsiao, aardovai, rakasta of Mauro and Margasta, Mordrigswerg, and Taurus gnomes, humanoids of the Outlands, and humans such as the Albheldri and Cynidiceans have eyes adapted to see in the dark.

This however is not a requirement for placement within the Hollow Moon, as evidenced by the many races who are not dark adapted. Most humans fall under this category, as do the gyerians of Cacklogallinia and the Independent Trade Cities. Vedal,

Toroldorsk, and even the pteryx of the Apennines all require some amount of artificial light to function in their everyday lives. While living in perpetual darkness is slightly more difficult for such races, it is not detrimental to their growth and development, and acclimation to their new darker world is completely within their grasp.

It is true that Matera's interior does not have a central sun like the Hollow World, and that the Crystal firmament filters out much of the outer sun's light. While most visitors from Mystara would consider the Hollow Moon to be darker than the darkest night back on their homeworld, it is in fact illuminated in many ways.

#### Sunlight

A lunar day, from one fulldark to the next, lasts 28 Mystaran days. During the first 14 days light increases, until finally reaching its height at skybright (when light shines through the crystal firmament of the Farside). During the last 14 days, light begins to diminish until the sun sets at dusk and eventually returns to fulldark (when the sun's light is blocked by the bedrock covering of the Nearside).

The light that enters the Hollow Moon is not the white light common on the surface of Mystara, but rather a muted bluish green color at its brightest. [See Fig. 1]

#### Volcanoes

Localized lighting is often provided by the Hollow Moon's many volcanoes, each cycling through constant and predictable stages of

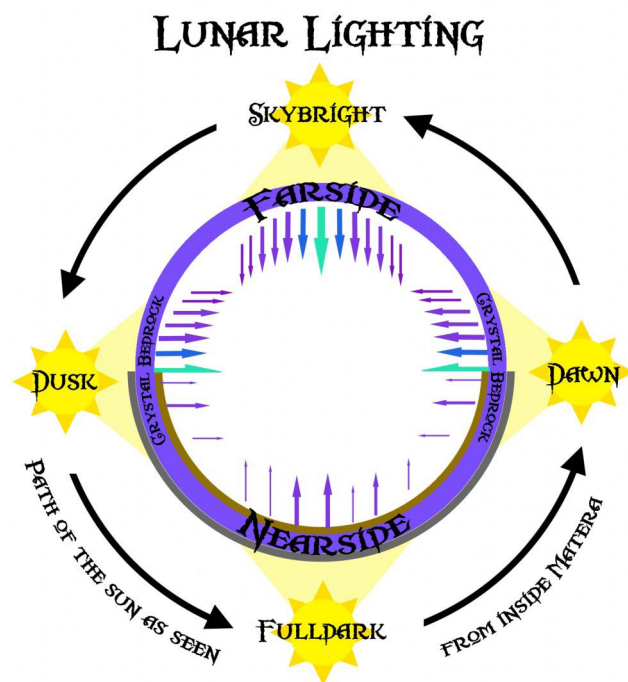


Fig 1: Lunar Lighting

activity. While the crystal firmament filters out most light in the red-orange-yellow spectrum, volcanoes produce this color of light internally, and so are one of the few natural locations where such colors can be seen.

**Bioluminescence**

Much of the flora and fauna of the Hollow Moon have been altered in some shape or form to produce bioluminescent light. This is especially true in sea life, but land based flora and fauna may also sport luminescent patterns across their bodies. This is one way in which Ordana modified creatures traditionally reliant upon their eyesight in order to find prey and mates.

**Artificial Light**

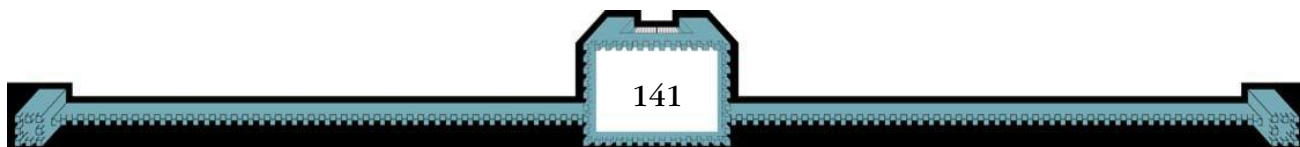
Not uncommon throughout much of the Hollow Moon, artificial light tends to see a fairly restricted use. Many cultures use the light of candles, and lanterns to light their cities and streets, and for reading (though other cultures have simply adopted bioluminescent ink). Cooking fires are also common, but generally kept small and hidden when necessary for two major reasons. In the concave environment of Matera's interior, bright lights tend to give away one's position to any enemy that might be watching, and while bright lights tend to illuminate their immediate area, they rarely penetrate far in the Hollow Moon's dark interior. Those subjected to bright light have their senses blinded to potential dangers lurking in the dark.

**LUNAR REGIONS AND DIRECTIONS**

Finding your direction within the Hollow Moon can sometimes be confusing. Like in the Hollow World, the cardinal directions of east and west are reversed in the interior of Matera. Several other important regions and directional bearings are important in the Hollow Moon setting. These are explained in more detail in Threshold Issue #2, however brief descriptions are provided below.

**Nearside**

The hemisphere of the moon that faces toward Mystara is known as the Nearside, much of which is covered in a layer of encrusted basalt. It is only on the Nearside of Matera that life can be supported. When





travelling toward the center of the Nearside, one is said to travel nearward.

**Farside**

The hemisphere of the moon that faces away from Mystara is known as the Farside, or the Crystal Firmament. The severe cold of the exposed crystal prevents most life from existing here (only desert ghosts are able to survive there. When travelling away from the center of Nearside, one is said to travel forward or rimward.

**Crystal Firmament**

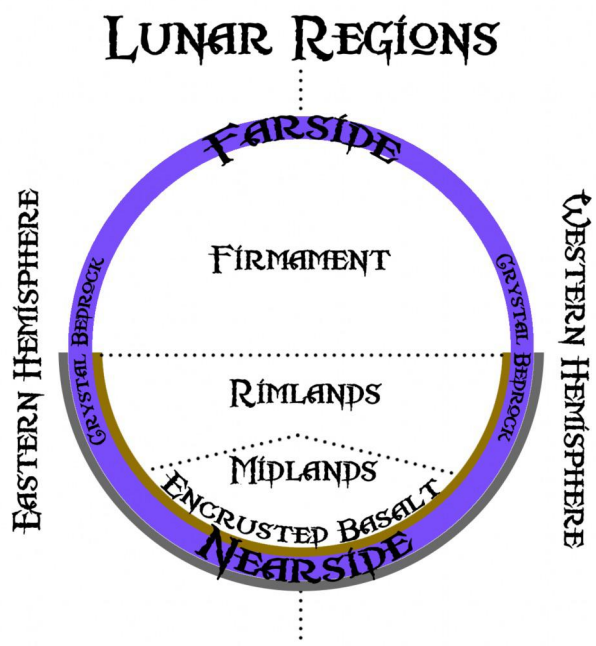
The lunar crust is composed of a bluish, magical, nearly indestructible crystal. On the Nearside exposed crystal is referred to as crystalbarrens, while on the Farside it is merely called the Firmament.

**Duskward**

This is the direction toward the location of the setting sun in the Materan east, over the rimlands past Mare Fecunditatis. Travelling forward to the east is the same as travelling duskward.

**Redlands Peninsula**

This stretch of land juts out beyond the border of the Nearside's rim and over the crystalbarrens of the Farside's firmament. Being surrounded by the moon's crystal on three sides, the Redlands are subjected to more extreme temperature variations and wind conditions than many regions of the Nearside.

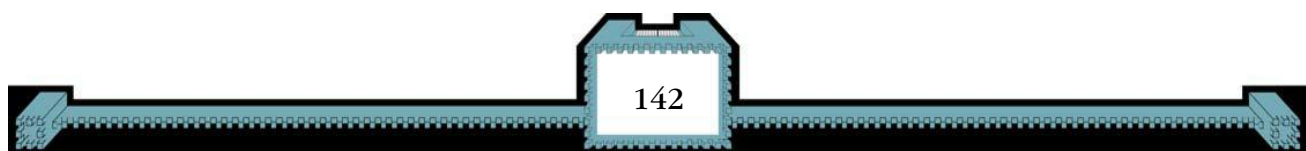


*Fig 2: Lunar Regions*

**NATIONS OF THE DUSKWARD RIM**

The Duskward Rim is the name that the folk in the Hollow Moon give to the eastern region inside of Matera that separates the Nearside from the crystal firmament of the Farside. It stretches from the Redlands Peninsula in the north to the wilderness south of Vedal and beyond. While opinions may vary, it is generally accepted that anything forward (east) of Mare Fecunditatis lies within the Duskward Rim's boundaries.

Though distant from the hustle and bustle activity around the Spindrift Sea, the nations of the Duskward Rim are far from removed in the eyes of Materans, primarily due to the mercantile efforts of Cacklogallinia and the Independent Trade Cities. These nations

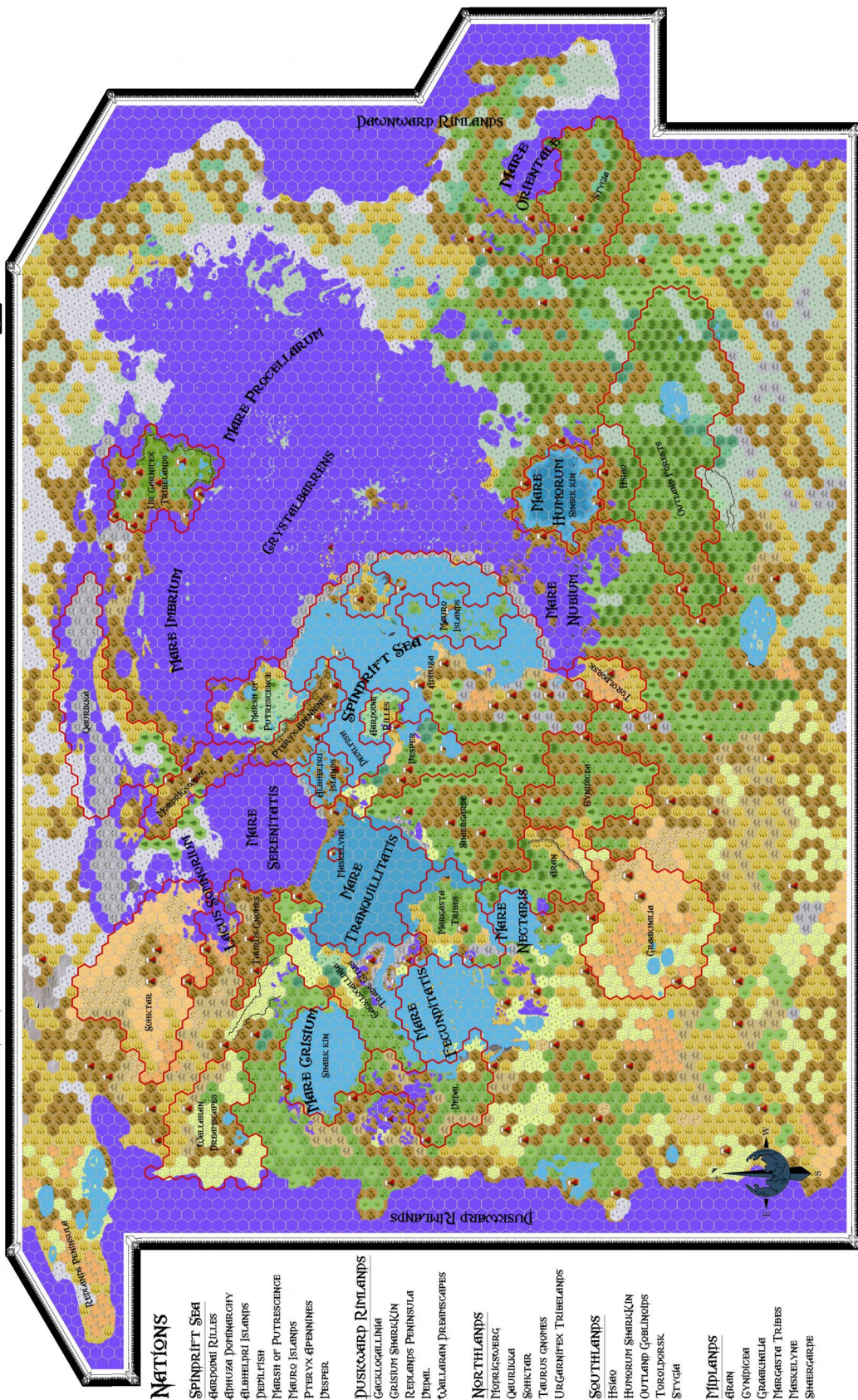






Special thanks to Sharon Dorsett for helping with the computer setting up to Dorian Tait for providing us with these excellent graphics

MATERA - THE HOLLOW MOON  
BY JOHN GILPIN



have a firm hand in trade throughout the Hollow Moon, visiting folk as far off as Toroldorsk. Other nations also do a brisk trade in these lands, especially the spider folk of Aran who fly through the cool lunar airways in their ships of silk.

## Cacklogallinia



**Arrival Date:** BC 250

### On the Outer World

Cacklogallinia was a vassal state of the Kanastenid Empire of western Brun during its height in BC 590. A mercantile culture composed of gyerians, bird-like humanoids, Cacklogallinia was known as a trading center, and its inhabitants as shrewd and often times unscrupulous merchants. With the fall of Nithia in BC 500, one of the empire's largest trade partners, the Kanastenid Empire began to falter. In BC 317 the empire began to crumble from within after an unsuspecting trade vessel brings an infestation of hivebrood, and the gyerians were blamed.

By BC 250 the Kanastenid Empire was shattered, and the remnant territories of Cacklogallinia were known as the Land of Gyerians by invading ogre-kin of Suma'a and Gombar.

### In the Hollow Moon

Since their arrival, the gyerians of Cacklogallinia have spread along the coastlands of three great seas in the Hollow Moon. The original settlements were placed in the grasslands along the eastern shores of Mare Tranquillitatis, and from there the culture spread rimward along the hilly and forested terrain between the southwestern shores of Mare Crisium and the northern shores of Mare Fecunditatis.

Cacklogallinian cities are spectacular hubs of industry and fortune, and gyerian merchants thrive in many ports and trade centers throughout the Hollow Moon, especially in the region of the Spindrift Sea.

### Culture

Cacklogallinian culture is centered around trade guilds. For the gyerians of Cacklogallinia, the guild is almost an extension of family. From the moment that chicks are hatched, they are promised to the guildmasters, with little chance of moving outside the guild their family is affiliated with. Thus the chicks of woodcutters are destined to be woodcutters, while the chicks of farmers are destined to be farmers themselves. While most Cacklogallinians are born merchants, only those of the Factors Guild typically have dealings with outsiders. These are the gyerian "middlemen" who are

trained to do business with neighboring races, as well as their own.

The northern cities of Cacklogallinia are agricultural hubs, producing a majority of the grains that can be found across the entire Hollow Moon. Ships often sail from the gyerian cities across Mare Tranquillitatis to the lands of Shaergarde in the west, though the nearby lands of the Margasta are studiously avoided. Southern cities, those between Mare Crisium and the Strait, tend to be more industrial in nature, focusing on lumber and finished crafts.

### Fire Times

Very few Cacklogallinian cities are built near any of the more destructive volcanoes in the Hollow Moon, though many of the northern cities do have to contend with the periodic fumes that bellow forth from the Taurus Mountains. Sometimes these fumes are strong enough to destroy crops, forcing local farmers to seek shelter behind the nearest city walls.

### Adventure Ideas

A clan of werefoxes invades the northern territories of Cacklogallinia, plaguing the main trade route between the city of Clakkar and the Taurus gnomes. Putting an end to their depredations along the road is only the beginning, for the real danger comes from the werefox patron, a gnomish merchant wishing to usurp his gyerian competitors.

Dark ships have sailed across Mare Tranquillitatis and into the port of Byrrk. Though their cargo holds are filled with goods, not a single crewman is to be found

on any of the three ships. Unfortunately the ships sailed too close to the city of Maskelyne, the City of Shadows, and are now infested by the otherworldly beings.

Guildmaster Kray'kaw has not been seen for several months, and what is worse is that her Tree-fellers Guild has stopped sending all shipments of lumber to Byrrk. Little does anyone know that Kray'kaw and her crew stumbled upon a nest of hivebrood in the timberlands of the far north. She, her crew, and all who have gone to investigate have fallen to the creatures, whose power is growing. Should they not be stopped, the hivebrood could decimate all of northern Cacklogallinia.

## INDEPENDENT TRADE CITIES

### Arrival Date:

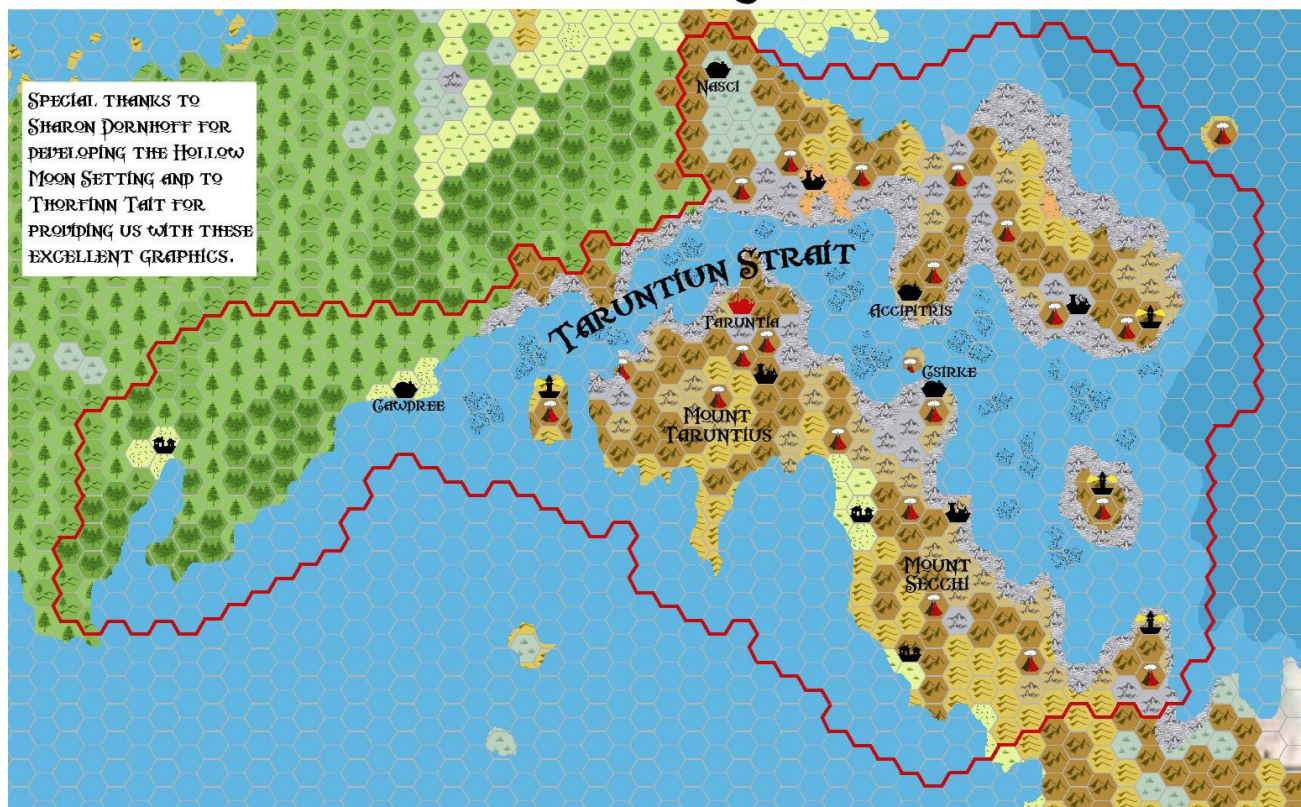
Formed in the Hollow Moon AC 320.

### On the Outer World

The Trade Cities are a culture unique to the Hollow Moon, having developed there under the care and guidance of the Immortal Asterius. Much like the Merry Pirates of the Hollow World, the Trade Cities have been allowed to develop a culture all their own, in their case a mercantile culture. Although they have no direct progenitor from Mystara, they are an amalgam of many different cultures and races from Mystaran history.

**HOLLOW MOON**  
BY JOHN GALVIN 2016

**INDEPENDENT TRADE  
CITIES**



SPECIAL THANKS TO SHARON DORNHOFF FOR DEVELOPING THE HOLLOW MOON SETTING AND TO THORFINN TAIT FOR PROVIDING US WITH THESE EXCELLENT GRAPHICS.

**In the Hollow Moon**

Originally part of Cacklogallinia, several cities along the shores of Fecunditatis and the Taruntium Strait broke away from their nation, intent on doing business in a new way. These soon became known as the Independent Trade Cities, and their borders were open to all who were willing to do business, and who could brave the dangerous waters or airways to get to them.

Since their founding, the Trade Cities have become a haven for indigent populations, especially of those like the gyerians, who prefer to illuminate their cities with the

warm glow of artificial light rather than suffer the gloomy blue darkness of the Hollow Moon's interior. Humans are especially numerous, with large populations from the nearby nation of Vedal, and smaller ones from Cynidicea and Toroldorsk. In AC 400<sup>1</sup> another large human population migrated into the Trade Cities. These newcomers called themselves Alphatians, and were quite different than any of the other humans in the Hollow Moon. In fact these Alphatians were

<sup>1</sup> This date differs with Sharon's original time estimate of BC 400, however I suspect that date is in error, since lycanthropy broke out in AC 400, and that specific event is referenced in her notes.

also natural born shapeshifters, whose ancestors suffered persecution after the lycanthropic plagues on Mystara broke out across the Known World.

Smaller populations of almost any race can also be found in the Trade Cities, which are sometimes used as a general “dumping grounds” by immortals who wish to save cultural groups that may too small to survive on their own merits. The most famous example is the disgraced Rodemus family of Thyatis, who was transported here circa AC 970, after their extreme corruption, and the fact that they were all wererats, became known to the general populace of the Duchy of Machetos.

### Culture

The concept of guild rule came directly from the Cacklogallinian founders of the Trade Cities, though it has become much more fluid over the centuries. Guild membership is not restricted to family lines, but rather open to anyone talented enough to prove their worth, whether they be gyerian or not. Each Trade City operates with autonomy within its own borders, with a ruling council of guild masters to oversee its interests. In turn each Trade City nominates one of its ruling guild masters to represent it in the Council of Free Cities. This council is responsible for organizing and implementing a coordinated effort to defend their collective borders.

Unlike the cities of Cacklogallinia, the Trade Cities open their borders to all comers, or at least those willing to do business. The silken windships of Aran are particularly welcome amongst the cities along the Strait, as their

ability to fly allows them to ferry goods into and out of the cities with relative ease, avoiding the dangers of the waters below.

Cities along the Strait are known for their craftsmanship, especially in iron and steel. The coasts of northern Fecunditatis are replete with giant glowworms and fireflies, and the Trade Cities situated in that region have become experts at cultivating such creatures. Their products are especially sought after by Mordrigswerg alchemists who use them in crafts both mundane and magical.

### Fire Times

The combination of shallow seas, glaciating crystal shores, and active volcanoes in the Strait between Mare Fecunditatis and Mare Tranquillitatis, makes it one of the most hazardous regions to travel through and live in. Several Trade Cities situated in the craggy peaks along this passage must constantly deal with the threat of geological upheaval and deadly pyroclastic surges. Only those cities built upon the most stable of bases have withstood the tests of time, though numerous ruins along the Strait testify to the traders temerity.

### Adventure Ideas

Famed explorer-merchant Tagian Kray has not returned from his expedition to the fabled Emerald Pagoda in Vedal. Desperate for answers, his family has hired a band of explorers to follow in his footsteps and bring back any word of their missing patron. In fact, Tagian’s step-son Warrice conspired with one of the Vedal chambahara to capture and murder his step-father so that he could inherit the family fortune.

Aran shipwright Nessa Nahal, is about to unveil her latest design, the largest floating silken ship yet to sail the winds. Such an innovative design would drastically increase the amount of cargo that could be shipped from cities along the Strait, and greatly increase the coin that merchants from those cities could make. Rivals from the city of Cawdree on the shores of Fecunditatis have been sent to sabotage the effort.

The Rodemus family is at it again, with Torphan Rodemus poised to infect the newly appointed representative to the Council of Free Cities, Guildmaster Daelius Hok. Once their new agent is in place, the plan is to infect all the other human members of the council and assassinate the rest. Unfortunately, even should the Rodemus plan succeed, the chaotic behavior of the wererat family and their minions would doom the Trade Cities as they fell into anarchy.

## Crisium Shark-kin

**Arrival Date:** AC 100

### On the Outer World

After the fall of Adhuza in the Sea of Dread, the shark-kin began their long and arduous journey back to freedom. Used as shock troops in the kopru's empire, it was not easy for them to eek out an existence without the support of their former masters, nor for them to gain the trust of their Undersea neighbors. When Taymora sank beneath the waves, the shark-kin of the Sea of Dread finally had the means to thrive again. All of the small islands that dotted the Sunlit Sea made perfect

spawning grounds for their young, and once again their numbers thrived.



This golden era of the shark-kin was not to last however. When the Ierendi and Minrothad islands became bastions for the land dwellers, shark-kin were pushed back into the sea. As sailing ships started to once again ply the waves, conflicts between the shark-kin and the air breathers intensified. It was inevitable that the scaly, semi-amphibious shark-kin, who relied on pristine uninhabited sandy shores to spawn their young, would soon lose this battle. The burgeoning Thyatian Empire put the last nail in their watery coffin. With bounties placed on their toothy maws, the shark-kin of the Sunlit Sea were hunted to near extinction.

### In the Hollow Moon

With few land dwelling civilizations near the shores of Mare Crisium when the shark-kin arrived, they quickly rose to prominence in the region. The north and south-eastern shores of Mare Crisium, lined with black volcanic sand, made perfect spawning

grounds, as did the numerous small offshore islands. The shark-kin's closest neighbors, the Cacklogallinians in the southwest, had little desire to ply the waters of Crisium, and since the Mare is isolated from the other oceans of Matera, ships from other seafaring nations would never sail its waters. The shark-kin of Mare Crisium had finally found a home.

Relations with the gyerians of Cacklogallinia were lukewarm at first, but quickly solidified thanks to the bird men's mercantile skills. They traded with the shark-kin tools and materials that could not be found or created in their watery environment, and in return received all the bounty of goods that the waters of Crisium had to offer. When the humans of Vedal began to explore their world, interactions with the shark-kin were more tense. Not having forgotten their treatment by humans of the Outer World, the Crisium shark-kin were quick to defend their borders. Since then aggression between the two cultures has cooled, though the shark-kin will still not tolerate any vessel to sail their waters.

### Culture

The shark-kin of Crisium are just as comfortable on the shores of their territory as they are beneath the waves, and communities have grown up on both sides of the water. Those dwelling in the sea live a fairly nomadic existence, following the schools of fish that they hunt for food, while shark-kin living on the surface have fairly sedentary lives, trading with their kin beneath the waves and strangers from further inland. Individual shark-kin are not constrained to either type of existence, and

in fact many shift between the sea and the shore several times within their lifetimes.

Communities built on the shores of Mare Crisium are generally devoted to trade, and the shark-kin will tolerate the company of most outsiders who behave themselves while in their territory. Island beaches in the Mare itself are generally considered to be off limits to outsiders, many of them being spawning grounds marked with totems sacred to the shark-kin.

Most shark-kin tribes are independent from one another, each having their own chieftain and head priestess to lead them. The tribes have been known to unite under a single king sporadically throughout the ages, often in times of duress or when outside forces threaten their way of life. Such dynasties typically never outlive their founders, with the tribes reasserting their own dominance once the king dies.

### Fire Times

Two major volcanoes border the northeastern and southeastern shores of Crisium. The northern crater erupts once every 10 years, spewing smoke into the sky and peppering the nearby land and sea with burning rocks. While the outburst can be deadly, it is over quickly and easily avoided, and most locals have no problems navigating its dangers.

The southern volcano belches forth fumes and smoke on a yearly basis, but every 70 years it erupts violently, often clearing the nearby shores of all traces of civilization. Though the shark-kin can avoid its wrath by escaping into the sea, these times are

especially dangerous for the creatures, as on several occasions, forces from Vedal have attempted to claim territory along the southern coast after such eruptions.

### Adventure Ideas

The Fire Times have come and the shark-kin settlements on the southern shores of Crisium have been decimated. Shark-kin returning to reclaim their homes are met by bands of Vedal war parties squatting on their lands. Abinesh, the Vedali war leader is one of the chambahara seeking “exotic fare” that he can add to his dinner table.

Kakrrr, an outcast of his people has stolen his tribe’s sacred totem and fled to the waters of Mare Fecunditatis. Without their totem, the tribe’s spawning grounds will be cursed. The PCs must help a band of shark-kin traverse the territory between the two Mares, and track down the outcast and his nefarious band.

A powerful chieftain has been uniting several shark-kin tribes under his banner around the northeastern coasts of Mare Crisium. As the tribes move westward they sing the praises of King Zllazk “Shred Tooth”, and slaughter any tribes that oppose his rule. Unknown to all, a lone kopru has somehow managed to find a foothold in the Sea and is attempting to consolidate a foothold for Adhuza using King “Shred Tooth” as his puppet. Should he succeed, Vedal, Cacklogallinia, and the Trade Cities will all suffer from his depredations.

## Redlands Peninsula

**Arrival Date:** BC 500

### On the Outer World

The Redlands Peninsula doesn’t represent any specific cultural group from the Outer World, but rather a unique set of circumstances that the Immortals wished to preserve and study - the Red Curse. The Red Curse is actually the amalgam of several curses and blessings which occurred in the Savage Baronies region in BC 500 including the Spell of Oblivion, Ixion’s curse on Nimmurian manscorpians, and the Great One’s magical protection of the Wallaras.

Supremely infectious, and aggressively spread, the Red Curse was an anomaly to the Immortals; something created by their magic, but not by their intentions. Due to Ixion’s magic, the Immortals determined that the Red Curse was in part powered by the rays of the sun, and so they decided to move it to a place it could be studied in relative safety... the dark interior of the Hollow Moon.

### In the Hollow Moon

Ka chose the Redlands Peninsula for its unique location in the Hollow Moon, as it is essentially a large peninsula extending from Nearside out and over the crystalbarrens of the Farside. Protected on three sides by the crystal firmament, over which the Red Curse can take no foothold, Ka had found the perfect location to continue his investigation and experiments with the Red Curse. By modifying the Spell of Remembrance he was able to effectively seal the Red Curse on the Duskward Rim’s border. Creatures can pass



over the seal to enter the Redlands Peninsula, however no living thing infected by the Red Curse may pass through to the Nearside.

**Culture**

A destination for exiles and wanderers, the Redlands Peninsula is a brutal and lawless region inhabited by brigands, cutthroats, and opportunists ready to prey on the misfortune of others. Border towns have sprung up along the border of the rimlands just outside the region affected by the Curse. These places of diminished civilization run a brisk but profitable trade with the frontier communities further forward. Fortunes can be made here trading for cinnabryl and red steal for those unscrupulous and brutal enough to enforce their own laws.

**Fire Times**

Very little volcanic activity extends this far out over the crystalbarrens of the Farside, however the real threat in this area comes not from the Fire Times, but from the effects of the Red Curse. Despite the fact that direct sunlight never finds the surface of Matora's interior, it is filtered through the crystal firmament. Thus the Red Curse is still fueled by the sun, albeit at a much slower pace. Since Ka's magic has effectively contained the curse to the Redlands Peninsula and it cannot expand outward, its power has been steadily increasing over the millennia, and centuries since its first introduction. Certain regions of the peninsula are steeped in concentrated energies of the Curse, while others may be only slightly affected by its powers.

**Adventure Ideas**

PCs pursuing a wanted fugitive across Matora's interior find themselves on the border of the Redlands. Their quarry has crossed beyond, but should they dare to follow, they may never be able to return to their homelands.

Not all is as it seems in the bordertown of Redton. For years the locals have been terrorized by Red Rory's gang of thugs, but this changed recently when a stranger came to town a few weeks ago. With the stranger's help, Cy Garret's brigands have gained the upper hand, and the townsfolk have been caught in the middle of a bloody gang war. When the PCs enter the fray, the real fighting starts... but the real danger may come not from the roving thugs, but the stranger who riled everything up.

Something unexpected has happened in the Redlands, warping the Red Curse in a way unforeseen even by the Immortals. Clerics and priests from across the Duskward Rimlands receive dreams and visions from their patrons urging them to travel north and investigate the new monstrosities that are somehow escaping from Ka's barrier to terrorize the rest of the Hollow Moon.

## Vedal

**Arrival Date:**  
AC 451

### On the Outer World

Shapeshifters have been a part of Sindhi culture since its inception. Collectively known as the chambahara, these shape-shifting races included were-tigers, rakshasa, doppelgangers, bhut, and others. In AC 186, after the death of Rajah Vijay Pratikuta, his inheritors seized control of the land, dividing it between them into the territories of Jalawar and Jhengal. The corruption and brutality of their rule quickly becomes apparent, and though it is suspected that the Pratikutas may all have been replaced by shapeshifters, the populace can do nothing to free themselves from their tyranny. It seems as if every level of Sindhi society had been infiltrated by the chambahara, and was firmly within their grasp.

In AC 451 a daring group of Sindhi mages, united by Maga Aditi, make an audacious bid to overthrow the chambahara. With amazing alacrity, these mages, calling themselves the Jadugeryas, succeed in their bid for power, and after eliminating the “Pratikutas” and their inheritors, begin the Dark Inquisitions to root out and expose all remaining shapeshifters. The rule of the chambahara was broken for good, however Jammudharrah<sup>2</sup>, patron of the bhut,

<sup>2</sup> The name given to Jammudaru by Sharon Dornhoff in the “[[Hollow Moon](#)] Ruminations Over a Blue Moon” discussion shared on The Piazza Forums.



convinced Ka that the evil races of Mystara deserved preservation as much as the good.

### In the Hollow Moon

Tucked away in a remote corner of the Duskward Rim, the nation of Vedal quickly grew into its own. Their borders extend from the southern shores of Mare Crisium along the western coastlines of Mare Fecunditatis. For over 500 years, the chambahara of Vedal, led by the elite nobility of bhuts, has expertly managed their human cattle, expanding their holdings at a phenomenal rate. Few Materan explorers dare to brave these lands, and fewer still are ever allowed to leave.

On Mystara the bhut’s transformation was bound to the night, causing the creatures to change form whether they wished to or not, however inside of Madera things are different. Bhuts are only forced into their monstrous form during the 56 hour period of fulldark, and into their human form during skybright. At all other times the creatures have full control of their shapeshifting powers, allowing them to change form at will. This has given them a tremendous advantage over those that would hunt them, and has allowed them to solidify their control over the populace.

### Culture

The nation of Vedal is divided into several clans, each presided over by its own ruling family. Smaller clans in turn are vassals of the larger more powerful clans, with the titular head of the nation being the Pratikuta family. Though each of the clans share a common ancestry, they have diverged over the centuries. They worship the gods, dance,

dress, and eat each in their own unique way. To outsiders these differences may go unnoticed, but for a Vedali, these minor variations define their self image.

The real disparity in Vedal exists between the common and the noble, those who are rulers and those who rule over them, the humans... and the monsters. Vedal is a land where the chambahara still reign supreme, secure in their strongholds, and free to harvest the lambs in their flocks as they see fit.

### Fire Times

Mountains bordering Mare Crisium in the north harbor some of the more violent volcanoes in the region. Most tend to grumble with smoke and fire on a regular basis, every few years or so, though they erupt violently on somewhat longer schedules. There are few large settlements in the north that have to contend with them however.

Volcanoes in southern Vedal tend to vomit forth slow moving tendrils of magma. Though the timing of these events is well known, the direction these rivers of lava will take is not, and they often cut fiery swaths through towns and villages. Luckily they are slow enough that very few are ever injured or killed in the process.

### Adventure Ideas

Upon entering a small village on the outskirts of Vedal, the PCs are increasingly unnerved by the behavior of the locals. Sly and secretive, the villagers welcome the PCs in the light of skybright, yet desperately try to dispose of them once the moon darkens.

Although the PCs may suspect the locals of being chambahara, they are in fact simply a small community of Alphatian shapeshifters desperate to keep their identity a secret.

Nearly 150 years ago a single werebat was banished to the Hollow Moon after having caused a certain Glantrian Prince a great deal of embarrassment. The creature, a Cypri named Desdemonda<sup>3</sup>, now masquerades as Mistress Ayvaer and resides in an ornate pagoda in Vedal's second largest city. A group of locals suspects her of being a vampire, though she has yet to succumb to any of their religious icons and wards. Desperate to deal with this menace, the locals plea for aid from the PCs.

Civil war looms imminent amongst the cities of Vedal, as three of the largest clans vie for ruler over the populace. The Nabendu of the west, controlled by dopplegangers and mujina, gather their forces to face off against the Pratikuta bhuts, who although fractured, are far more numerous than their foes. Little does either side know that the rakshasa lord Indubhushan has maneuvered them both into this battle, and his forces patiently await to dispose of the victor. Should the PCs be clever enough, they may be able to use this conflict to remove the chambahara from power entirely<sup>4</sup>.

<sup>3</sup> Desdemonda/Mistress Ayvaer was an NPC first conceived of by Sharon Dornhoff during the initial Hollow Moon setting creation.

<sup>4</sup> At least temporarily. The Spell of Remembrance would eventually bring the chambahara back into power.

## Wallaran Dreamscape



**Arrival Date:** BC 500

### On the Outer World

Descended from dragons, the Wallaras once had a mighty civilization on the Savage Coast. Though powerful, they were also wise and peaceful, and lived in harmony with all of their neighbors. Not all of their neighbors reciprocated, and in BC 700 Herathian mages began capturing Wallaras to conduct magical experiments on. The Wallaras put a stop to Herathian depredations, and discovered their secret in the process; that the Herathians were actually aranea in disguise.

Being a wise and peaceful people, the Wallaras were content to leave the situation at that, however the paranoia of the Herathians knew no bounds. Rather than risk the Wallaras revealing their secret, the spiderfolk unleashed a terrible plague upon the chameleon men; a magical curse designed to destroy the Wallara's memories. The plague worked too well, and within two centuries the Wallara people had almost devolved back to the stone age. Their patron, the Great One halted the progress of the curse, but too late. There was little that

could be done for the chameleon men of the Outer World, but the Great One took a small portion of those people, and placing them in the Hollow Moon, restored their memories.

### In the Hollow Moon

In the 15 centuries since their first arrival, the Wallaras have attempted to rebuild their civilization. Though their memories had been returned to them, they were never a populous race, and their numbers grew only slowly. Still they struggle to rebuild the grandeur achieved by their ancestors. Thus the Wallaran Dreamscape remains a rather sparsely populated land, and one which holds many secrets of its own. Though not bellicose toward strangers, the Wallaras are mindful of how the Herathians behaved towards their ancestors, and wish to avoid any similar incidents in the future.

The few true Wallaran cities are hidden deep within the Dreamscape, while smaller, simpler communities can be found at the boundaries of their borders. Those who venture into the heart of Wallaran territory must contend with the visions and apparitions that assault their senses.

### Culture

As descendants of dragons, the Wallaras have an innate desire to collect valuables, however the treasure that they seek is knowledge. Itinerant wanderers, they traverse Matora's interior investigating every region they pass through, and every culture they come into contact with. Aran is avoided, though most Wallaras realize that the spider folk who dwell there are only distantly related to the

wizards of Herath who challenged them long ago on another world.

Wallaran leaders are chosen from the eldest and wisest among them, though they do not rule over their people as other nobility might. Rather they act as trusted counselors and advisors, guiding their people in a direction that one day might allow them to reclaim their greatness. Few outsiders see this side of the Wallara however. Those that believe the chameleon men actually exist know only of their mountainous monastic redoubts. Most others think of them only as a passing dream.

### Fire Times

A smoky haze blankets the Wallaran Dreamlands, granting visions to any brave enough to to traverse their territory. During certain times of the year the visions shown are beneficent, revealing answers to questions and improving the lives of those on walkabout. At other times the smokes coalesce into darker phantasms, unveiling the very stuff that nightmares are made of.

### Adventure Ideas

Ominous omens portend a looming catastrophe, and the only clues to preventing it can be found in the Wallaran Dreamlands. The PCs must journey to the Duskward Rimlands and brave the mists of their darkest, most dangerous nightmares in order to find their answers.

Monks from the mountainous redoubt of Kuparr are slowly losing their memories. The oldest among them have begun falling into unwaking trances, and the others fear a

similar fate. The Elders of Jindalee must be consulted, for it appears that the Herathian Curse may once again be taking hold of Wallara.

A wizened old mystic asks the PCs to help him steal a family heirloom back from an unscrupulous Aran merchant. The PCs must brave the defenses of the spidery tradesman and his henchmen in order to retrieve the treasure. After helping the mystic he mysteriously disappears and shortly thereafter the PCs are contacted by a group of Wallaran elders. The mystic is in fact a rogue Wallara bent on vengeance and will use the artifact to kill thousands of the spider folk if not stopped.

## APPENDIX: REFERENCES

[“Introduction to the Yezchamenid Empire”](#)  
by Adrian Mattias

[“Hollow Moon Planetology: Blue Moon - Emergence”](#) by Sharon Dornhoff

[“From Whence Came... The People of the Shark?”](#) - Discussion thread at The Piazza

[“Monsters' Abilities and the SoR”](#) by Sharon Dornhoff

[“Lunar Lycanthropy and Pcs”](#) by Sharon Dornhoff

[“The Spell of Remembrance: Recursive history”](#) by Sharon Dornhoff

[“\[Hollow Moon\] Ruminations Over a Blue Moon”](#) discussion thread at The Piazza

[“Sindhi History”](#) by Joaquin Menchaca

[“Hollow Moon Planetology: Blue Moon - Emergence”](#) by Sharon Dornhoff

[“Hollow Moon Planetology: Blue Moon -- Animal Life”](#) by Sharon Dornhoff

[“Hollow Moon Planetology: Blue Moon -- Animal Life”](#) by Sharon Dornhoff

[“Materan Spells”](#) by Sharon Dornhoff

[“Hollow Moon Planetology: Blue Moon - Lighting Conditions”](#) by Sharon Dornhoff

## Treatise ON the History of Lycanthropy

*Continued from [page 137](#)*

When Nithia finally did fall, and all of its knowledge was lost to mortal minds, the significance of the skull became twisted. When Nithia was at its height, having overcome the bonds of Mogreth, the depredations of Taymora, and even the curse of lycanthropy, the skull represented Nithia’s mastery over the shapechangers. With Nithia collapsed and fallen, it became a banner for all manner of depraved lycanthropes infesting the island chains.

Circa AC 400 a cabal of sorcerous werewolves acquired the artifact, and infused it with dark powers. Using the Maw they attempted to overrun the islands, but ultimately failed, culminating in the Silver Purge in AC 445. It is rumored that Ruaidhri Hawksbane himself tracked down and slew the beast wearing the Maw. After that its whereabouts have remained unknown.

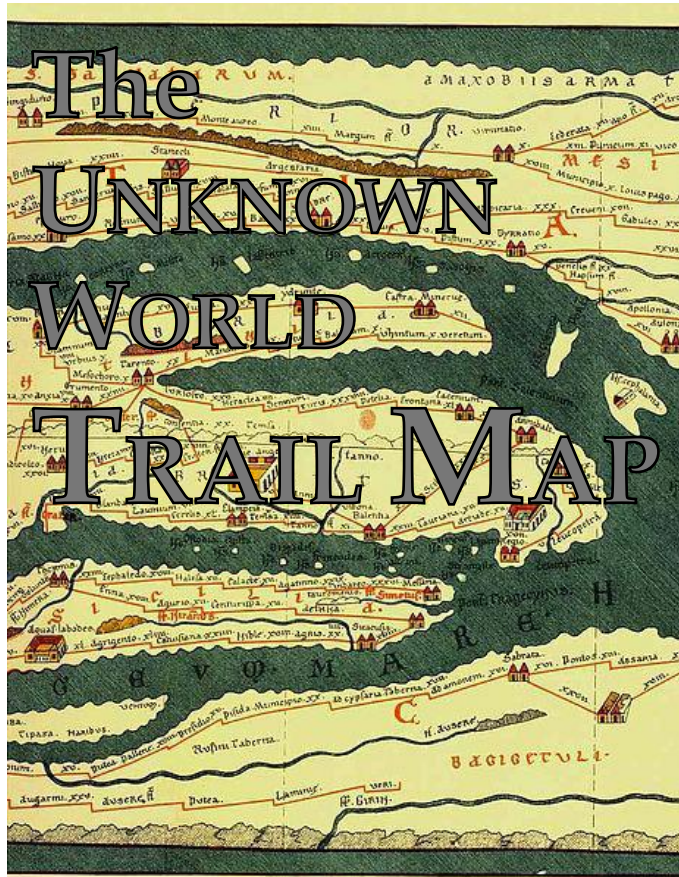
### Powers

Should the wearer of the Maw consume the flesh of a lycanthrope, they gain all of the abilities and characteristics of that

lycanthrope. A non-cursed individual who does so also immediately receives the curse of lycanthropy. The real power of the Maw is that this effect is cumulative, meaning that if multiple types of lycanthropes are consumed, the wearer of the Maw would gain each of their forms, along with the ability to choose amongst them at will.

In addition, Makalbu’s Maw also bestows the following powers on its wearer:

- The wearer of the Maw gains a bite attack.
- Once per day the Maw can transmit the curse of lycanthropy to anyone bitten by it. The wearer of the Maw may choose the type of lycanthropy that is transmitted from any that the Maw’s powers currently posses.
- Lycanthropes infected with the curse from the Maw’s bite, must return to the wearer of the Maw after their first uncontrolled transformation.



# Part I - The Southeast: Karamaikos, Five Shires, Minrothad, Ierendi and Thyatis

by Francesco Defferrari  
(Sturm)

## A guide to the wilderlands of the Known World

We all know quite well the map of the Known World. But if we look at it a bit more carefully, we cannot fail to notice that most of it is not “known” at all, as only a very small part of the map is really filled with human or demihuman settlements. It occurred to me that it could be interesting to make a map taking this into account. The project started some time ago with a [bigger trail map of the Known World](#) which is available at the Vault of Pandius:

The canon TM1 and TM2 maps (Thorfinn Tait’s replicas are linked in the Vaults article above) covered only the area from Darokin

to the Isle of Dawn, so I made a bigger map covering what could be considered the whole of the Known World region, from Sind to Thyatis and from Southern Norwold to the Adri Varma plateau. But that was only the first step. I wanted a map that could show how much of the territory was controlled by humans and how much by other races.

Such a map could in fact be very useful for DMs when PCs are travelling off the beaten path. The Isle of Dawn is not covered in this article because I already detailed its wilderlands to the best of my knowledge of canon and fanon sources in Threshold issue #11.

In the article I also try to provide a count in each nation of the whole population, not only the human and demihuman inhabitants. Obviously each DM will have her or his own idea about how numerous non-human populations should be; these are just my estimates. In general I prefer a more numerous **non-human population**, because I want it to be a real competition for humans, and the Known World as wild and unknown as possible. Even if the Gazetteers are the main sources of my work here, I also made extensive use of Simone Neri's Demografia Mystariana<sup>1</sup> which already did something similar, gathering and detailing the available canon information on the various races inhabiting the Known World and trying to determine the number of inhabitants. My population numbers for non-human creatures however are generally way higher

than his, so he may not agree with several assumptions I made in this article.

In many wilderness areas of the Known World the canon information is almost non-existent and even the fan production is scarce. The purpose of this article is not really to detail these areas, but rather to gather all the available information and to estimate what creatures could inhabit them, and how numerous they could be.

Also note that **population dynamics** may be much more important than population numbers. Real world people have a yearly growth rate from -1% to +4%, while the world average is +1.2%. The normal yearly death rate in a population is between 0.5% and 1.5%, while the yearly birth rate is normally from 0.5% to 4.5%. Non-human populations could have hugely different dynamics.

Let's assume 1,000 humans live near to 1,000 humanoids and 1,000 elves, and give to these populations hugely different growth rates:

<sup>1</sup> Available [on the web in Italian only](#), but part of it was updated and translated in English in issues [#1](#) and [#3](#) of Threshold Magazine..

Population	Birth rate by year	Death rate by year	Yearly Growth Births minus deaths
Elves	0.50%	0.25%	+0.25%
Humans	2.5%	1.2%	+1.3%
Humanoids	5%	2.5%	+2.5%

Population dynamics by year

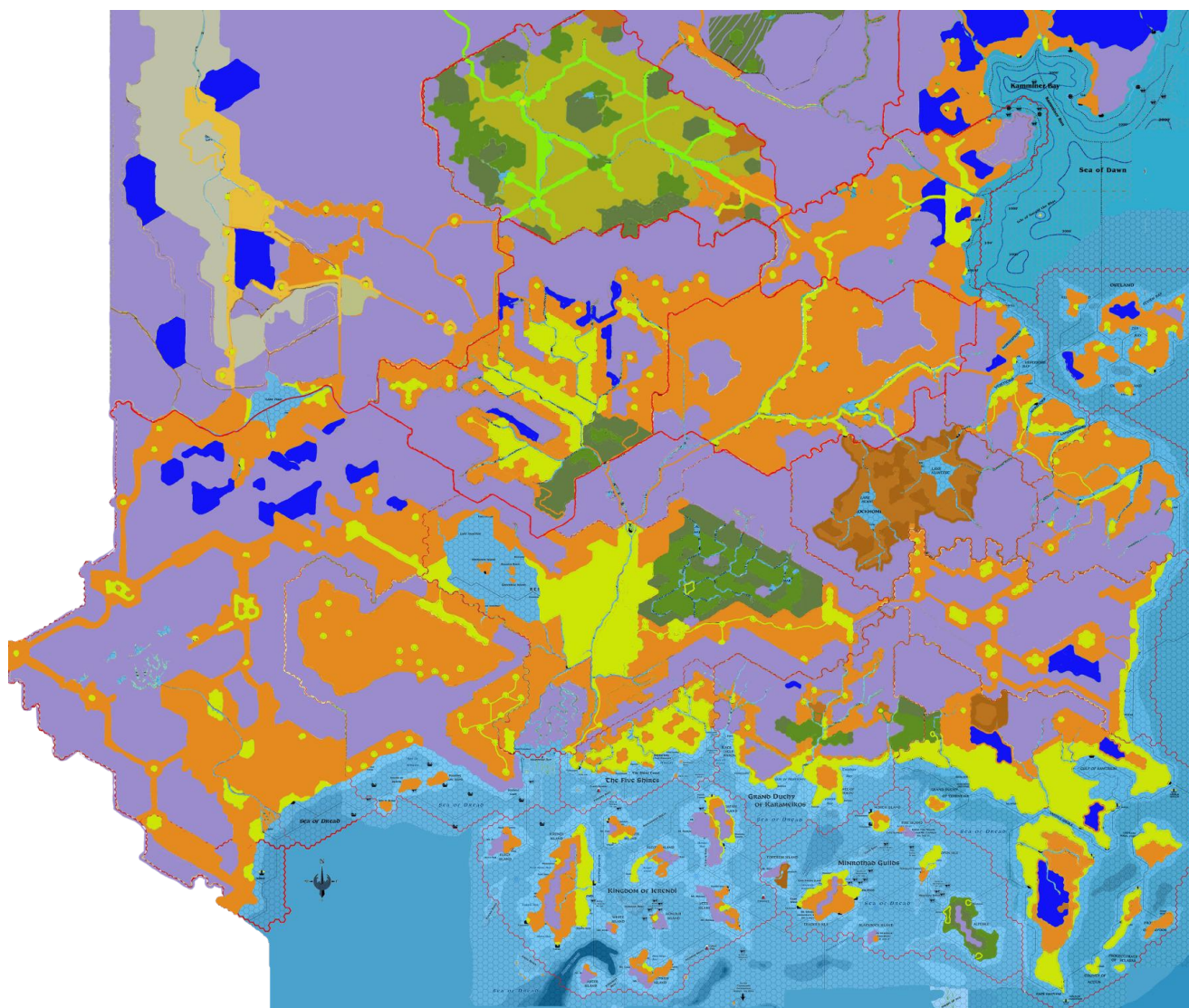
	Year 0	Year 2	Year 5	Year 10	Year 50	Year 100	Year 1000
Elves	1000	1005	1012	1025	1125	1250	2,500
Humans	1000	1026	1065	1130	1650	2300	13,000
Humanoids	1000	1050	1125	1250	2250	3500	26,000















If you consider that the growth rate of humanoid could be even higher than this, it's pretty obvious that races with a higher growth rate could easily supplant races with a lower growth rate in the space of a few centuries.

The actual growth rate should be decided by the DM and may be influenced by many different factors, such as availability of food and good housing, infant mortality, health care, environment conditions, pestilences and maladies, wars and much more.

### Map of KNOWN World Populations



	Civilized (humans or halflings)		Elves, borderlands		Lupins		Wendar, humans and elves
	Borderlands (humans or halflings)		Dwarves, civilized		Adri Varma, humans and others		Wendar, borderlands
	Wildlands (various creatures)		Dwarves, borderlands		Adri Varma, oghriz		
	Elves, civilized						

## Key to KNOWN World Population Areas by Colour

### Civilized (Human or Halfling):

“Civilized” lands, high human (or halfling) density, average 75 humans (or halflings) per square mile. The Five Shires, and halflings in general, have been considered similar to humans because their social organization is not very different (they build villages with extensive farms aboveground), while elves, dwarves, lupins and other peoples have been depicted with different colors. The average density of more than 75 people per square mile, means about 5,000 people in an 8 miles hex. Obviously the true figure is quite different between the hexes which contain a big city, where the population can be over 50,000 or even over 500,000 (Thyatis City) and the hexes which are still heavily inhabited by humans but rural, where the population may be as low as 1,300 or 2,000 people, with a density of 20-30 people per square mile. All the yellow hexes, even those which do not canonically contain a city or a town, should be considered to have at least a 500 people town and at least 4 villages with a total population of over 1,000 people, and extensive farms.

Typical 8 miles hex: One city or town and 4-7 villages or settlements, one wood 1-2 miles across, one river or stream, roads and an inn every 3 or 4 miles.

In the yellow areas, humans should be the dominant population. Other races should have a minimal presence, if any, and normally only normal animals should be encountered, rather than “monsters”. This may not apply to special creatures which can thrive or hide in apparently civilized areas, such as undead, werereatures and other

shapeshifters. Also, the underground of many civilized areas could still contain monsters of any kind, yet the countryside should be considered mostly a safe area.

### Borderlands (Human or Halfling):

Borderlands, low human or halfling population, average 25 people per square mile. May contain also other races, average 2.5 people per square mile. This means about 1,500 human inhabitants in each 8 miles hex and 150 other creatures. Many wild animals present, some monsters. Huge variations are still possible with maybe one hex having almost 3,000 inhabitants and the next one having just a small settlement of 100 people, but all borderlands hexes should have at least one human or demihuman settlement.

Typical hex: One town and 3 villages or homesteads, or 5 villages or homesteads, one wood or other wild area up to 4 miles across, one river or stream, no paved road but trails, an inn every 8 or 10 miles, if any.

### Wilderlands (Various creatures):

Humanoids, giants and others, average 25 per square mile. May also contain small number of humans, average 1.2 per square miles. These are the wilderlands, where very few humans dare to tread. These regions should be inhabited mostly by humanoids, giants, faery folk and other intelligent races, and many wild animals and monsters. Each of these hexes could contain 1,500 inhabitants of different races and a minor number of humans, such as hunters,

trappers, adventurers, rebels, bandits, traders or mercenaries, numbering no more than a hundred. In the wilderlands several hexes may well be empty of any intelligent creatures, housing only normal animals and monsters, or maybe just a dragon family. Typical hex: 3-4 humanoid lairs, caves or villages, or settlements of other races. Mostly forested or wild areas, with no human trails and no inns.

### DRAGONS

Most of the dragons living in the Known World should live in the orange or purple areas, at least one in each 8 mile hex. Obviously if a hex has a family of 5 dragons, four adjacent hexes will probably have no dragons. In the Known World map depicted above, the approximate number of dragons should be well over 5,000. That may seem a high number, but consider that each 8 miles hex could theoretically support a sizable number of animals in the forested and temperate areas: up to 50,000 rodents, 25,000 birds, 1,000 big herbivores (deers, boars, goats), about 1,000 medium size omnivores and 60-100 big carnivores (bears, wolves, mountain lions), so probably from 1 to 3 super predators too.

Regardless, the number of dragons should not be linked to the amount of prey, as intelligent creatures with access to richness and magic will probably have plenty of means and minions to procure them abundant food. The actual number of dragons is mostly dependant on how much each DM wants dragons to be common in his or her campaign.

### Elven, civilized:

Elves, average 20 per square mile. May also contain small numbers of fairies, average 2.5 per square mile. Each hex should have about 1,000-1,500 elves in 2-5 settlements and 100-150 fairy folks in one settlement or sacred grove.

### Elven, borderlands:

Elven borderlands, average 10 elves per square miles. Should also contain fairies, average 10 per square mile. Each hex about 500-700 elves in 1-3 settlements and as many fairy folk in 1-3 settlements.

### Dwarves, civilized:

Dwarves and/or gnomes, average 70 per square miles. Each hex should be inhabited by 4,000-5,000 dwarves with very low numbers of other creatures, if any.

Typical hex: One dwarven city or town with extensive mines and at least 4 other settlements or forts with mines, some cultivated areas near the settlements.

### Dwarves, borderland:

Dwarven borderlands, average 15 per square miles. Should contain also humanoids and other races, average 15 per square mile.

Typical hex: About 1,000 dwarves or gnomes in 2 or 3 settlements, with mines and small cultivated areas. About 1,000 other creatures in 2 or 3 settlements, normally forested mountains or hills with many wild animals.

### Lupins:

Lupins or Rakasta, average 40 per square mile. Typical: about 2,500-3,000 lupins in 2-5 settlements, with cultivated areas and domesticated animals. May also contain 100-300 other creatures or humanoids in 1-2 lairs.

**Wendar, Humans and Elves:**

Humans and elves of Wendar, average 50 per square mile.

Typical hex : about 3,000-35,000 people in 3-6 settlements with cultivated areas and domesticated animals, one wood of at least 2 miles, trails or roads, one inn, stream. May also contain 100-200 fairy folk in the wooded areas.

**Wendar, borderlands:**

Wendar borderlands, average 20 humans or elves per square mile. May also contain fairies, average 5 per square miles. Typical hex: one or two woods in at least half of the territory, 1,000-1,500 people in 2-5 settlements, trails, stream. 300-400 fairy folks in one or two settlements in the wooded areas.

**Adri Varma, Oghriz:**

Oghriz of the Adri Varma, average 25 per square mile. Typical hex: 1,500-2,000 oghriz in 3-6 settlements or nomadic tribes.

**Adri Varma, Human and others:**

Mixed Oghriz, humanoids and humans, average 25 per square mile. Typical hex: 1,500-2,000 oghriz, humans or humanoids in 3-6 settlements.

**KARAMEIKOS**

**Populations and density**

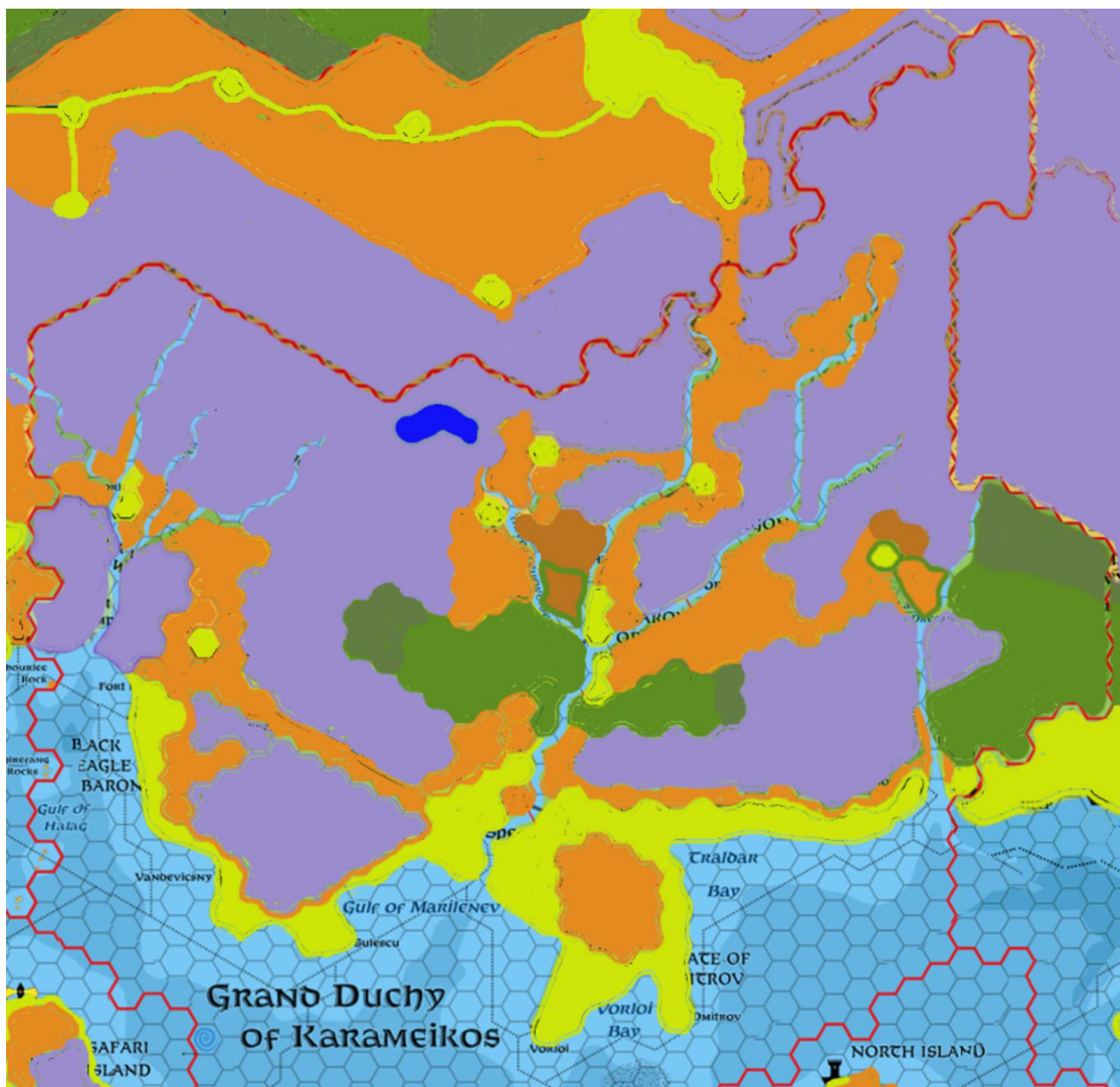
In Karameikos I have depicted about 80 **yellow** hexes of civilized areas in the nation, meaning a population of more than 400,000 people living in “civilized” areas<sup>2</sup>. These areas should contain mostly domesticated and small animals, with predators and monsters only attacking rarely in the harsher winters. Ruins and caves with undead, werereatures or constructs could still be present, as well as extensive underground areas.

In Karameikos I have depicted about 130 **orange** hexes, so more than 100,000 people should inhabit the borderlands. Such areas could probably be also inhabited by many wild animals, other intelligent creatures and some monsters.

By assuming that at least a group of 300 humanoids may inhabit each one of these hexes, the humanoid populations of the borderlands could be calculated at 40,000. This figure could include not only goblinoids but also the other intelligent creatures which appear in canon modules placed in Karameikos, such as giants, brutemen, harpies, centaurs, satyrs, minotaurs,

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<sup>2</sup> This figure follows the reasoning already well developed by Simone Neri in his article [“The Demography of Karameikos”](#) that appeared in in issue #1 of Threshold magazine. As he wrote, the canon population of less than 300,000 inhabitants is utterly unreasonable with a canon population of almost 100,000 people in the main cities only, so I too believe the “rural” population should be increased consistently.



*Karamaikos Populations Map*

troglodytes, lizardmen and others as appropriate for each region.

The regions depicted in **purple** are full wilderlands. Karamaikos has about 270 wilderland hexes, from which we could assume a non-human population of about

430,000 people.

This should include not only goblinoids but also troglodytes, lizardmen, giants, centaurs, satyrs, harpies, brutemen and any other intelligent race we have reason to believe may live in the region as mentioned from

canon sources. Note that my calculation is about ten times higher than the figure of about 40,000 non-human inhabitants supposed by Simone Neri in his article in Threshold issue #1. Obviously many DMs may disagree on my numbers, but I prefer to think such populations should be organized enough (with horticulture, livestock and extensive lairs) to support a population much higher than commonly known. Also in my opinion if they are less than one tenth of the human population they cannot constitute a relevant threat or competition in the wilderlands. The purple areas however could also still contain a minor number of human hunters, trappers, adventurers, rebels, bandits, traders or mercenaries. We could suppose a number of at least 20,000 such people living, temporarily or not, in the wilderlands.

Most of the **dragons** living in Karameikos are in the orange or purple areas. A territory as big as Karameikos could easily support at least 350 of them. A nation like Karameikos could also have up to 25,000 big carnivores and probably several hundred werereatures of the appropriate type.

The areas depicted in **green and dark green** are those inhabited by elves. Green areas are settled by elves with a population density of about 20 people per square mile, while the dark green areas probably should have a density of less than 10 people per square mile. This would lead to an estimate of the Callarii population of about 45,000 and the Vyalia population (Karameikos only) to 55,000. The areas in dark green should also contain fairy folk with a density of 10 per square mile, so about 5,000 in Callarii lands and 10,000 in Vyalia lands. This figure too is

quite higher than the one proposed by Simone Neri for the same reasons I wrote before: I believe ancient and magical races should be organized enough in their territories to be able to support a larger population. Also I want them to be a relevant force in Karameikos and in the Known World.

The areas depicted in **brown** are those inhabited by gnomes and dwarves whose density should be quite high considering they have a well developed city, technology and the ability to inhabit underground areas. Therefore I believe the density should be at least from 60 to 80 people per square mile, so estimates for the inhabitants of the Highforge area are at about 35,000.

My final estimation of the total population of intelligent creatures in Karameikos is over 1,100,000, with humans about half of this, with 500,000 people.

The small **blue** area is the Lost Valley of Hutaaka, which also contains some ancient Traldar. The density of this area should be decided by the DM, depending on how many Hutaakans and ancient Traldar he or she wishes to have and what food sources are available and so the population could vary from 15,000 to 1,500.

## The Wilderlands of Karameikos

### I - The Blight Swamp

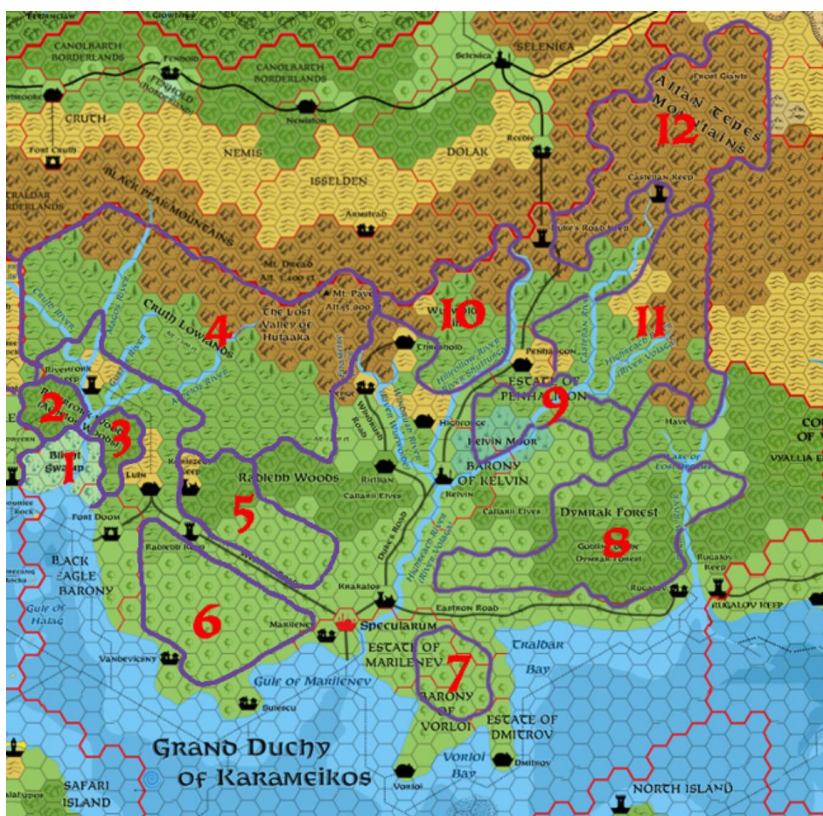
“Lizardmen, troglodytes, caymen, trolls, hobgoblins, savage humans, hydras, undead, black dragons. Every tattered survivor we found at the edge of the Swamp has a different story about the inhabitants of the place. They cannot all be true, I think. Sure is, few who venture there come back. The place must be cursed, do not go there if you wish to live!”

- *Marius, soldier at Riverfork Keep, speaking to travellers.*

Area: 32 x 20 miles, or 640 square miles.  
 Days to cross<sup>3</sup>: 10 days east-west or 6 days north-south, normally it is possible to cover only 3 miles per day due to the treacherous terrain.

Intelligent inhabitants: probably up to 15,000 (lizardmen, troglodytes, trolls, caymen, hobgoblins, humans, undead, sphinxes and

<sup>3</sup> By foot with light encumbrance. However as this refers to difficult wilderlands, often without trails, the movement rate on horses should not be much different. Note also that the chance of getting lost in these areas, unless the PCs have a good map or a good guide, should be very high, so the actual travel time could easily double.



at least 10 black dragons), with extensive underground areas.

#### In Canon products:

- The AC2 *Combat Shield and Mini-Adventure* supplement from 1984 could be considered the first (not explicit) mention of the Blight Swamp: it contains the adventure “The Treasure of the Hideous One” which features the expedition of Colonel Rosentos in the swamp, with a hydra, a giant serpentweed, a ghost, bandits with an elven chieftain, savage human natives, a vampire and cay-men.
- In GAZ1 *The Grand Duchy of Karameikos*, it is described as a “an ugly landscape of dying trees and rotting vegetation” and black dragons are the only mentioned inhabitants.
- In *Karameikos Kingdom of Adventure*

Boxed Set, lizardmen, bonesnappers and other reptilian creatures quite hostile to man are mentioned, as well as pirate bases and former humanoid troops of the Black Eagle Baron. There is also an Encounters table however which includes AD&D creatures and refers to all Known World swamps.

### In Fan productions:

- For a list of monsters, check Sheldon Morris' Monstrous Atlas[1] and Agathokles' Wandering Monsters Tables[2]
- According to Geoff Gander's Mental Ramblings[3] there is a frogfolk temple in the swamp and some strange hin[4].
- the Almanac 1019[5] an Expedition in the Swamp was organized by the Five Shires
- According to Simone Neri's history[6] in Threshold issue #1, Trinkla the Black Seer was buried in the swamp with the Black Opal Eye, until it was recovered. The tale of Rosentos' expedition is also put in the context of Karameikos History. Also check Simone's Demography of Karameikos[7] In Threshold issue #1 and the discussion over these articles[8] [9] about the ruins and the populations of the wilderlands.
- According to Ville Lähde in The Division of the Five Campaign[10] a lich named Hazar has created a cult in the swamp, allied with a black dragon.
- According to Agathokles in Lords of the Cruth Lowlands[11] the Black dragon Vulomar rules the swamp and more details are given on Rosentos and Trinkla.
- Rashak's Reavers gnolls[12] were described by Agathokles and with a map[13]. A list of the humanoid tribes described by Agathokles was also compiled by Greg Weatherup[14]
- Steven B. Wilson wrote a basic timeline of the Eyes of Traldar[15]

- Robert Ligon wrote much about Luln[16] and created a detailed history of Western Karameikos[17]
- See also my work on Koskatep in Threshold (mainly Level 8 in issue #10[18], about ancient lizardmen) and my History of Traladara[19] which mention the Flesheaters Trolls. In Threshold issue #12 I also detailed the past of the Known World[20], and the people who inhabited it and may still inhabit it, hidden in the most wild and remote places.
- See also Mokrath, Serpent Eye[18] in Threshold issue #10 and the 2300 BC Map of Grondheim[21], the swamp is still a lake.
- According to Sean Meaney[22], hobgoblins have a village named Silnithiniv in the swamp, which I included in my detailed 3.2 map of Traladara[23].

### 2 AND 3 - Riverfork and Achelos woods

"Fifty miles of forest looks like five hundred miles when you are lost inside it. Then you can add strange elves, werewolves, fairies and green dragons and you should get the picture. It lays just beyond our doors, but we do not know much about it."

- Boris Manov, Captain of Riverfork Keep

- Area: 50 x 16 miles, or 832 square miles
- Days to cross: 12 days east-west or 4 days north-south due to thick forest and deep streams.
- Intelligent Inhabitants: More than 15,000



(faeries, fauns, centaurs, elves, werereatures, harpies, hobgoblins, gnolls, up to 15 dragons).

**In Canon products:**

- In GAZ1 *The Grand Duchy of Karameikos*, it is written the Riverfork (right) and Achelos (left) Woods are largely unexplored and uninhabited by humans, and very ominous.
- The AD&D adventure *Carcass Fracas* in *Dungeon Magazine #57* is set in this area, featuring thouls.
- In *Karameikos Kingdom of Adventure* Boxed Set, the description is similar but Achelos only is reported on the map and is given as the Traladaran name of the Riverfork woods. The Estate of Achelos has been created for Alfheim elves. Encounter table for Forest included too.

**In Fan productions:**

- Agathokles' *Lords of the Cruth Lowlands* [11], is the best source for the area, with Zirchev's werewolves, a green dragon, faeries, Lindenelm elves (mentioned in canon in the background of a pre-rolled PC of M5 module *Talons of Night*, page 28) and the Turnwood magic point.
- According to Simone Neri's history [6], the Lindenelm elves are the last remnants of a mercenary clan who sided with Taymoran necromancers.
- The Turnwood is also mentioned here by Gordon McCormick [24] and in the *Grondheim* map by John Calvin [21].
- For a list of monsters, check also Sheldon Morris' *Monstrous Atlas* [1] and Agathokles' *Wandering Monsters Tables* [2]
- I also wrote something about the area [25] as companion to my detailed 3.2 map of

Traladara [23]. I did not place Alfheim elves in the Achelos woods because I wanted to keep it as a wild area.

- Thorn's *Chronicle* [26] by Robert J. Nuttman, Jr. has something else about the Darine, Traladaran gypsies, which I think were created by Jennifer Guerra [27]
- Sean Meaney has something more about the village of Petra [28] [29]
- The Achelos adventure [30] by Patrick Sullivan is also a major source of information on Western Karameikos

**4 - Cruth Mountain and Hills**

“Travelling from here to Darokin through the most direct route? Sure, people have tried. It’s just 90 miles of hills and mountains crawling with orcs, ogres and giants. About 15 days and 15 nights, half the time if you can run fast enough while they throw arrows and spears at you, or a whole lot longer if you can’t.”

- *Marcellus, Riverfork guard, laughing at adventurers.*

Area: 130 x 60 miles or 7,360 square miles  
 Days to cross: 20 days east-ovest or 9 days north-south due to difficult terrain (only the Karameikan part).  
 Intelligent Inhabitants: Up to 200,000. (Ogres, giants, orcs, gnolls, humans, halflings, fairies, centaurs, elves, werereatures, faenare, harpies, fungoids, troglodytes, rockmen, brutemen and up to 120 dragons).



Cruth mountains landscape

**In Canon products:**

- In GAZ1 *The Grand Duchy of Karameikos*, ogres are mentioned in the Western hills.
- B1: *In Search of Adventure* was placed by the Expert set in this area.
- The Lost Valley of Hutaaka of B10 (*Night's Dark Terror*) is also set in the north eastern part of this area.
- The adventure *The Trouble with Milvyn Wimbly* in *Dungeon Magazine* #5 could be easily set in the area.
- In *Karameikos Kingdom of Adventure* Boxed Set, the Cruth lowlands are said to be prowled by ogres and giants, and also be a home to wizards and other individuals who value their privacy. The range average height is given at 4000-4500 feet.
- *Josbuan's Almanac* mentions a great dungeon complex discovered under Mount Pavel in 1013 AC.

**In Fan productions:**

- The Achelos adventure [30] by Patrick Sullivan was the first major source of information on Western Karameikos, see above.
- Agathokles' *Lords of the Cruth*

*Lowlands* [11] is now the best source for the area as for the previous areas.

- Rashak's Reavers gnolls were described by Agathokles [12] [13] and Greg Weatherup [14].
- For a list of monsters, check also Sheldon Morris' *Monstrous Atlas* [1] and Agathokles' *Wandering Monsters Tables* [2].
- I also set my megadungeon of Koskatep here (see *Threshold* from issue #1 [31]) and wrote the history of Cruth ogres [32] as companion to my detailed 3.2 map of Traladara [23].
- Robert Ligon created a detailed history of Western Karameikos [17].
- There was also a discussion [33] on The Piazza Forum about locating Skull Mountain from 1977 *Holmes D&D* edition
- Cuchulainisle [34] was created by Kevin Wyton

**5 AND 6 -  
Radlebb woods AND plains**

"We keep the road safe, patrolling it day and night. North and south of the road? We always advise travellers never to leave the road."

- *Gregori, Captain of Radlebb Keep.*

Area: 64 x 64 miles or 4,000 square miles  
Days to cross: 3 or 4 days east-west on the road, 7 or 8 days outside the road, at least 10 days north-south.

Intelligent Inhabitants: Up to 100,000.  
(Bugbears, hobgoblins, goblins, orcs, werecreatures, fairies, centaurs, undead, up to 60 dragons).

**In Canon products:**

- In GAZ1 *The Grand Duchy of Karameikos*, bugbears are mentioned in the Southwestern forests and Lord Koriszegy and his keep are described.
- The adventure *In The Dread of Night* in *Dungeon Magazine #24* was set on the Westron road and was later used by myself and Agathokles as the basis to develop the followers of Nyx in Lords of the Cruth Lowlands and Koskatap.
- The adventure *Elexa's Endeavor* in *Dungeon Magazine #53* could be easily set in this area.
- In *Karameikos Kingdom of Adventure* Boxed Set, Radlebb woods are said to be inhabited by Callarii elves and Alheim refugees. The western part is described as dark, and Koriszegy keep is described as haunted by the living dead.
- The storyline of the [videogame Order of the Griffon](#) is centered on a struggle against the Iron Ring, werewolves and Lord Koriszegy in Western Karameikos.

**In Fan productions:**

- Check Simone Neri's history[\[6\]](#) in *Threshold* issue #1. Also check Simone's Demography of Karameikos[\[7\]](#) in *Threshold* issue #1, with the discussion[\[8\]](#) [\[9\]](#) over his articles about the ruins and the populations of the wilderlands.
- Humanoids of the area were originally described by Agathokles[\[12\]](#) [\[13\]](#) [\[14\]](#).
- For a list of monsters, check also Sheldon Morris' *Monstrous Atlas*[\[1\]](#) and Agathokles' *Wandering Monsters Tables*[\[2\]](#).
- Robert Ligon created a detailed history of Western Karameikos[\[17\]](#).
- Agathokles also created a campaign for this

area[\[35\]](#)

- See also some ideas[\[36\]](#) [\[37\]](#) written for the area by Havard

**7 - The Boot (The Vorloi Peninsula)**

“Not many people inhabit the interior of the peninsula, and the few who do, do not speak much to baronial officials, if they can be found at all among the woods.”

- Aurelius Vitrov,  
tax collector for Baron Vorloi

Area: 30 x 30 miles or 900 square miles

Days to cross: 4 days east-west or north-south

Intelligent Inhabitants: Up to 20,000 (Werereatures, undead, humans, up to 10 dragons)

**In Canon and Fan productions:**

- As far as I know, this rather large region is not mentioned at all in either canon products or fan productions (or probably just considered a settled and safe area). However I decided to develop it a bit by making the area a haven for werereatures and rebels, with a dark secret in the middle of it, the hideout of powerful vampires. See the discussion over Simone Neri's articles about the ruins and the populations of the wilderlands[\[8\]](#) [\[9\]](#) and my detailed 3.2 map of Traladara[\[23\]](#).
- My History of Traladara[\[19\]](#), and Level 7 of Koskatap[\[38\]](#) in *Threshold* issue #9 also have important information on this area.

## 8 - Dymrak forest and plains

“Defeat the Dymrak goblins? What do you think the elves, gnomes and centaurs have tried to do in the last five centuries? And the Thyatian Empire? And us? All military expeditions have been swallowed whole by the forest, or by dragons.”

*- Livius, Kelvin lieutenant,  
speaking to new recruits.*

Area: 90 x 36 miles or 3,300 square miles

Days to cross: 16 days east-west or 8 days north-south

Intelligent Inhabitants: Up to 80,000 (Goblins, hobgoblins, werecreatures, lizardmen, troglodytes, fairies, harpies, undead, up to 50 dragons)

### In Canon products:

- In GAZ1 *The Grand Duchy of Karameikos*, goblins and hobgoblins are mentioned in East Karameikos and they obviously appear in B10 *Night's Dark Terror* and DDA4 *The Dymrak Dread*.

- In the article [“Who's Who Among Dragons”](#) in Dragon Magazine #171 Bruce Heard identified this area as Argosyl, the domain of the green dragon Argos

- In *Karameikos Kingdom of Adventure* Boxed Set, it is written that the wolf-riding goblins of the Dymrak Forest in eastern Karameikos have a deserved reputation for their savagery and animal cunning, and that legends and rumors tell of an adult green dragon living in the Dymrak Forest.

### In Fan productions:

- Check Simone Neri's history[\[6\]](#) and demography[\[7\]](#) of Karameikos in Threshold issue #1 and the discussions[\[8\]](#) [\[9\]](#) about the ruins and the populations of the wilderlands.
- Humanoids of the area were originally described by Agathokles[\[12\]](#) [\[13\]](#).
- For a list of monsters, check also Sheldon Morris' *Monstrous Atlas*[\[1\]](#) and Agathokles' *Wandering Monsters Tables*[\[2\]](#).
- Havard wrote much about the Dymrak Forest in Threshold issue #1[\[39\]](#) and in other articles[\[40\]](#) [\[41\]](#) [\[42\]](#) [\[43\]](#) available at the Vaults of Pandius.

## 9 - The Moor and Centaurs lands

“The Moor is undoubtedly a wild land, inhabited by centaurs, not hostile to men but jealous of their independence. Yet in the past it was the seat of a powerful Traladaran Lord, punished by the Immortals for his blasphemous necromancy. Many have gone in search of his treasures, yet no one has found them yet. Do you want to see the map?”

*- Artus, sage in Kelvin*

Area: 64 x 24 miles or 1500 square miles

Days to cross: 10 days east-west or 4 days north-south

Intelligent Inhabitants: Up to 40,000. (Centaurs, fairies, goblins, werecreatures, undead, troglodytes, harpies, trolls, bugbears).



*The Moor*

**In Canon products:**

- In GAZ1 *The Grand Duchy of Karameikos*, centaurs are mentioned in forested areas and they appear in B10. Wights, banshees, werewolves and wereboars are said to be common in the moors.
- B5: *Horror on the Hill* was placed in this area in the D&D Expert set.
- Part of B10 *Night's Dark Terror* is set in the vicinity of the Moor or inside it.
- The adventure *Hrotbgar's Resting Place* in *Dungeon Magazine #25* is set in the area.
- The adventure *Tarfil's Tomb* in *Dungeon Magazine #27* is set in the area.
- The adventure *Voyage of the Crimpsbrine* in *Dungeon Magazine #59* is set on the Volaga to Seragrad.
- In *Karameikos Kingdom of Adventure* Boxed Set, it is described as an eerie area.
- The adventure *Escape from Thunder Rift* in the 1993 *Dungeon Master Screen* is set in Bywater.
- The town of the *First Quest* AD&D 1994 Boxed Set is named Krondsfield in the Karameikos Boxed set and I placed it in the area as no official location is given.

**In Fan productions:**

- Check Simone Neri's history[6] and demography[7] of Karameikos in *Threshold* issue #1 and the discussions[8] [9] about the ruins and the populations of the wilderlands.
- Lumm (which appears in X12 *Skarda's Mirror*) and Gorenenov were described as the original seat of Morphail Gorevitch Wozlany (see GAZ3 *The Principalities of Glantri*) by Agathokles in his *Traladaran Timeline*[44]
- Havard developed the centaurs of the Moor[92]

**I 10 - Wufwolde hills**

"It's a very interesting region. It could be deadly interesting, if you catch my meaning."

- *Fyodor, adventurer in Threshold.*

Area: 48 x 40 miles or 1,900 square miles  
 Days to cross: 10 days east-west or 9 days north-south  
 Intelligent Inhabitants: Up to 50,000. (Goblins, kobolds, gnolls, stone and hill giants, brutemen, chameleon men, troglodytes, fairies, gargoyles, werereatures, undead, up to 30 dragons)

**In Canon products:**

- In GAZ1 *The Grand Duchy of Karameikos*, one very old red dragon and some fairly civilized stone giants are mentioned in the

area. It is also written the region has numerous gnomish and dwarven mines, but also caves and caverns with lost civilizations, hidden bandit tribes, ancient sleeping monsters.

- B8: *Journey to the Rock* was placed here in the D&D Expert set.
- B9: *Castle Caldwell and Beyond* was placed here in the D&D Expert set.
- B11: *King's Festival* and B12: *Queen's Harvest* are set in this area.
- X12: *Skarda's Mirror*, is set in Verge.
- The adventure *Ransom* in *Dungeon Magazine #42* should be set in Highdell.
- In *Karameikos Kingdom of Adventure* Boxed Set, Eltan's Spring is introduced as a location for the adventures included.
- The module *Hail the Heroes* is set in the ruins of Zadreth in this area.
- The town of Irenke appears in *Joshuan's Almanac* on pages 158 and 159.

#### In Fan productions:

- Check Simone Neri's history[\[6\]](#) and demography[\[7\]](#) of Karameikos in *Threshold* issue #1 and the discussions[\[8\]](#) [\[9\]](#) about the ruins and the populations of the wilderlands.
- Knosht and other locations of the area are also explained in *Detail of the Threshold Region*[\[45\]](#) by Simone Neri.
- I placed here *A Goblin Kingdom: The Rise of Dbrom Dbum*, detailed in *Threshold* issue #1 [\[46\]](#)
- Humanoids of the area were originally described by Agathokles[\[12\]](#) [\[13\]](#) [\[14\]](#).
- For a list of monsters, check also Sheldon Morris' *Monstrous Atlas*[\[1\]](#) and Agathokles' *Wandering Monsters Tables*[\[2\]](#).

## II - Volaga hills

"Orcs, hobgoblins, minotaurs. Stranger creatures, like the one called decapus which grabs people from the trees. And the Old Man Winter which rules them all!"

- *Granny Svetlana talking to the children in Seragrad.*

Area: 60 x 60 miles or 3,500 square miles  
 Days to cross: 12 days east-west or north-south  
 Intelligent Inhabitants: Up to 70,000. (Orcs, hobgoblins, bugbears, minotaurs, werecreatures, undead, troglodytes, fairies, centaurs, hill giants, up to 50 dragons).

#### In Canon products:

- In GAZ1 *The Grand Duchy of Karameikos*, Orcs and Hobgoblins are indicated in East Karameikos.
- B3: *Palace of the Silver Princess* is set near this area.
- In *Karameikos Kingdom of Adventure* Boxed Set, it is written that humanoids from the hills often menace Penhaligon.

#### In Fan productions:

- Check Simone Neri's history[\[6\]](#) and demography[\[7\]](#) of Karameikos in *Threshold* issue #1 and the discussions[\[8\]](#) [\[9\]](#) about the ruins and the populations of the wilderlands.
- Humanoids of the area were originally described by Agathokles[\[12\]](#) [\[13\]](#) [\[14\]](#).
- I placed in this region Morozko (Old Man Winter) here described by Jennifer Guerra[\[47\]](#)
- For a list of monsters, check also Sheldon

Morris' Monstrous Atlas[1] and Agathokles' Wandering Monsters Tables[2].

### 1.12 - Altan Tepes MOUNTAINS

"Yes it's true the mountains are inhabited by some humanoids and hostile monsters, but the Keep is well capable of holding its own against any threat!"

- Lord Maximus, Castellan of the Keep

Area: 72 x 50 miles or 3,600 square miles  
 Days to cross: 18 days east-west or 12 days south-north from Castellan Keep (only the Karameikan part)  
 Intelligent Inhabitants: Up to 90,000. (Orcs, hobgoblins, kobolds, goblins and others, frost, stone and hill giants, brutemen, up to 60 dragons).

#### In Canon products:

- In GAZ1 *The Grand Duchy of Karameikos*, frost giants, snow apes and white dragons are mentioned in the mountains.
- B2: *The Keep on the Borderlands* is set in Castellan Keep.
- B7: *Rabasia* was placed by the D&D Expert set near the Duke's road.
- In *Karameikos Kingdom of Adventure* Boxed Set, the mountains are said to reach 9,000 feet in the east, and it is also written that Gold and silver are found in the southern Altan Tepes, and many people try to establish mines there. Some meet with great success; most meet with death at the

hands of the humanoids that infest that part of the country.

#### In Fan productions:

- Check Simone Neri's history[6] and demography[7] of Karameikos in Threshold issue #1 and the discussions[8] [9] about the ruins and the populations of the wilderlands.
- Simone Neri's Central Altan Tepes Mini Gazetteer[48] is the most complete description of the region.
- See also the work by Ortega76 on Bergoi and Novaci[49]
- Humanoids of the area were originally described by Agathokles[12] [13] [14].
- For a list of monsters, check also Sheldon Morris' Monstrous Atlas[1] and Agathokles' Wandering Monsters Tables[2].
- Check also *The Ice Wall*[50] by Gordon McCormick and *Return to the Ice Wall*[51] by Shawn Stanley in Threshold issue #1.
- Also relevant is Yuri Molotov - Death Knight[52], by John Calvin, in Threshold issue #1, with expansions[53] on The Piazza Forums.
- A lot of material also exists on Castellan Keep by Paleologos[54], Kilr Kowalski[55], Lucky[56] and Havard[57].
- See also my maps of the Past Ages of the Known World[20] in Threshold issue #12, where I imagined here the Giant Kingdom of Tarsh, partially inspired by *Land of the Fomorian*[58] by Agathokles.

## THE FIVE SHIRES

### Populations and density

The only true wilderlands of the Shires are in the Black Spires and the Cruth Mountains, shown in purple, where orcs, goblins, hobgoblins, kobolds and bugbears are mentioned. As they are present in nearby Karameikos, brutemen and troglodytes could also inhabit the mountains. The Five Shires Gazetteer mentions among other intelligent creatures living in the mountains, dragons, gargoyles and manscorpions. The mountains probably have extensive caves with old dwarven mines, ruins and the typical monsters of the Shires detailed in the Gazetteer, as Deep Glaurants and Rockfangs. The Shires part of the mountain chain is just 8 or 16 miles thick but 220 miles long. It is about 2,200 square miles and should have about 60,000 intelligent inhabitants.

The Shires have several wooded hills and deep woods, shown as borderlands, in orange. Some fairy creatures are mentioned in the Shires, particularly actaeons, dryads, sprites and unicorns, and also the dangerous black hags. Undead and werereatures are known to roam the Shires, mainly in the east, and shapeshifters such as doppelgangers and mujinas have been spotted as well. There are 73 hexes of borderlands for a total of 4,700 square miles. The population of these areas should be up to 120,000 intelligent beings, probably the majority not being halflings, but rather humanoids in the north and fairies and other creatures in the forests.

The total number of dragons in the Shires should be above 100.

The settled lands, depicted in yellow, amount to 140 hexes for a total of 9,000

square miles. Even considering that the average density of the human population is a bit lower than the human one at 60 people per square mile, the total population in the “civilized” area should be up to 550,000.

The total intelligent inhabitants of the Shires should then be more than 730,000 people.

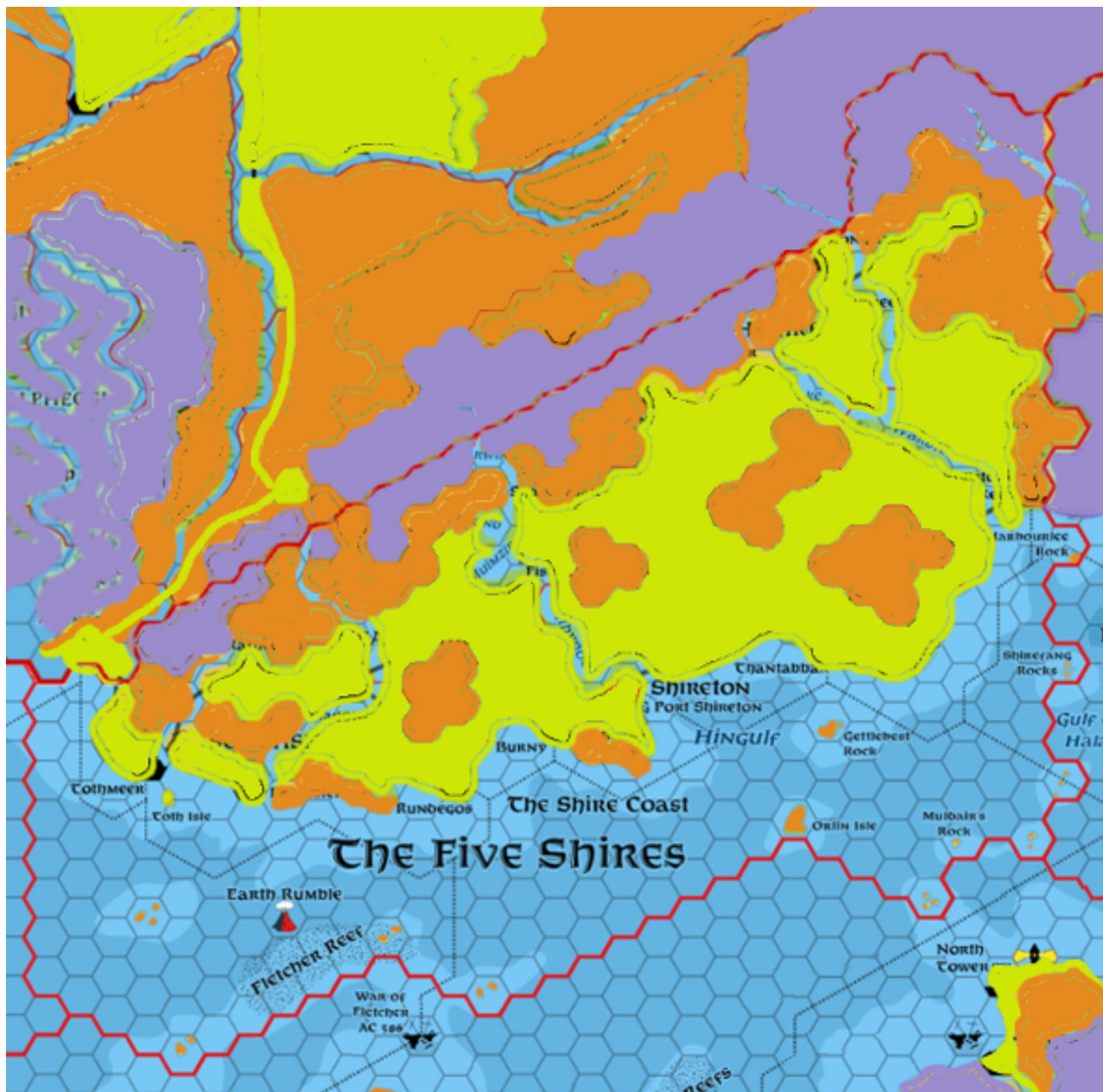
Of this, halflings are the majority, with about 550,000 people. About 60,000 other integrated races live in the Shires, mostly humans, lupins<sup>4</sup>, gnomes and elves. Some of these people may be ancient inhabitants of the Shires, while others may be more recent immigrants. Humanoids in the mountains should number at least 60,000, mostly orcs with goblins, hobgoblins, kobolds, thouls, bugbears and gnolls. Other races, which includes faerie folk, wood imps, harpies, faenare, lizardmen, troglodytes, manscorpions, and brutemen, should amount to at least 60,000 people. No one is able to guess how numerous deep glaurants and rockmen may be. Werereatures and shapeshifters are certainly hidden among the human population.

Dwarves are rare in the Shires due to the past enmity between the two people. Some could be encountered if they are in cordial relations with local halflings, but they could risk some intolerance. Rumors that the heirs of Loktal Ironshield are still hidden somewhere in the Cruth mountains<sup>5</sup> are dismissed by most halflings as stories to scare children.

<sup>4</sup> Simone Neri's *Demografia Mystariana* is the only source I found about lupin presence in the Shires. I like the idea and decided to use it. I assumed lupins have no distinct territories in the Shires, but are mixed among the general population.

<sup>5</sup> See area 1 below for more information.





*The Five Shires Populations Map*

## The Wilderlands of the Five Shires

### I - Eastern Cruth Mountains (Black Spires)

“That’s the wildest region of the Shires. It has werewolves, undead, orcs, human bandits and undead dwarves. And Dragons! It’s always fun for everyone!”

*-Jalen, bin yallaren*



Area: 48 x 48 miles or 2,300 square miles

Days to cross: 7 days east-west or 8 days south-north (only the Shires part)

Intelligent Inhabitants: Up to 60,000 (Bugbears, hobgoblins, gnolls, wercreatures, undead, gargoyles, brutemen, troglodytes, up to 35 dragons).

#### In Canon products:

- In GAZ8, *The Five Shires*, the area is said to be inhabited by fire beetles, bugbears, carrion crawlers, mountain lions, dragons, gargoyles, ghouls, goblins, griffons, banshees, hobgoblins, nightwings, orcs, robber flies, vampires. The area should be mainly inhabited by bugbears, hobgoblins and some gnolls.

- In his article [“Who's Who Among Dragons”](#) in Dragon Magazine #171 Bruce Heard identified this area as Azemur, the domain of the gold dragon Azem.

- The adventure *The Trouble with Milvyn Wimply* in Dungeon Magazine #5 could be easily set in the area.

- The adventure *Them Apples* in Dungeon Magazine #48 is suggested for this area.

- A possible placement for XS2 *Thunderdelve Mountain*, ruins of the dwarves living near the Shires was imagined by Paleologos in [“Thunderdelve placement theory”](#)

#### In Fan productions:

- For a list of monsters, check also Sheldon Morris’ *Monstrous Atlas* [\[93\]](#)

- A Five Shires Gazetteer: Alternate Edition [\[59\]](#)

- *The Dark Shire* [\[60\]](#) by Geoff Gander

- The Order of the Broken Chain [\[61\]](#) by

Ashtagon

- See also *Thorn's Chronicle: The Karnath's Realm, Eastern Glittering Lands*[\[94\]](#) by Robert J. Nuttman, Jr. for a possible heir of Loktal's realm.
- In Threshold issue #12 I also detailed the past of the Known World[\[20\]](#), and the people who inhabited it and may still inhabit it, hidden in the most wild and remote places.

**2 - Central and Western Cruth Mountains**

"It's a long mountain chain and no one ever explored it fully. It has two main passes which are dangerous enough. Few dare to try other routes."

- *Ylo, bin krondar in Sateeka*

Area: 160 x 20 miles or 3,200 square miles  
 Days to cross: 40 days east-west or 4-5 days south-north (only the Shires part)  
 Intelligent Inhabitants: Up to 80,000 (Goblins, orcs, kobolds, minotaurs, brutemen, gargoyles, undead, troglodytes, up to 50 dragons)



*Highshire view*

**In Canon products:**

- In GAZ8, *The Five Shires*, the area is said to be inhabited by bears, beetles, carrion crawlers, mountain lions, dragons, gargoyles, griffons, banshees, liches, manscorpions, mujinas, The area should be mainly inhabited by goblins in the east and orcs and kobolds in the rest of the range.
- The adventure M1 *Blizzard Pass* is set in one of the two mountain passes of this region.

**In Fan productions:**

- In "A megadungeon idea"[\[62\]](#) at the Piazza, started by Ardano Silverbrow; Agathokles[\[63\]](#), John Calvin[\[64\]](#) and others developed a megadungeon connected to the ancient dwarven king Loktal Ironshield in the area.

**3 - The Woods**

"Once these woods were the homes of the Gentle Folk, who disappeared long ago to escape the orcs. They always were and still are also inhabited by more ancient people who do not like intruders. You have been warned."

- *Anonymous bin Master*

Area: Five main woods from 24 x 8 to 24 x 16 miles or 1,500 square miles total  
 Days to cross: From 2 to 8 days to cross.  
 Intelligent Inhabitants: Up to 35,000. (Fairies, werereatures, troglodytes, lizardmen, up to 25 dragons).

**In Canon products:**

- In GAZ8, *The Five Shires*, the woodlands are said to be inhabited by actaeons, bears, drakes, dryads, ferrets, green dragons, hags, werewolves and werebears, owl bears, mujinas, stirges, sprites, unicorns, wolves.

**In Fan productions:**

- Beau Yarbrough set a series of adventures near Leafkindle [\[65\]](#)

**4 - The Coast and the Islands**

“Pirates, buccaneers and more dangerous creatures. You never know what you could meet on the coast of the Shires.”

- *Ceye The Sting*,  
*bin Captain and part-time pirate*

Area: 320 miles of coast, of which at least 100 miles unsettled

Days to sail: At least 4 with strong wind, or more.

Intelligent Inhabitants: Up to 60,000. (Werereatures, undead, lizardmen, troglodytes, sphinxes, up to 5 dragons).

**In Canon products:**

- In GAZ8, *The Five Shires*, the coast and the islands are said to be inhabited by giant bats, grab grass, wererats, devil swine, mujinas, robber flies, spiders.

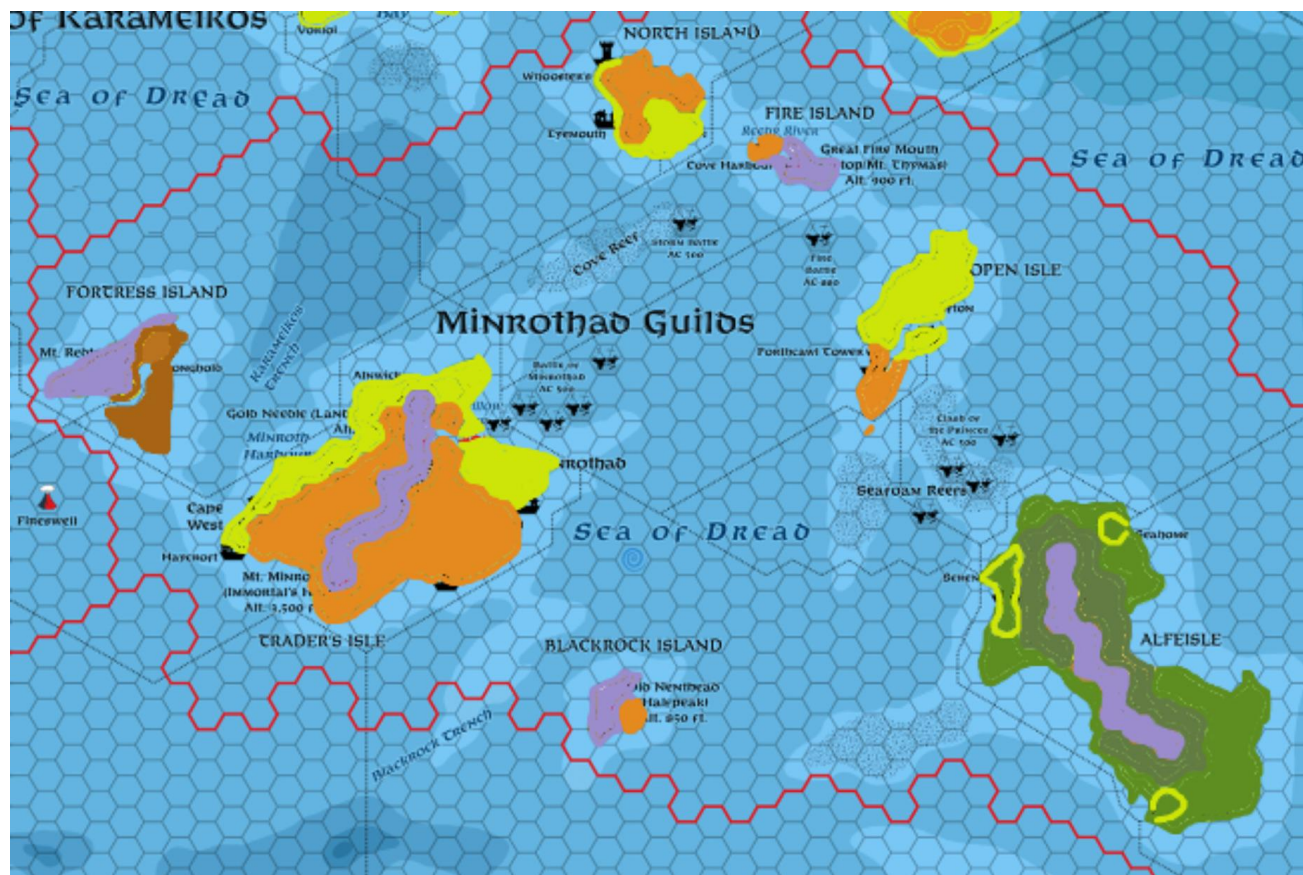
- The adventure for the Shires in X10 *Red Arrow*, *Black Shield* is set in a ruin near Shireton.

**In Fan production:**

- The adventure *The Tomb of Thob Shanwood* [\[95\]](#) by Agathokles is set in Southshire.

- *Mulur's Grave* [\[66\]](#) by Sean Meaney is a coral island off the Shires

## MINROTHAD



*Minrothad Populations Map*

### Populations and Density

Minrothad has few true **wilderlands**, except for the volcanic areas and the interiors of the islands (which often coincide). In total these lands amount to 30 hexes, or about 1,900 square miles, with a possible population of 20,000 intelligent creatures on Trader's Isle, Fire Island and Blackrock Island (we will examine Fortress Island and Alfeisle below). Open Island and North Island should not contain true wilderlands, but only some borderlands. However Gazetteer 9 The Minrothad Guilds has no true monster list and the Poor Wizard's Almanac doesn't

mention any intelligent creatures. Simone Neri's Demography of Ierendi and Minrothad in Threshold issue #3 lists only harpies and lupins as non human or demihuman inhabitants of the isles, while the older Demografia Mystariana also lists fairies on Alfeisle and some wercreatures escaped from the Silver Purge around the islands. Therefore the DM may freely decide what intelligent creatures may inhabit these wilderlands, if any. Given the old history of the islands (see also Threshold issue #12) I think fairies, gremlins, brutemen, gnomes,

storm, fire and cloud giants, lizardmen, troglodytes, harpies, faenare, fungoids, rockmen, fire and earth elementals, aranea, kara-kara orcs<sup>6</sup>, dragons and lost human populations are all acceptable ideas for the wild regions of Minrothad. The Undersea is another chapter entirely, featured in PC3 The Sea People. The Triton Kingdom lays mainly southwest of Trader's Isle, water elves and nixies live around Alfeisle and many kna dwell between Minrothad, Ierendi and Karameikos. Merrow are more common around Ierendi, but can be encountered occasionally, as can sea giants, kopru and devilfish.

I depicted the less settled areas of the islands as **borderlands** in orange. In total about 42 hexes and 2,700 square miles with a possible population of about 120,000 people. Most of these inhabitants will be humans (or halflings, as appropriate for the island) but such area could have pirates, ancient ruins, undead, wercreatures, isolated villages and other interesting adventure locations. About 100 **dragons** should inhabit the Minrothad isles.

The **settled** areas in yellow should be mostly inhabited by humans on Trader's Isle and North Island (1,540 square miles with a population of about 140,000 people), and by halflings and some humans in Open Isle with a population of 40,000 people.

<sup>6</sup> Kara-kara orcs appear in canon only in the module X8 *Drums on Fire Mountain*, as living in the island of Teki-nura-ria south east of Thyatis. However fans have supposed they could also live in Davania and other sea regions, so they could be appropriate for any wilderlands of the Sea of Dread.

On **Fortress island** only a small part should be heavily settled by dwarves for a total of about 20,000 people. Previous inhabitants, maybe humans and others could well number to 15,000 other people.

**Alfeisle** should have about 15,000 inhabitants in the wilderlands, 55,000 in the borderlands and 110,000 in the more settled areas, with an elf population of 150,000, 5,000 humans and others and 25,000 other intelligent creatures (probably fairies, harpies, faenare, gremlins, and maybe others).

The total population of Minrothad should be about 200,000 humans, 170,000 elves, 50,000 halflings, 30,000 dwarves, 5,000 lupins, all integrated into the Guilds for a total of 455,000 people, and 80,000 other intelligent creatures in the more remote areas of the islands.

## The Wilderlands of Minrothad

### I - Trader's Isle Dragon Spur

“This island has ancient history, more ancient than you could possibly imagine. On the coast the ancient ruins have been long sacked and covered by new buildings, but in the wilderlands traces of the past can still be found, almost intact, but rarely unoccupied.”

- Maion, *Minorothad Captain and Sage*

Area: 72 x 32 miles, or 2,200 square miles  
 Days to cross: 16 days or more north-south and 3-8 days east-west  
 Intelligent Inhabitants: Up to 50,000 (Fairies, gremlins, brutemen, gnomes, storm, fire and cloud giants, lizardmen, troglodytes, harpies, faenare, fungoids, rockmen, fire and earth elementals, aranea, werecreatures, up to 25 dragons)

View of the Gold Needle with flowing lava



#### In Canon products:

- In GAZ9, *The Minrothad Guilds*, some adventures are set on Trader's Isle where snakes, spiders, wereboars, lizards, nixies, wererats and a green dragon are encountered.
- *The Poor Wizard's Almanac* only lists birds, donkeys, goats, giant lizards, monkeys and small pigs as wild animals of the Islands.
- The module X7 *War Rafts of Kron* begins in the City of Minrothad.
- The adventure *Isle of the Abbey* in *Dungeon Magazine #34* could be easily set in Minrothad.
- The adventure *The Djinni's Ring* in *Dungeon Magazine #9* and the adventure *The Isle of the Storm Giant* featured in *AC10 Bestiary of Dragons and Giants* mention “Serendib, one of the cities of the Minrothad Guilds”, see also *Threshold* issue #3 page 160 by Simone Neri.

**In Fan productions:**

- See also Sheldon Morris' Monstrous Atlas [\[96\]](#)
- Threshold issue #3 contains Simone Neri's Demography of Ierendi and Minrothad [\[67\]](#) and issue #3 [\[68\]](#) and #4 [\[69\]](#) contains several other articles about Minrothad and the Sea of Dread.
- In Threshold issue #3, in my article The Darkness Beneath [\[70\]](#), I imagined some of the ancient ruins which could be found under Minrothad, and in Threshold issue #12 I also detailed the past of the Known World [\[20\]](#), and the people who inhabited it and may still inhabit it, hidden in the most wild and remote places. Most of this is inspired by the work done by John Calvin on the 2300 BC setting [\[71\]](#) and Taymora in particular, also detailed in Threshold issue #12 [\[98\]](#)

**2 - Fortress Island**

“Stronghold is safe, but the branches... Well they are both almost 30 miles of mountains. The left branch has the volcano, and the creatures which live around it. The right branch has our mines, several forgotten fishing villages, pirates, harpies, and more.”

*- Durto, dwarven miner of Fortress island*

Area: 30 miles long each branch, or 600 square miles in total  
 Days to cross: 7 days from Stronghold to the end of either branch  
 Intelligent Inhabitants: Up to 15,000 (Gremlins, brutemen, gnomes, storm, fire

and cloud giants, lizardmen, troglodytes, harpies, faenare, fungoids, rockmen, fire and earth elementals, up to 15 dragons)

**In Canon products:**

- In GAZ9, *The Minrothad Guilds*, an adventure is set on Fortress Islands against fire elementals.

**In Fan productions:**

- See above under **Trader's Isle**

**3 - Fire island**

“Fire island is dangerous. No one lives here and no one ever will!”

*- Mirto Jader, official of the Minrothaddan government*

Area: 24 x 10 miles, or 240 square miles in total  
 Days to cross: 6 days east-west  
 Intelligent Inhabitants: Up to 20,000 (Brutemen, storm, fire and cloud giants, lizardmen, troglodytes, harpies, faenare, fungoids, rockmen, fire and earth elementals, up to 5 dragons).

**In Canon products:**

- In GAZ9, *The Minrothad Guilds*, Fire island is the secret seat of the Privateers Guild.

**In Fan production:**

- See above under **Trader's Isle**



#### 4 - Alfeisle

“We have lived here since before this was an island. Yes, once this land was connected to the continent. Yes I know ancient ruins which can prove this. No, it’s not a guarantee you will come out of them alive.”

- *Asbiel, elven ranger in Alfeisle*

Area: 80 x 24 miles, or 2,000 square miles (of wilderlands)

Days to cross: 20 days north-south or 6 days east-west

Intelligent Inhabitants: Up to 70,000 (Fairies, gremlins, brutemen, gnomes, storm, fire and cloud giants, lizardmen, troglodytes, harpies, faenare, fungoids, rockmen, fire and earth elementals, aranea, kara-kara orcs, up to 25 dragons)

##### **In Canon products:**

- In GAZ9, *The Minrothad Guilds*, an adventure was set on Alfeisle with giant lizards, dryads, and treants.

##### **In Fan productions:**

- See above under **Trader’s Isle**

#### 5 - Blackrock island

“Mystics, fishermen, and a volcano with a bad temper. Not much to buy or sell. Why anyone should go there, is beyond me.”

- *Kyros, merchant  
and captain of the City of Minrothad*

Area: 16 x 16 miles, or 256 square miles (of wilderlands)

Days to cross: 4 days north-south or east-west

Intelligent Inhabitants: Up to 7,000 (Fairies, gremlins, brutemen, gnomes, storm, fire and cloud giants, lizardmen, troglodytes, harpies, faenare, fungoids, rockmen, fire and earth elementals, werecreatures, up to 5 dragons)

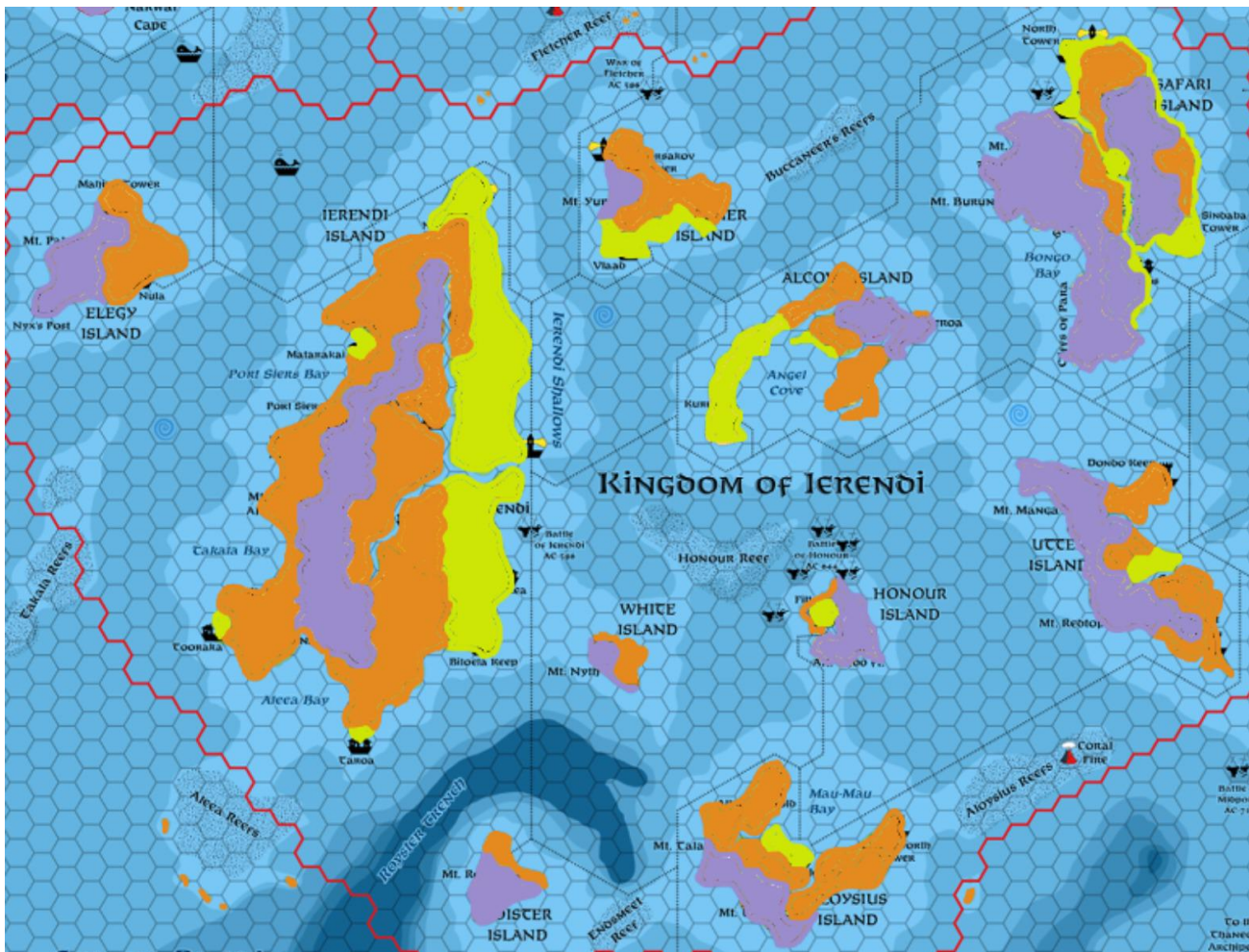
##### **In Canon products:**

- In GAZ9, *The Minrothad Guilds*, the island is briefly described as housing a community of mystics who follow an Alphatian tradition.

##### **In Fan productions:**

- See above under **Trader’s Isle**

## IERENDI



*Ierendi Populations Map*

### Populations and density

Ierendi has extensive wilderlands, as several islands are historically only lightly settled by humans. Elegy island has at least 450 square miles of unsettled lands, Ierendi island 1,700 (the whole central chain), Fletcher island 130, White island 120, Roister island 320, Aloysius island 400, Honour island 350,

Alcove island 380, Utter island 1,000 and Safari island 2,100, for a total wilderlands area of 7,000 square miles and up to 200,000 intelligent non human inhabitants. Beside humans and demihumans, other people documented on Ierendi are lizardmen, goblins, lupins, harpies, elementals and

flame salamanders<sup>7</sup>, fire, storm and cloud giants, dragons, rock trolls, white apes, constructs, undead and wercreatures. Other people, such as rockmen, geonids, fungoids, troglodytes, brutemen, neshezu<sup>8</sup> and more, may also be present at the DM's discretion.

Depicted in orange as borderlands are the areas of the islands with sparse human population, probably with an average population density of 30 intelligent creatures per square miles, but half of them are not humans. Elegy island has at least 450 square miles of borderlands, Ierendi island 4,700, Fletcher island 550, White island 120, Roister island 120, Aloysius island 1,000, Honour island 50, Alcove island 650, Utter island 900 and Safari island 600, for a total wilderlands area of 9150 square miles with up to 275,000 inhabitants, 135,000 humans or demihumans and 140,000 of other creatures.

In yellow are the settled areas with an high density human or demihuman population. Elegy, White and Roister islands have no regions of high density population, Ierendi island has 2,500 square miles, Fletcher island 260, Aloysius island 100, Honour island 60, Alcove island 380, Utter island 120 and Safari island 380, for a total area of highly settled lands of 3,800 square miles with up to 265,000 human inhabitants, with an average density slightly lower than 70 people per

<sup>7</sup> In BECMI D&D these creatures are not intelligent, but they are in all the other editions of D&D as noted in [this Wikipedia entry](#). The creature is included here if the DM wishes to use the intelligent version.

<sup>8</sup> Intelligent ape-like creatures of the Savage Coast, but a similar people could also live in the southern Known World, as described in the [Neshezu article](#) by Jamie Baty. Other possible primate races are the [Vanara](#) or the [Hadozee](#).

square mile.

The total human population of Ierendi should be about 400,000 people, mostly human with some demihuman minorities (20,000 halflings, about 5,000 lupins, elves, gnomes and dwarves), but the islands should be able to support at least 340,000 other intelligent creatures.

Elegy island has been depicted as all wilderlands or borderlands because it should have minimal population, probably 10,000 human inhabitants and 20,000 others, where others in this case should be mostly undead and some lizardmen. Ierendi island has been depicted as borderlands in all the western region, almost 4,800 square miles that should contain 160,000 inhabitants, half of them humans and half of them not. 50,000 other creatures should inhabit the central chain. All the non human creatures listed above could be present in Ierendi island.

The settled area should have 170,000 human inhabitants, for a total human population of 245,000 humans on the main island (with some demihumans) and 140,000 other people. Fletcher island should be inhabited by 10,000 other creatures and 25,000 humans. Alcove island should have 30,000 human inhabitants and 20,000 other creatures. Honour island should have 5,000 human inhabitants and 10,000 other creatures. White island could have a population of 5,000 inhabitants, even if it appears inhabited only by insane druids and white apes. Roister Island should have only 2,500 human inhabitants and 10,000 other creatures. Aloysius island should have 25,000 human inhabitants and 25,000 other creatures. Utter island should have 20,000 human inhabitants and 30,000 other

creatures. Safari island should have 40,000 human inhabitants and 80,000 other creatures.

The islands could easily support a population of more than 200 normal dragons and probably the surrounding sea an even higher number of sea dragons.

Area: 64 x 16 miles, or 850 square miles  
 Days to cross: 12 days north-south or 4 days east-west

Intelligent Inhabitants: Up to 25,000 (Lizardmen, fairies, goblins, harpies, troglodytes and werecreatures. Any other creature possible. Up to 15 dragons)

**In Canon products:**

- In GAZ4, *The Kingdom of Ierendi*, the Wilderness Preserves are said to occupy 90% of the island, accessible with guides, special licenses or licensed private tour operators. Exotic creatures are mentioned, such as gargantuan monsters, wyverns, stirges, oozes and jellies, cave snakes, hydras, serpents, lizardmen, orcs, hill giants and dragons.
- Among the native fauna, GAZ4 mentions giant rats, wild boars, giant lizards, dinosaurs, dragons, gulls, parrots and flamingos, mermen, sea serpents, giant turtles, giant insects.

**The Wilderlands of Ierendi**

**I - Safari Woods Preserve**

“The wood has many interesting creatures. We have the exploration adventure, the survival adventure, the chase adventure and many other options. Please do not set fire to the woods. The druids will kill you and I will help them.”

- Ako, guide of the Wilderness Preserve

- Gastenoo’s World of Adventure and the other Adventure Parks should instead be located in the areas depicted in orange as borderlands.
- The *Poor Wizard’s Almanac* mentions also giant leeches in swampy areas and lizardmen, and says Safari Island has monsters from all over the Known World.
- In PC3 *The Sea People* the waters around Ierendi should be mostly inhabited by merrow, but other Undersea races could probably be encountered too.



**In Fan productions:**

- See also Sheldon Morris' Monstrous Atlas[97].
- Threshold issue #3 contains Simone Neri's Demography of Ierendi and Minrothad[67] and issue #3[68] and #4[69] contains several other articles about Minrothad and the Sea of Dread.
- In Threshold issue #3, in my article The Darkness Beneath[70], I imagined some of the ancient ruins which could be found under Ierendi, and in Threshold issue #12 I also detailed the past of the Known World[20], and the people who inhabited it and may still inhabit it, hidden in the most wild and remote places. Most of this is inspired by the work done by John Calvin on the 2300 BC setting[71] and Taymora in particular, also detailed in Threshold issue #12[98]
- See also The Pirate Kingdom of Ierendi[72] by John Walter Biles

**2 - West Safari Preserve**

“Volcanoes, swamps and cliffs, there is much to explore in the Preserve. Please note that not all lizardmen, goblins and dragons have yet signed the Do Not Eat Humans agreement with Preserve personnel.”

*- Kaira, welcoming visitors to the West Safari Preserve*

Area: 80 x 20 miles, or 1600 square miles  
 Days to cross: 14 days north-south or 7 days east-west  
 Intelligent Inhabitants: Up to 50,000 (Fairies, lizardmen, goblins, lupins, harpies,

elementals and flame salamanders, fire, storm and cloud giants, rock trolls, white apes, constructs, undead, wercreatures, rockmen, geonids, fungoids, troglodytes, brutemen and/or other intelligent primates, see note 8, up to 25 dragons)

**In Canon products:**

- See above. Also In GAZ4, *The Kingdom of Ierendi*, two adventure ideas are set in the west of the island to capture stirges and a giant hydra.

**In Fan productions:**

- See **Safari Woods Preserve** above.

**3 - Utter island west**

“The local albinos and the local Makai are not hostile, but you have to respect their culture or suffer the consequences. Then there is the west, which is completely wild and uninhabited by humans at all.”

*- Jan, soldier stationed at Dondo Keep*

Area: 72 x 12 miles, or 900 square miles  
 Days to cross: 12 days north-south or 3 days east-west  
 Intelligent Inhabitants: Up to 25,000 (As area 2 of Ierendi and up to 15 dragons)

**In Canon products:**

- In GAZ4, *The Kingdom of Ierendi*, the adventure idea involves a civil war between Makai and the albinos, with the winning party declaring independence from Ierendi.

- In GAZ4 it is also written that the island has disease carrying insects (the mau mau) and giant insects in the swamps. Probably this is a typo which was meant for Aloysius island, but the DM may decide that both islands suffer from the same problem.

**In Fan productions:**

- See **Safari Woods Preserve** above and this Alternate setting for Ierendi v2.0[73] by Sharon Dornhoff including the Hollow Moon material and the Once in a Blue Moon article[74] by John Calvin in Threshold issue #4 about the Albharendi.

- See also Utter Island[75] by Gordon McCormick

**4 - Aloysius island west**

“We have Ierendians, Makai, dwarves, convicts, buccaneers, anything here. And if you go west, and the mau-mau mosquitoes do not turn you into a zombie, you will encounter even more interesting people.”

- *Medron, Innkeeper in Jortan*

Area: 50 x 20 miles, or 1000 square miles  
 Days to cross: 11 days north-south or 4 days east-west  
 Intelligent Inhabitants: Up to 30,000 (As area 2 of Ierendi and up to 10 dragons)

**In Canon products:**

- In GAZ4, *The Kingdom of Ierendi*, it is written that Utter island has disease carrying insects (the mau-mau) and giant insects in the swamps. Probably this is a typo which

was meant for Aloysius island, which is described as inhabited by mau-mau mosquitoes. The adventure features lizardmen trying to take back the island.

- In Dragon Magazine #171 Bruce Heard identified the Undersea east of Aloysius as Thundiara, the domain of the sea dragon Thundar, see link in area 8 of Karameikos.

**In Fan productions:**

- See **Safari Woods Preserve** above.

**5 - HONOUR island**

“Yes, I have heard many saying they know someone who went to Honour island and came back with treasures and secrets. Yet I have been here ten years, and I know only people who went there and never came back. And as far as I know, the secrets of the wizard are still safe. And yes, I know some of their secrets. But no, I cannot tell anyone. I prefer to keep on breathing, thank you very much.”

- *Figgen, famous halfling adventurer*

Area: 20 x 20 miles, or 400 square miles  
 Days to cross: 4-5 days north-south or east-west  
 Intelligent Inhabitants: Up to 10,000 (As area 2 of Ierendi and up to 5 dragons)

**In Canon products:**

- In GAZ4, *The Kingdom of Ierendi*, Honour island and its inhabitants are described in detail. An adventure leading to Honor island also appear in the Elegy island chapter.

**In Fan productions:**

- See **Safari Woods Preserve** above and also Mentats of Honor Island [76] by Joaquin Menchaca

**6 - Alcove island east**

“The rumor that pirates control the eastern half of the island is greatly exaggerated. The navy has already beaten them and we will soon catch the few who escaped. No, the area is still unsafe, so I would advise not to dwell there.”

*- Irenus, Ierendian Navy Captain.*



*View of Alcove island's beach*

Area: 35 x 25 miles, or 875 square miles  
Days to cross: 7 days north-south or 5 days east-west  
Intelligent Inhabitants: Up to 25,000 (As area 2 of Ierendi and up to 15 dragons)

**In Canon products:**

- In GAZA, *The Kingdom of Ierendi*, there are some adventures dealing with local pirates.

**In Fan productions:**

- See **Safari Woods Preserve** above.

**7 - Fletcher island west**

“Most of the island is not dangerous, just inhabited by lots of birds. The western region is another matter. Unexplored area, ruins and secrets. I bet you can find something interesting there, and bring it to me.”

*- Mr. Coarke, offering a deal to some adventurers*

Area: 24 x 16 miles, or 380 square miles  
Days to cross: 4 days north-south or east-west  
Intelligent Inhabitants: Up to 10,000 (As area 2 of Ierendi and up to 10 dragons)

**In Canon products:**

- In Gazetteer 4, the Kingdom of Ierendi, there is adventure involving the dodo bird and the eccentric wizard Mr Coarke.

**In Fan productions:**

See **Safari Woods Preserve** above.

## 8 - White island

“Insane druids. Giant white apes. Do not go there. This is not the kind of warning bold adventures can ignore to earn unique glory. This is the kind of warning never-heard-again people or returned-but-gone-nuts people did not listen to.”

*- Marcus, speaking at the Adventurers' club of Ierendi city*

Area: 16 x 12 miles, or 192 square miles

Days to cross: 4 days north-south or east-west

Intelligent Inhabitants: Up to 5,000 (As area 2 of Ierendi and up to 5 dragons)

### In Canon products:

- In *GAZ4*, the island and its unique features are described in detail.

### In Fan productions:

- See **Safari Woods Preserve** above and also a thread on the Piazza about Orisis and other Nithian immortals [\[77\]](#), Chimpman's post in particular.

- Instead of just insane, the druids could be played as an elite force battling Outer Beings infiltrations in the Known World. In Marco Dalmonte's *Codex Immortalis* [\[78\]](#), Orisis is an identity of Ixion, while Andrew Theisen recaps canon sources about him [\[79\]](#). For the Outer Beings see the article [\[80\]](#) by Geoff Gander.

## 9 - Roister island

“Huge fish, interesting plants, so many colourful birds. A tourist paradise if you avoid the wildest part, which has mau-mau mosquitoes and other unfriendly creatures.”

*- Kaja, Ierendian explorer and adventures*

Area: 16 x 16 miles, or 256 square miles

Days to cross: 4 days north-south or east-west

Intelligent Inhabitants: Up to 7,500 (As area 2 of Ierendi and up to 5 dragons)

### In Canon products:

- In *GAZ4*, an adventure features a floating island of lizardmen.

### In Fan productions:

- See **Safari Woods Preserve** above.

## 10 - Ierendi island Uplands

“It's another world. You will not find brochures or guides of the Uplands. The truth is everyone knows they are dangerous and prefer to avoid them and discourage explorers. Even the Adventurers Club is usually reluctant to provide maps or information. Here Be Dragons. And Giants. And Volcanoes.”

*- Ilos, Thyatian trader and adventurer in Ierendi city*





*View of the Uplands*

Area: 136 x 32 miles, or 4,300 square miles

Days to cross: 35 days north-south or 5-6 days east-west

Intelligent Inhabitants: Up to 150,000 (As area 2 of Ierendi and up to 100 dragons)

**In Canon products:**

- In GAZ4, there are adventures involving pirates, merrow, humans and a dragon from a faraway place (Arentela, see Threshold issue #4 and #9), but nothing else on the Uplands beyond the short creature list already provided under Safari island.

**In Fan productions:**

- See **Safari Woods Preserve** above.

**11 - Elegy island**

“There are lots of ancient tombs there, so I guess telling adventurers to stay away is useless. So consider yourself properly warned. The tombs often have traps, and sometimes monsters guarding them. And there are powerful forces defending the artifacts of our ancestors.”

*- Keno, boat captain in Matarakai*

Area: 40 x 12 miles, or 450 square miles

Days to cross: 8 days north-south or 4 days east-west

Intelligent Inhabitants: Up to 15,000 (As area 2 of Ierendi and up to 15 dragons)

**In Canon products:**

- In GAZ4, there are adventures involving tombs, pirates, zombies and Honor island wizards.

- The Elegy island White-faced gibbon is mentioned as a typical animal of the island.

**In Fan production:**

- See **Safari Woods Preserve** above and see also “Undead of Elegy Island”[\[81\]](#) by Agathokles, Chimpman and myself in this issue of Threshold (#13); some information is already partially stored in the Vaults of Pandius[\[82\]](#) [\[83\]](#) [\[84\]](#) [\[85\]](#)

## THYATIS

### Populations and density

Thyatis is one of the more settled and civilized nations of the Known World, as it can be seen from the extension of the **yellow** areas. The settled hexes are about 440, more than 28,000 square miles with a high human density (about 90 people per square mile) and a population of 2,600,000 people.

The borderlands in **orange** are about 240 hexes, or 15,400 square miles with a density of 50 people per square miles and a population of 800,000 intelligent inhabitants, half of them humans, demihumans or lupins and half of them other intelligent races, mostly giants, ogres, kobolds, hobgoblins or harpies.

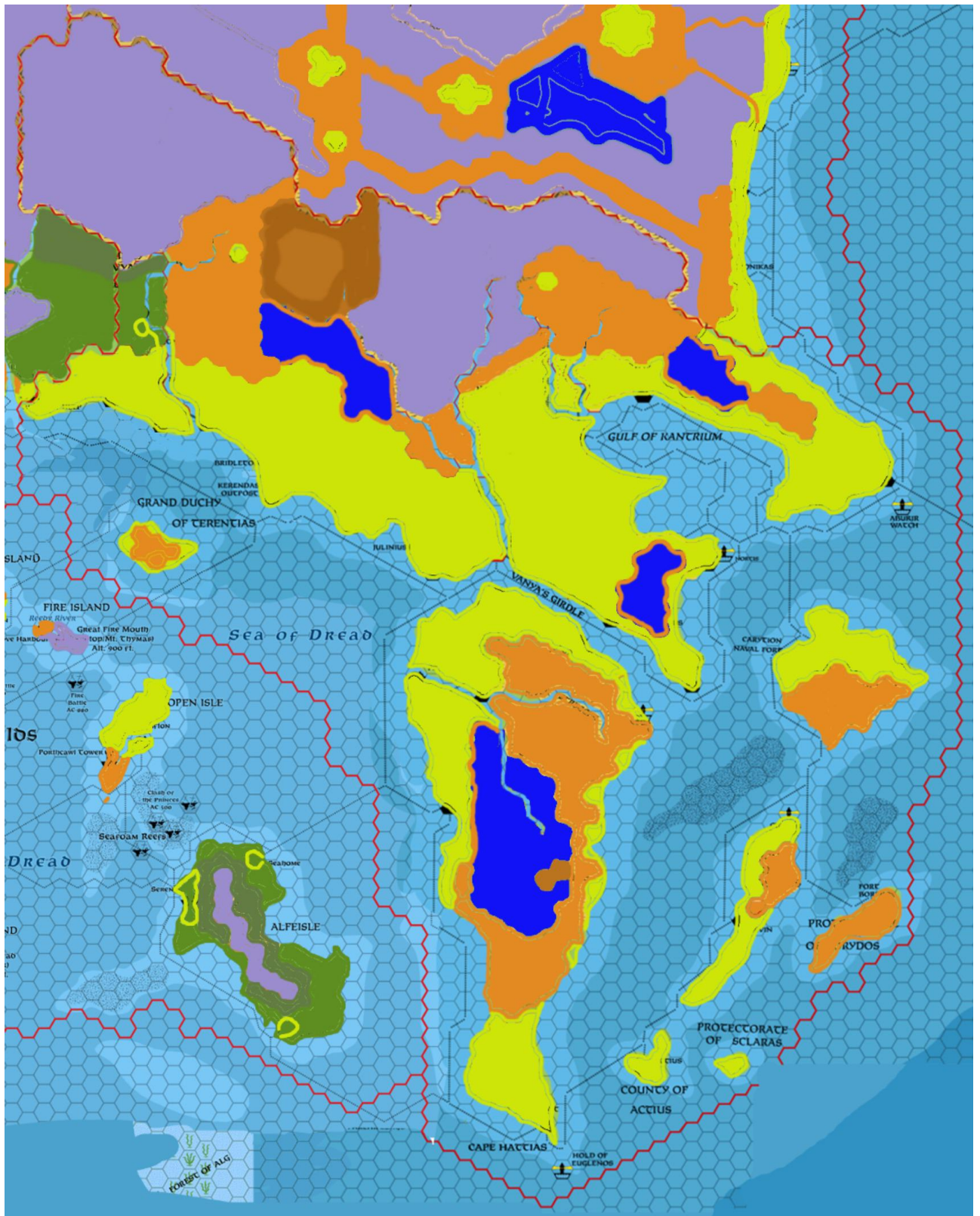
The areas in **blue** are those historically inhabited by lupins, which are a sizable population in Thyatis. There are about 100 hexes, 6,400 square miles, of lupin territory in Thyatis with a population of 300,000 people, (100,000 humans and 200,000 lupins).

The areas in **brown** are inhabited by dwarves and gnomes, 14 hexes heavily settled and 27 hexes of borderland in dark brown, with a total population of 100,000 people, about 60,000 dwarves, 20,000 humans and 20,000 other creatures.

Areas in **green** are inhabited mainly by Vyalia elves, 14 hexes with a population of 45,000 people, of which 30,000 are elves, 10,000 humans and about 5,000 fairy folk and other creatures.

In **purple** as usual are the true wilderlands of the Empire, 255 hexes and more than 16,000 square miles of Imperial Territories with a population of 600,000 intelligent creatures, mostly giants, ogres, kobolds, orcs, goblins, hobgoblins, harpies, faenare, werecreatures and fairies. The humans which live among them are usually illegal colonists, bandits, escaped slaves, rebels or werecreatures.

The total population of Thyatis should be 3,100,000 humans, 220,000 lupins, 70,000 dwarves and gnomes, 40,000 elves, 15,000 halflings, 1,000,000 others for a total of about 4,445,000 intelligent inhabitants. Mainland Thyatis should also be able to support more than 500 dragons.



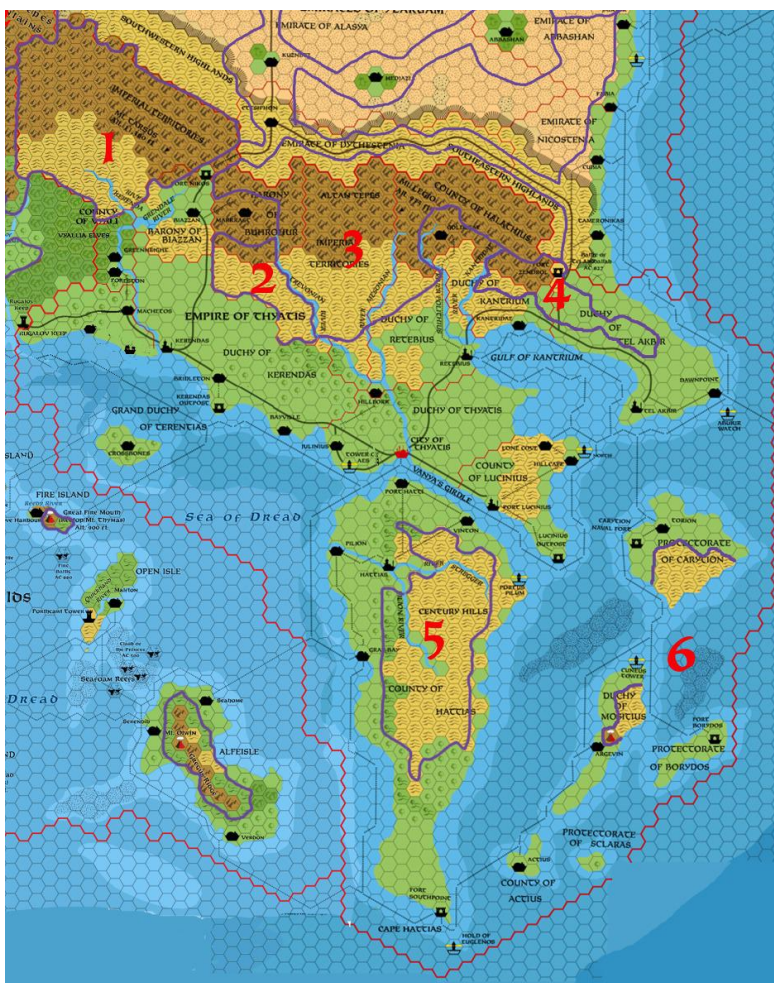
*Thyatis Populations Map*

## The Wilderlands of Thyatis

### I - Tarsia

“It’s giant territory. And there are also ogres. The rumor says the Empire has an agreement with them. They serve as mercenaries from time to time, and we leave them be. Adventurers who go there are on their own. If they create problems, the giants will deal with them as they see fit.”

- Ludovicus,  
sergeant in Fort Nikos



Area: 96 x 96 miles, or 9,200 square miles  
 Days to cross: 24 days north-south or east-west  
 Intelligent Inhabitants: Up to 350,000  
 (Giants, ogres, fairies, harpies, faenare, wercreatures, kobolds, goblins, hobgoblins, orcs and up to 135 dragons)

#### In Canon products:

- *Dawn of the Emperors* Boxed set contains almost no information on the Imperial Territories and the creatures and monsters living in them.
- The *Poor Wizard's Almanacs* list as creatures of the mountains and hills mountain lions, dragons, hill giants, ogres,

pegasi and griffons near Reterbus, vampires, ghouls and wercreatures in Thyatis and in the west, in the western forests bears, boars, centaurs, and dryads.

- The presence of kobolds in Thyatis can be assumed from Kol XIV background in *GAZ10 The Orcs of Thar*.

- Harpies and Faenare are mentioned in the mountains in *PC2 Top Ballista*.

#### In Fan productions:

- See *Past Ages of the Known World* [20] by me and Hesperia, *Land of the Setting Sun* [86] by Giulio Caroletti in *Threshold* issue #12 and in this issue (#13) [99], and



View of Mount Tarsus

*Lost Civilizations of Thyatis and Alphatia* by myself in Threshold issue #11[87] for some info and details on the past of Thyatis.

- Tarsia and Altania were names suggested by Simone Neri[88]. His *Central Altan Tepes Mini Gazetteer*[48] is also relevant for the area even if it doesn't cover the Thyatian side.

- Agathokles supposed a Land of the Fomorian giants who controlled the Altan Tepes mountains[58].

- Orcs, goblins and hobgoblins are mentioned in Simone Neri's *Demografia Mystariana*[100] and also in the *Hesperia* article of Threshold issue #12[86] by Giulio Caroletti.

## 2 - TREVONIA

"It's a region of hills inhabited mostly by lupins, kobolds, giants, ogres, centaurs and werereatures. Most of them are surprisingly not hostile, unless you really bother them. Yet it is still borderlands, so there are also other dangerous creatures around with whom it may be more difficult to speak."

- *Marco, merchant in Kerendas*

Area: 40 x 48 miles, or 2,000 square miles  
Days to cross: 10 days north-south or 6 days east-west

Intelligent Inhabitants: Up to 70,000 (Lupins, giants, kobolds, ogres, centaurs, fairies, werereatures, undead and up to 30 dragons)

### In Canon products:

- The *Poor Wizard's Almanacs* list as creatures of the mountains and hills mountain lions, dragons, hill giants, ogres, pegasi and griffons near Retebius, vampires, ghouls and werereatures in Thyatis and in the west, in the western forests bears, boars, centaurs, and dryads.

### In Fan productions:

- See **Tarsia** above.

## 3 - ALTENIA AND ALATIA

"Here be dragons. And manticores. Really, the Retebius Air Fleet surveil all the region and do not like people messing around in what they consider their dominion. They breed flying creatures there and people killing them are not much appreciated".

- *Arius, adventuress in Kantridae*

Area: 200 x 50 miles, or 10,000 square miles  
Days to cross: 20 days north-south or 50 days east-west

Intelligent Inhabitants: Up to 350,000 (Giants, ogres, kobolds, orcs, goblins, hobgoblins, fairies, harpies, faenare, werereatures and up to 150 dragons)

**In Canon products:**

- The *Poor Wizard's Almanacs* list as creatures of the mountains and hills mountain lions, dragons, hill giants, ogres, pegasi and griffons near Retebius, vampires, ghouls and werecreatures in Thyatis and in the west, in the western forests bears, boars, centaurs, and dryads.

**In Fan productions:**

- See **Tarsia** above and what John Calvin wrote about the gold dragon Hytiliaph [89] and his mountain Ancepes Trigeminus in Halathius. Hytiliaph was also briefly described by me in "Who's Who in the Wurmsteeth part II" [90] in Threshold issue #9.

**4 - Messapia and Cania**

"A sparsely inhabited area of lupins, goblins, humans and other creatures. Could be a bit of an unpredictable area, you can meet anything from Ylari raiders to bandits to friendly natives ."

- *Marcellus, Lieutenant in Fort Zendrol*

Area: 100 x 20 miles, or 2,100 square miles  
Days to cross: 3-4 days north-south or 15 days east-west  
Intelligent Inhabitants: Up to 85,000 (Lupins, humans, goblins, werecreatures, harpies, faenare, fairies and up to 35 dragons)

**In Canon products:**

- See previous areas of Thyatis.

**In Fan production:**

- See **Tarsia** above.

**5 - Centuria or Tallia**

"Lupins, some human goat herders, and the Hattian lords cannot claim much control of this hilly country. The inhabitants have their own dialect, their secrets, and are more prone to banditry than respect of imperial laws."

- *Corius, ship captain in Vinton*



*View of Hattias' eastern coast*

Area: 120 x 54 miles, or 6,500 square miles  
Days to cross: 15 days north-south or 7 days east-west  
Intelligent Inhabitants: Up to 260,000 (Lupins, humans, giants, harpies, fairies, werecreatures and up to 100 dragons)

**In Canon products:**

- The area is not described at all in canon

products, so the DM may freely decide what creatures could live here.

#### In Fan productions:

- See **Tarsia** above.

### 6 - Carytion and Mositus

“The hills of the two biggest islands are wilderlands, with few human inhabitants if any. Legends and rumors say giants and dragons live in these lands, and no one so far has been able to prove or disprove that.”

- *Adrianus, wizard in Torion.*

Area: 1400 square miles

Days to cross: About 5 days in both islands

Intelligent Inhabitants: Up to 50,000 (Giants, humans, fairies, undead, werecreatures, elementals and up to 20 dragons)

#### In Canon products:

- In the *Poor Wizard's almanacs* gargoyles, skeletons, golems and dryads are indicated on Sclaras and near it.
- The module X8, *Drums on Fire Mountain*, is set in an island southeast of here, so Karakara orcs could be active in the region, see also Minrothad.

#### In Fan production:

- See **Tarsia** above and the article in Threshold issue #11[91], *The Judicates of Carytion* by Giulio Caroletti with the and detailed map of The Protectorate of Carytion by Robin D.

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by Francesco Defferrari (Sturm)

*Mother Kala lead us to safety when the sky was red with rage and the earth burned. We arrived in the city of our enemies the humans and ate them, and we were warm and safe and had children in the darkness of Kala. And we pledged us to her. When the humans returned she opened the earth for us, and saved us again. She told us to wait, and we are waiting.*

Half cancelled tablet,  
approximately 2500 BC.

## SECRETS OF KOSKATEP, LEVEL 11

This level can be reached only by going down from the chasm in area 5 on Level 10 (Intitepetl, published in Issue 12 of Threshold magazine). The PCs will find themselves on **Level 11, Kalasah**, once a city inhabited by Beastmen just after the Great Rain of Fire, now apparently empty.

The text below repeats the original description of this level in issue 1 of Threshold Magazine (Mirror of Eternal Night article). Read on to discover more on this level of Koskatep!

(See [page 218](#) for an index to the levels of Koskatep published in issues of Threshold Magazine)

Beastmen followers of Hel, primitive bugbears, occupied this level for many years after the Great Rain of Fire. Massacred by the Inti, they have left no apparent trace whatsoever, as the new masters of Koskatep considered them unclean, so they cleared the level of any trace of their presence to use it as storerooms. As the fairies of Grondheim never bothered to clear it up, old Inti crates and goods, most all completely decayed, still litter these rooms. Searching for many hours, it is still possible to find several ancient Inti magical weapons, as well as precious and semi-precious stones.

*The secrets:* Hel wanted to know what Ixion hid here and even though the Sun lord's followers reconquered the place some centuries after, before her followers were able to break into the inner temple, she had foreseen that and made preparations. She inspired some beastmen to secretly create a very big parallel level next to this one, where whole families moved before the Inti attack. They have lived in this system of great

caverns ever since, with radiance<sup>1</sup> items, adequate water and food (mostly mushrooms and insects), and magical light, growing and preparing their invasion. They have dug more tunnels toward level Thirteen and now they are almost ready to strike. Out of nowhere thousands of ancient Beastmen will attack the Inner Temple and conquer The Dream of Fire, and Hel, Lady of Death, will forever rule over the infinite worlds.

After the Darkers<sup>2</sup> take control, The Last One - now hiding in the level above - has summoned some ancient beastmen as ghosts, who now roam this level. Questioning one of them, he, and consequently Thanatos, has learned of Hel's plan. He just loves it: using his newly acquired ghosts, he will slaughter Hel's beastmen servants, raise them as undead, and lead the combined force to storm the Inner temple of Ixion. He just has to decide if it's better to massacre Nyx's puny followers before or after that...

<sup>1</sup> Scavenged from Level 12, see next issue of Threshold. Radiance is here meant as the technomagic power used by Blackmoorian devices which created also the Radiance in Glantri, see also GAZ3 *The Principalities of Glantri*, page 68.

<sup>2</sup> Name used by an organization of followers of Nyx in Karameikos created by me and Agathokles, see previous issues of Threshold and in issue #1, the article "Mirror of Eternal Night".

## TIMELINE

**5.100 BC:** Precious and semi-precious gems are found in the area and the local people, ancestors of the Azcans, build mines nearby. Slowly the temple becomes a town, and later a city, that falls under the influence of the Oltec empire and is named Koskatopetl, the Gem of the Mountains.

**3.525 BC:** The Azcan empire is formed and Koskatopetl becomes not only a source of gems but also of metals, to build new lethal weapons for the war.

**3.057 BC:** The Azcan emperor declares that the underground, secret temple of Ixion has to be opened to share its secret with the people. The priests refuse and destroy the city to seal the temple. A revolt of the Church of Ixion throws the empire into civil war and chaos; the site of Koskatopetl is abandoned and for several years infested by bandits and monsters that try in vain to occupy the place.

**2.998 BC:** Human refugees hide from the Great Rain of Fire in the ruins of Koskatopetl, but are soon slaughtered by a group of beastmen that take residence among the ruins. The inner temple survives the cataclysm and the invasions unscathed. In time the beastmen cover the ruins and create a complex cave system

**2504 BC:** The Inti, led by the church of Ixion, occupy the ruins and rebuild the city of Koskatopetl. The beastmen who survive the conquest hide in a remote part of the cave and are not detected. The Inti explore briefly Level 12, but realize it is poisonous and abandon Level 11 and 12, building their new city over them. Only a part of Level 11 is

occasionally used as storerooms. Inspired by Hel, the beastmen seal a part of the caves (sublevels 1-4) to hide there.

**2379 BC:** The Troll Queen of Grondheim conquers the city, renaming it Krystallac. Just a few years later sidhe priests discover the existence of the inner temple of Level 13 and begin a century long negotiation with the sollux and the brutemen below to gain access to the artifact. They communicate through the temple of Ixion in Level 10 and do not settle Level 11. The beastmen thrive in their new hidden cave system.

**2282 BC:** As the Queen grows impatient about the unwillingness of Ixion to compromise, she sends her best troops to open the temple, digging a magical tunnel from Level 10 to 13. As this affects only the abandoned part of Level 11, the beastmen do not even notice. Inti troops soon attack the place, and Taymora intervenes shortly thereafter. This is the beginning of the War of the Empires, or the Twilight Wars, or the War of Southern Grondheim, that will last decades and will devastate the region. Mogreth intervenes as well a few years later.

**2170 BC:** Some fairies of Krystallac turn to the Unseelie, and decide to tell Elienor about Ashira's tomb. The Troll Queen discovers them and exiles them, and manages to scatter the essence of Elienor after a terrible magical battle near the Crystal Lake. But she is gravely wounded by Elienor's magic, and will never be able to recover. The Crystal lake is also damaged and its capacity as a portal greatly reduced.

**2080 BC:** In a time of crisis in Grondheim due to the Troll Queen's malady Taymora

and Intua, lizardmen and troglodytes, escaped from Mogreth, occupy Krystallac and keep it for a hundred years. As the lizardmen cannot locate all the portals left by the fairies in Level 9, they try to seal it completely, and likewise they ignore Level 10 and below.

**1976 BC:** After a long siege Taymora conquers Krystallac and renames it Kosmoteiros. Nyx knows about Ixion's artifact but rather than try to steal or destroy it she decides to exploit the magical aura of the place to build her own strongest artifact that will bring fulfillment of her Dream. The followers of Nyx leave alone the levels below.

**1777 BC:** To prevent Kosmoteiros from falling into the hands of Thanatos, the priests of Nyx destroy the city with a terrible earthquake. Thousands die and the place is abandoned for many years as seismic activity increases in the area. The earthquake opens the Chasm and is felt by the beastmen too.

**1664 BC:** After the destruction of Taymora, fairies of the Unseelie court, former exiles of Krystallac, take possession of the place and try to use the Starlake, but do not discover Ashira's burial and are not able to reach Elienor until much later. The dark fairies of Kundrak do not reach Level 10 and below.

**1597 BC:** Lord Keiros, a Tal<sup>3</sup> nosferatu and follower of Nyx, conquers Koskatep from the dark fairies. Vampiric followers of Thanatos attack several times but are defeated. Lord Keiros briefly explores Level 10, 11 and 12, but does not use them.

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<sup>3</sup> The name I gave to the Taymoran descended population that lived in Karameikos before the arrival of the Traldars, see my ["History of Traladara"](#) article in the Vaults of Pandius

**1412 BC:** Hutaakans conquer the site for Ixion and Pflarr, a seriously wounded Lord Keiros is forced to hide, and his followers are exterminated. The hutaakans slowly explore the levels below, reaching Intitepetl and its mummies, and succeed in communing with them. They explore also Level 11 and 12, but finding them empty leave them alone.

**1021 BC:** Orcs sack Koskatep, some hutaakan priests survive hiding in the lower levels, and will become more guardians for the hidden temple of Ixion, teleported from the temple in Level 12 by the will of the Immortal.

**954 BC:** After several battles a dwarven army defeats the orcs and conquers Koskatep, but they are soon in constant warfare with the gnolls that rule over the region. They do not explore the lower levels.

**912 BC:** The dwarves are finally defeated by the gnolls, who build their own city over the ruins. Shamans of Ranivorus and Thanatos begin to study the Starlake. The Gnolls do not reach Level 10 and below.

**841 BC:** Followers of Nyx, aided by ogres and giants, attack Koskatep but are unable to conquer it from the gnolls. Yet they succeed in killing the most powerful shamans of Thanatos in Level 7 and burning their notes.

**603 BC:** The ogre king Kulfan conquers Koskatep in the name of Nyx and ogres rule over the area for centuries. Human priests of the Lady of the Night live in the city along with them. They have some contacts with Level 8 and 9 and reach Level 10 and below, but do not use them.

**95 AC:** The Darkers almost complete the ritual to use the Starlake and bring forth the Eternal Night, but are stopped at the last moment by priests of Ixion, who drive out the ogres and occupy Koskatep for years. The priests of Ixion occupy all the levels down to the 10th, while they briefly explore Levels 11 and 12, soon abandoning them.

**227 AC:** The priests of Ixion have repelled several attempts by ogres, giants and followers of Nyx trying to reclaim the ruins, but are destroyed at last by a very powerful and ancient vampire sent by Thanatos, The Last One. Some priests of Ixion escape to the lowest level and become defenders of the inner temple, teleported from the temple in Level 12. In the following centuries ogres, giants, followers of Nyx and even adventurers sent by Ixion try to reclaim Koskatep, but The Last One destroys them all. He however fails to control completely Level 9 and 10, and so is unable to fully settle the empty Levels 11 and 12 with his minions.

**912 AC:** Traladaran freedom fighters hide in the ruins for some time, but are destroyed by the Thyatian army. The Thyatians soon leave the place.

**998 AC (or later if the DM prefers):** Lady Sonya, the Grand Daughter of the Night, a powerful priestess of Nyx, and her followers, are able to defeat The Last One and reclaim Koskatep. The Last One is not destroyed, but escapes to Level 10 with some faithful followers, to plan his revenge. Quehwar has however his own plan to stab The Last One in the back and destroy the Darkers too, with the aid of the followers of Ixion in Level 13.

**1031 AC:** The next alignment. On this date the Starlake could be used to bring forth The Eternal Night. Shortly before this date at the latest, the beastmen of the hidden level will attack Level 13.

### Notes on this Level

The **Random Critters** table and the **Wandering Parties** table of level 2B (in issue #3 of Threshold magazine, pages 207 and 208) may apply here if the DM so wishes, **ONLY** in the empty part of the level. In this case there is a 1% chance in each room that a Wandering Party will be encountered.

The **Followers of The Last One** encounter table of level 1 (in issue #2 of Threshold magazine, page 122), can also still be used here if the DM so wishes, only in the empty part. One such follower could try to join the PCs to explore this level, with the final purpose of bringing them in the presence of The Last One himself (in Level 7). After the **Darkers** take control (see issue 1) a party of them could also be encountered in the empty part of this level.

**Spells** that provide magical transportation, such as teleport, passwall, dimensional door, magic door, travel, gate and spells such as clairvoyance and find the path do not work on this level as on Levels 5-9 due to powerful wards<sup>4</sup> placed by The Last One and others before him. The DM could decide to apply the same rule to the levels above the 5th, at least from Level 2 and below, particularly if the PCs are of a high level.

<sup>4</sup> For example a [Teleport Ward](#) as the spell created by Robin D. in the article at the Vaults of Pndius

## The map and the inhabitants of this Level

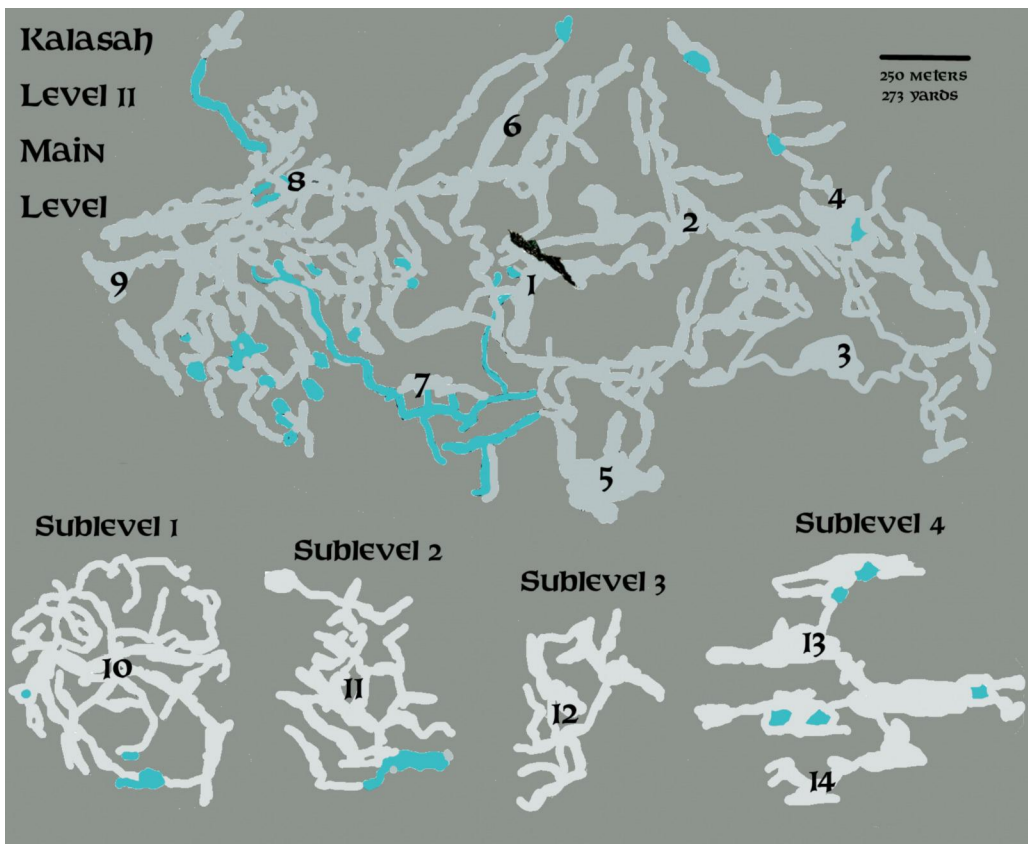
The area in dark grey on the map is solid stone, very difficult to dig, even though it may contain small tunnels dug by critters and wandering monsters. The area in lighter grey of the main level is partially clear, but full of rubble, rocks and collapsed structures which cannot be recognized anymore. The "open" areas in the sublevels are shown as lighter because they are inhabited or cleared of debris and ruins.

The black "scar" in the middle of the map is the Chasm opened by the Kosmoteiros earthquake of 1777 BC, which goes all the way down to Level 12.

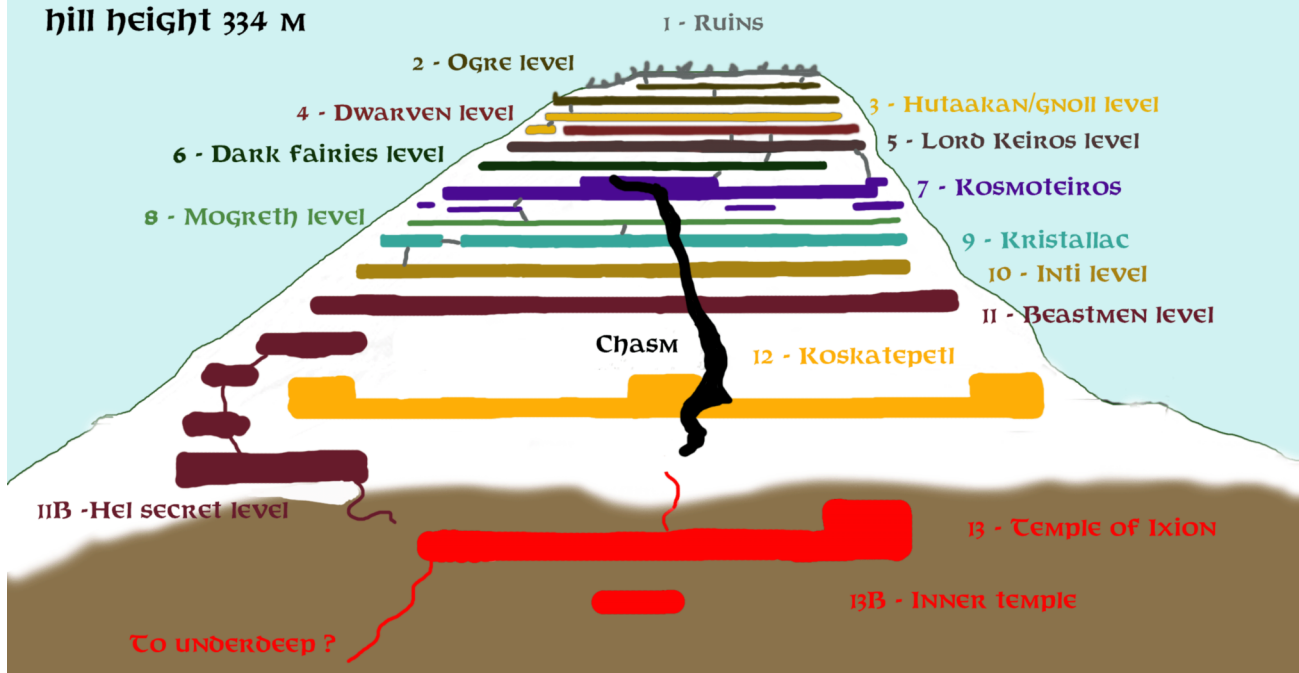
The main level appears empty but has its hidden undead inhabitants. The PCs could be able to cross this level without encountering anyone, if they go directly down through the Chasm. Even if they explore the main level, they could well be unable to find the sublevels, unless Hel decides otherwise if the PCs are her followers or somehow considered worthy (in this case the Immortal could lead a PC cleric or follower to areas 5 or 7, see below, through clues, dreams or answering to the Commune spell).

There is no light in this level unless the PCs bring it.

# koskatep, level 11



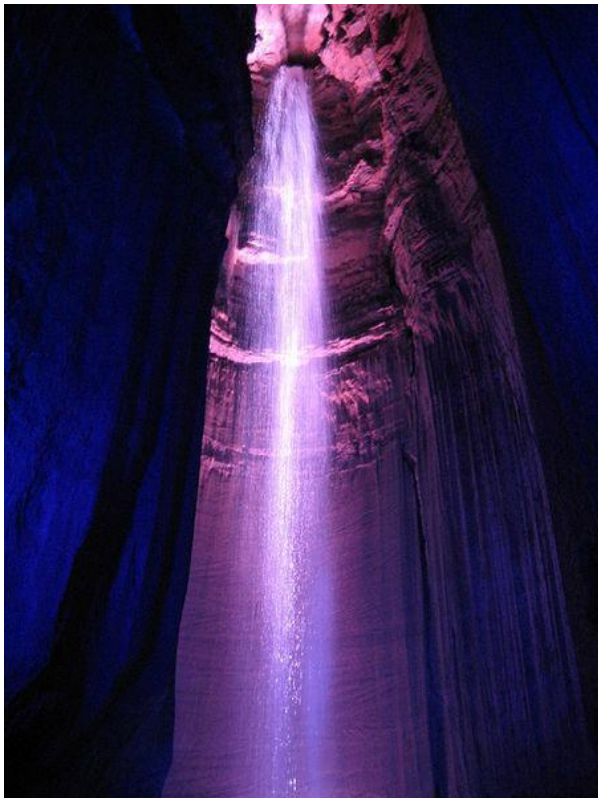
## Koskatep sections hill height 334 M





## 1 - The Chasm

This is the only passage to and from Level 10 and 12. As described in previous levels climbing up and down or tying a rope could be quite dangerous as the water dripping from Level 7 has random teleportation effects, see sidebar. Around the Chasm, the tunnels appear empty and completely in the dark.



*The Dark waterfall coming down from Level 10*

The Last One, Quehuar of Level 10 and the Darkers will keep on ignoring Level 11 below as they have done so far. Only when the followers of Ixion open Level 13 to come up (if called by Quehuar as detailed in Area 4) will a permanent passage probably be built from Level 10 to 11. The actions of the beastmen in the hidden sublevels will obviously come into play too (see The Battle in this Level paragraph below).

(1) - There is the Dark Waterfall coming down from above. As the walls of the chasm are wet, it is extremely dangerous to try to reach Level 11 and below going down from here, but on this level it is also the only way.

Touching the Dark Waterfall may also cause random teleportation effects to Anwyn, particularly the areas where it borders the Carnifex prison<sup>1</sup>.

For some time the inhabitants of Intitepetl used part of this area as storerooms, with a passage that was since destroyed by the earthquake which created the Chams. Old Inti crates and goods, most all completely decayed, still litter some of the passages of this area. Searching for many hours, it is still possible to find several ancient Inti magical weapons, as well as precious and semi-precious stones

<sup>1</sup> This idea comes from [“Design Diary: The Time Before Years”](#) RobJN. For more information about the Carnifex, see [“Of the Lore and Legends of Y'hog, City of the Unclean Ones, and of that Race”](#) and [“Carnifex”](#) both at the Vaukts of Pandius. Anwyn is the homeplane of the Dark Fairies, see also the [earlier level of Koskatep](#) in Threshold issue #8 and issue #9 about [the Dark Waterfall](#). The chance of teleportation could be very low (only 5% of the times that someone touches the waters), or much higher, depending on the DM's preference. This should be considered an Immortal level effect, thus not affected by any Teleport Ward, see note 4 in the main article.

(1 object decided by the DM for every hour of search by 5 people, or a 20% chance each hour for any individual PC).

(2) - There are old Inti crates and cases in this area too, and PCs searching for many hours may be able to find some lost treasures, as detailed in area 1 above.

## 2 - The Beastmen spirits

This area contains at least 50 beastmen spirits who have roamed this part of the cave since they were killed by Inti warriors 3500 years ago. They are lesser haunts, so unable to affect physically the material world, but their presence could still be quite discomfoting and prevent PCs from sleeping here.

After the arrival of the Darkers, The Last One will be hidden in Level 10 above, and he will also soon explore the main Level of Kalasah, in search of useful objects or restless spirits. He will find the beastmen spirits and turn them into full ghosts (HD 14<sup>5</sup>), taking control of them. He will then be able to learn about Hel's plan and he will send the ghosts to kill all the living beastmen inhabiting the sublevels (area 10 - 14), to turn them too into undead under his control and attack Level 13 (see also The Battle on this Level below). Note that if the living beastmen will be able to defeat the ghosts, the Last One's plan could fail.

<sup>5</sup> These are special ghosts that the Last One will raise with an unique ritual. Beside the normal powers of Ectoplasmic Net, Gaze and Aging damage per blow, the Last One will also be able to see and speak through them, and the soul of any victim slain by them will be raised as another ghost under the Last One's control, while the physical body of the victim will become a ghoul under the ghost's control. Powerful clerics may be able to free the souls of such victims, thus destroying also the ghoul.

### 3 - Shialia and her group

This area is empty and does not even contain old Inti crates and jars, but from time to time whispers can be heard, and occasionally Lady Shialia, an ancient priestess of Nyx, and her group may be seen (as a ghostly horde). They were exploring this section a thousand years ago, while the ogres controlled Koskatep, but were killed by priests of Ixion in 95 AC. Almost nothing is left of them, but some items and bones could be found.

Shialia and her group will instinctively understand that The Last One is a servant of Thanatos and will avoid him, so he will not discover them as with the beastmen ghosts when he comes down after his initial defeat. However if the Darkers do come down to this level, they will contact them and they will probably be raised as full Uncorporeal<sup>6</sup>.

### 4 - The petrified troll

This area contains what appears as the statue of a troll. The troll was an ally of the ogres a thousand years ago. As the DM prefers, he could have been turned to stone by a long dead basilisk or by a wizard's spell. He may be turned back into flesh by the reverse spell. He could know well the layout of the level, but will know nothing of the hidden sublevels.

The Last One may choose to turn the troll back into flesh just to transform him into an undead minion. The Darkers, should they find him later, will probably let him alone.

<sup>6</sup> About the Uncorporeals, see previous issues of Koskatep and the Elegy island article in this issue.

(3) - Some small items belonging to Shialia and her group could be found in this area. The DM may decide they are the anchors keeping the ghosts here. Clever PCs could be able to communicate with the ghosts and obtain from them information about this level. Shialia and her group probably are still around because they are still waiting for Nyx's promise of eternal life. PCs allied with the Darkers may be able to grant their wish. Shialia and her minions will not cooperate willingly with PCs aligned with Ixion.

(4) - There are remains of giant worm skins nearby. Some carrion crawlers or other worms and insects may be encountered in the area, and they could have carried involuntarily around ancient items or even gems.

### 5 - The former Temple of Hel

This was a great temple of Hel in the ancient beastmen city. It's just a great cavern, but its walls were heavily decorated and carved with images of Kala, as the beastmen call the goddess, in the form of a naked beastwoman with a monstrous face. Most of the carvings were destroyed by the Inti warriors when they conquered the city, but one face is still well visible on a wall of the cavern.



*The face of Kala*

The Last One will ignore the gigantic face, and the Darkers will let it be, as they will consider it worth preserving such an ancient carving. No one of them however will pray to Hel, and so they will not be teleported to Area 10.

### 6 - The Dead Ape Coffin

A carved stone coffin is here, roughly representing an ape-like figure. Looking around in this area, other less detailed coffins can be spotted, and also signs of other kinds of tombs. This was indeed the burial ground of the ancient beastmen city, and many were buried in this area. The occupant of the ape coffin may be an ancient beastmen or another kind of monkey or ape-like creature who lived in the beastmen city of old.

(5) - There is still residual magic in the monstrous face of Kala, and indeed this is one of the ways in which it is possible to reach Sublevel 1 (Area 10). Any follower or priest of Hel/Kala praying in front of the face will be enveloped by writhing strings of darkness, slowly enveloping the individual completely, and then fading away, causing him or her to reappear in the middle of area 10, Sublevel 1.

(6) - There are many tombs and many kinds of burial offerings everywhere in this region, if someone has the patience to search. The DM could decide there is a 5% chance of finding something for each turn a PC spends searching. The offerings may vary from simple ceramics, to decayed leather clothes to gems, rusty armor and weapons,

The Last One will find the burial ground and raise here all the remains he can use, from skeletons to ghosts, and use the immaterial ones to attack the hidden sublevels, and the material ones to strike back at the Darkers above. If the Darkers come to control this level, they will instead put to rest any unintelligent undead, but they will offer their help to any intelligent undead.

### 7 - The Magical river

This underground river flows slowly from east to west, and is not stagnant, though might seem so upon first sight. Small, harmless fish and shrimp can be occasionally spotted in its waters. The waters are not even contaminated by the radiance as the waters of Level 10 (see Area 6 in Threshold issue #12) and Level 12 are. This is due to Hel's Immortal magic.



*The underground river*

The Last One and the Darkers will not immediately discover the magical properties of the waters, but they may be able to if they have time to study them.

to magical items.

The Dead Ape Coffin in particular contains the skeleton of what seems like an ape-like creature 8 feet tall, with a vest and a staff. The staff may be magical at the DM's discretion.

(7) - The river is indeed another possible magical gate to Sublevel 1 (Area 10). Anyone bathing in it, drinking from it or sailing on it will be engulfed in a sudden splash of water and within it being teleported to the middle of the Lake in area 10 in about 2 rounds. Any vessel or object touching the waters will be teleported too. This is probably the easiest way to reach the hidden sublevels.

## 8 - The abandoned houses

This area had many beastmen dwellings when the city was still inhabited. Half buried or half decayed, many of their everyday items are still around, mostly clothes and objects created with animal skins and bones. Such remains often belong to animals now vanished from the Known World, or extremely rare, such as giant elk, mammoths, aurochs and dinosaurs.

The Last One and the Darkers will not care much about these remains of the past and ancient treasures. The Last One however could be able to awake some wights and wraiths here, at the DM's discretion.

## 9 - The mines

This area once had access to the gem mines of Koskatepetl (sublevels 3 and 4) and much later of the beastmen city (sublevels 1 and 2). The passages which connected this area to sublevel 1 (area 10) and Level 12 were collapsed long ago by the beastmen on Hel's orders, and it's no longer possible to reach the levels below, unless someone has the patience to dig for weeks or months (or uses powerful magic).

The Last One will not immediately find the brown gem nor he will explore this area too much, but he or the Darkers could eventually be able to find it if they remain in control of this level long enough. Obviously The Last One will use Jaakek as his slave, while the Darkers probably will use his help for a while, but eventually will release him.

(8) - There are still treasures to be found in this area, mostly some pieces of raw gold and silver, bronze and gems. Magical items might also be found at the DM's discretion, particularly crude amulets and rings which however still retain their magical properties. Some old bones also litter the grounds, the almost completely decayed remains of the ancient beastmen killed here.

(9) - There is a chance of finding gems in the rocks of this area, but unless a PC has a specific expertise on mining gems, they cannot be spotted easily. There is also a single special brown gem abandoned in this area, that can be found on a 5% chance for each person who searches for at least a turn. The gem is the magical prison of an Earth elemental, **Jaakek**, who was used in ancient Koskatepetl as a mining aid. The beastmen discovered the gem and used the elemental for the same purpose, while the Inti did not find it. Jaakek is bound to obey to anyone holding the gem and can be called once a day for an hour, or until defeated. If killed in combat, he will still come back the next day. If released from the gem, (by destroying it) he will be grateful and willing to come anyway to the

## 10 - Sublevel 1, The Dungeon

This area, as explained above, can be reached by magical means only, through areas 5 or 7. Even if the real diameter of this level is not more than 500 meters (546 yards), once here the PCs will find themselves in a web of tunnels with a diameter of more than 5 kilometers (3,1 miles) inhabited by a huge variety of constructs and golems, giant worms, spiders, insects, oozes, giant lizards and frogs, dangerous plants and fungus, giant rats and even basilisks, cockatrices, chimeras, hydras, manticores, rust monsters, stirges, xytars and yowlers. All the creatures on this level are unintelligent and rather aggressive. There is a 10% chance for every turn spent here to encounter 1d6 creatures. There is also another 10% chance that any battle will attract 1d6 more creatures. A certain variety of normal plants and fungus is also present. Plants are capable of growing here in the areas where there are crystals emitting green, purple or yellow light in the walls of the cavern. Several regions of this sublevel are still pitch black, unless the PCs bring some light. The sublevel is also roamed by beastmen<sup>7</sup> hunters, who have infravision and so do not bring light.

The Last One probably will not come here in person but rather he will send the ghosts from area 2 to explore. The ghosts will not try to kill the monsters here, but they will try to attack the beastmen. However the ghost and their victims will be eventually captured by the Machine's powers,

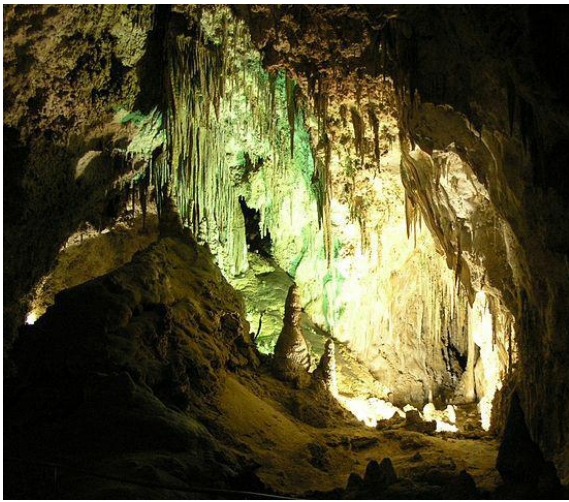
<sup>7</sup> For Beastmen statistics, see the Hollow World Boxed Set (BECMI D&D), the AD&D 2e Mongrelman stats from the Monstrous Compendium Volume II or the 2004 Blackmoor d20 Campaign Setting (page 189) or the 2009 Blackmoor 4ed Campaign Setting (page 226).

aid of the owner of the gem, but he will ask to be called only when really necessary.

(10) - The sublevel is the hunting ground of the beastmen living in the levels below. Its strange real dimensions are an effect of Hel's Immortal magic, as the goddess needed space to hide her beastmen for centuries, and the hill simply did not have enough. The strange abundance of monsters and creatures is also due to the will of Hel. Beastmen warriors usually face the dungeon in groups of five, but young warriors are also sent here alone for their coming of age. Beastmen will attack PCs on sight and try to capture them, to bring them as captives to the City (area 13). Beastmen have very high morale (12) because they believe themselves to be the chosen of Kala (as they indeed are) and never flee except when calling for more help if their opponents are clearly stronger. The souls of those who are slain in the dungeon feed The Machine in sublevel 4 (see area 14 below). The souls can actually be seen going down the floor by anyone, after someone is slain. This only happens to beastmen and other intelligent beings<sup>2</sup>, not to monsters. There are at least two tunnels going down

<sup>2</sup> Including PC's, whose soul will be captured by the Machine. If the Machine is later destroyed, the souls will be freed and a slain PC could then be raised with the appropriate clerical spell.

and The Last One will try to use them to take control of the Machine (see area 14 below). The Darkers may not be able to discover the existence of these sublevels until The Last One is completely defeated or Hel proposes an alliance to them (see also The Battle on this Level below).



*Lights in the sublevels*

### 11 - Sublevel 2, The Mushroom forest

This area too should be only 500 meters long, but is instead more than 5 kilometers, and contains a thick mushroom forest in which beastmen grow food to sustain their population. Not only mushrooms are grown here but also plants, thanks to the light crystal. The growth rate of vegetation in the forest is much quicker than normal (but still not so quick it can be noticed in just a day). There is a 10% chance for every turn spent here that a group of  $1d6+1$  beastmen farmers or gatherers can be encountered, half of them females. The farmers will not try to attack PCs, but will run to the nearest passage going down to alert guards in area 12.

from here to area 11 below. They are not surveilled by beastmen, but occasionally roamed by monsters.

(11) - There are still monsters roaming the forest, the same who inhabit the level above, but the chance to encounter them is much smaller (only 1% every turn spent here). There are at least three passages going down to area 12. The bottom of these passages is guarded by 3 beastmen fighters, who can call for help, so  $1d8+1$  more fighters will arrive in  $1d4+1$  rounds, coming from sublevel 3.



Once they have taken control of the Machine, see area 14, the Last One's ghosts will start to slay any farmer encountered here, to raise them as more ghosts and ghouls (see area 2) and attack the levels below.

### 12 - Sublevel 3, The Radiant forge

This area is much bigger than it should be, about 3 miles wide, and contains a great forge, and metal mines, where the beastmen build any tools and weapons they may need, and the many parts of The Machine (see area 14) which need constant replacing. The area also has beastmen fighters all over so crossing it without being noticed may be difficult for the PCs. From 50 to 150 beastmen workers are constantly on this level and 10-30 fighters. The fighters will try to capture intruders on sight and the workers will aid them.

Once they have taken control of the Machine in area 14, The Last One's ghosts and ghouls will proceed on this sublevel as in the sublevel above, killing anyone here to raise them as undead under their master's control.

(12) - The Radiant forge was built by Hel herself with Blackmoor radiance technomagic taken from the ruins of Koskatopetl<sup>3</sup> and it has an almost inexhaustible energy. Workers in constant contact with it tend to develop strange mutations over the generations. Almost all the workers here now have a 50% chance of having a mutation, whose effect could be quite diverse. The DM should roll 1d12 and determine if the mutation is hideous (like an extra limb, on a result of 1-3), funny (like a blue ear, on a result of 4-6), useful (like the ability to create small fires, on a result of 7-9) or harmful (like blindness, on a result of 10-12). One tenth of the inhabitants of the City (area 13 below) may have a mutation too. There is only one passage leading down to area 13 and it is heavily guarded by 13 beastmen fighters (1 Level 8-9 beastman and 12 level 2-6 beastmen).

<sup>3</sup> Level 12 that will be detailed in issue #14 of Threshold.

### 13 - Sublevel 4, The City

This region is composed of great caverns and tunnels thickly dug with beastmen houses. As happened for the other sublevels, the true dimensions of the area should be no more than 500 meters, but is instead more than 3 miles wide. Thousands of beastmen live in the city and more than half of them have at least basic fighting skills, including females and young. The city has many crystal lights and uses three orders of 8 hour shifts of sleep, work following each other continuously, so there is nothing like a “night” time. For this reason navigating through it without being seen is almost impossible, unless the PCs have some magical means to do so.

Once they have taken the Machine, The Last One’s ghosts and ghouls will attack the city trying to turn all the populace into undead slaves of their master. The beastmen will obviously react with all their forces, and could prevail, as they have a sizable number of shamans and wiccans among them. Should the Darkers eventually discover the sublevels and the City they will try to reach some arrangement with the beastmen, rather than attack them. This arrangement may work or not depending on the will of Hel, who could decide to ally with Nyx’s followers, at least temporarily. See also the Battle on this Level below.



*Chamber of the beastmen city*

(13) - The beastmen have all kinds of items a whole city can have, from gems to magical objects, yet the houses are all very close to each other and often inhabited by families of more than 5 people, so robbing them could be very difficult even for a high level thief.

**14 - Sublevel 4,****The Tunnel down and The Machine**

This is where the beastmen are digging the tunnel to reach Level 13 and the hidden, holy temple of Ixion there. The Machine is a big magical excavator built centuries ago with Blackmoorian technomagic and covered by anti-detection spells. The very rock around Level 13 below was warded multiple times by Ixion with Immortal magic to protect the resting place of his daughter and the dangerous Dream of Fire (see issue #1 of Threshold and Level 13, slated to be published in Threshold issue #15) so The Machine is indeed an immortal artifact too. Its main source of power are the souls of anyone who dies in the sublevels for any reason (natural death, killed by monsters, sacrificed by priests). Only when The Machine fulfills its purpose, opening a way to Level 13, will all the souls be released to Hel's domain (or their appropriate resting place). About 50 beastmen wiccans and shamans are constantly at work around The Machine. Their main task is to maintain the complex anti-detection spell which prevents Ixion's priest in Level 13 (and Ixion himself) from discovering the existence of The Machine and Hel's plan to storm the sacred temple.

Also 50 beastmen fighters (Level 5-12 or more) always guard The Machine and will summon more help from the city if needed. At least 30 wiccans and shamans will fight any intruders if the fighters cannot deal with them alone.

The Last One's purpose here will be to take control of The Machine to use it to storm Level 13 (see also below). As soon as his ghosts will reach the sublevels they will be called and absorbed by the Machine, and will try to take control of it. The DM could play this "battle of souls" inside the Machine in the way he or she prefers, from just rolling a single dice to playing through it, particularly if a PC

(14) - Obviously Ixion could learn of Hel's plan before the tunnel is completed if adventurers aligned with his Church discover the sublevels and The Machine. If a priest of Ixion or even a simple adventurer allied with Ixion's church arrive this far after all the above levels (as detailed in the previous issues of Threshold) she or he probably can understand what's happening there. In this case Ixion will understand immediately and will begin to mobilize his forces, both in Level 13 and outside. A relevant force of priests and faithful will soon gather in Koskatep.

has been slain in this level or nearby, and could therefore be present inside the Machine as a captured soul.

If The Darkers arrive this far before The Last One, they may instead behave with much more caution. It could also happen that The Last One succeeds in taking control of the beastmen and The Machine, but is defeated by The Darkers before he is able to use it to open its way to Level 13. In this case The Darkers probably will not try to complete the tunnel. Nyx could decide instead to negotiate with Ixion: she is not really interested in changing the past with the Dream of Fire (Level 13), but the future with the Starlake (Level 7). To protect his secret in Level 13, Ixion may well be available to make a deal with Nyx, leaving the Darkers be in the levels above, at least until the next alignment in 1031 AC. Even in the case of a temporary truce in fact, at the time of the alignment Ixion would still try to stop Nyx's plans with the Starlake.

## THE BATTLE ON THIS LEVEL

There will be no initial battle on this level, but the Last One will come down here to explore after his defeat on Level 7. Here he will discover the beastmen ghosts in area 2 and therefore he will get to know about Hel's plan, probably less than six months after his initial defeat.

This will add another variable to the possible timeline outlined in the previous issue of *Threshold*. The main point for the DM, beside what PCs actions can change, is to decide if The Last One will decide to attack Nyx's followers before or after Hel's followers.

- If he decides to attack Nyx's followers first, the timeline will proceed as outlined in the previous issue, and therefore The Last One will strike back from Level 10, but will be betrayed by Quehuar and his Inti mummies as detailed in the last issue. Quehuar may also be able to obtain the help of Ixion's followers from Level 13.

- The Last One will be defeated again, but he may be able to escape with a few remaining allies to Level 12. At this point the Church of Ixion, the Darkers and all the other parties may start fighting among themselves for the control of Koskatep.

- During this time The Last One may be able to take control of The Machine as explained in area 14 above. If so, he will probably use the Machine and the beastmen ghosts to attack Level 13.

- If The Last One decides to attack here first, Quehuar will still turn against him and either The Last One or the Church of Ixion could emerge victorious. In the meantime however the Darkers above will strengthen their position and Hel, angry over the loss of her beastmen, may even offer them her help just to prevent a victory by Thanatos or Ixion.

- A final huge battle among the different factions may occur in the depth of Level 13. Mystara's past could be changed forever or maybe the Immortals of Time will destroy Koskatep entirely to avoid this outcome.

- If The Last One destroys both Hel's followers in Level 11 and Ixion's followers in Level 13, but is later destroyed by the Darkers, Nyx and her followers will be the only masters of Koskatep. Nyx however will not want to use The Dream of Fire in Level 13 to change the past. If the Darkers are in control of Koskatep during the alignment of 1031 AC, they will however use the Starlake in Level 7 to open a permanent portal to Nyx's homeplane. But if the Starlake's corruption is not discovered in time (as detailed in area 5B of Level 7, in issue #9 of Threshold) the portal will open to the home plane of Thanatos (or to Annwyn).

- If The Last One is completely destroyed but the other factions remain, Nyx and Hel could ally against the followers of Ixion. Nyx and Ixion could ally, at least temporarily, against Hel to prevent her from using The Dream of Fire in Level 13. If somehow only Nyx and Hel's followers remain, they will eventually come to blow over this.

- Even if the major factions (Ixion, Nyx, Hel and Thanatos) will eventually come to a final fight to determine an unique owner of Koskatep, the minor factions of the levels above (dwarves, lizardmen, dark fairies and the other fairies factions, even the government of Karameikos) could instead find a working agreement to coexist with the winning major faction, as detailed in the levels above.

The DM should take PC's actions and choices into consideration when deciding how the timeline will exactly proceed. Obviously, if the PCs at some point are able to completely destroy a faction, or bring massive external help to Koskatep (such as the army of Karameikos, or the Church of Ixion) the final outcome should change considerably.

### The levels of KOSKATEP in issues of THRESHOLD Magazine

- #1: ["Mirror of the Eternal Night"](#) (Overview)
- #2: ["The Debris"](#) (Level 1)
- #3: ["The Akropolis of Kotesch"](#) (Level 2B)
- #4: ["The Lower Ruins of Kotesch"](#) (Level 2A)
- #5: ["Ranesh, city of four people"](#) (Level 3)
- #6: ["Karrast, dwarven gold"](#) (Level 4)
- #7: ["Dark secrets of Ieronyx"](#) (Level 5)
- #8: ["Shadows of Kundrak"](#) (Level 6)
- #9: ["Signs of the Universe"](#) (Level 7)
- #10: ["Mokrath, serpent eye"](#) (Level 8)
- #11: ["Krystallac, Crystal Heart"](#) (level 9)
- #12: ["Intitepetl, Gem of the Sun"](#) (level 10)

# Hesperia, Land of the Setting Sun

*A Gazetteer of the  
Thyatian Region, 250 BC*

By Giulio Caroletti

In 250 BC, Thyatis was the most important city state of the region of Hesperia, the land that today is known as Mainland Thyatis. This is the second part of the Mini-Gaz, whose Player's Guide was introduced in Threshold #12.

There are two main sections in this Dungeon Master's Guide: the first one is the History (as the Immortals know it, to use a terminology introduced in the Gazetteers); the second one is a Secrets of Hesperia chapter, which introduces new NPCs, describes those found in the Player's Guide, explains many of the rumours and suggestions mentioned in the Player's geographical section, and gives you adventure hooks and ideas.

Last but not least, a third Appendix, to be used in conjunction with the previous two found in the Player's Guide, will discuss briefly the insignia commonly used in Hesperia, many of which are also illustrated in the text.

## Acknowledgments by the Author

The History part owes a lot to James Ruhland's work. He wrote a major, extensive history of the Empire, developed well before fans started working on Mystaran ethnography on the MML, on the Italian Mystara board and on the Piazza boards. It has been heavily changed to adapt it to the introduction of the cultures of Hesperia, but still it was an invaluable starting point for much of this work.

A long list of acknowledgments was also included in the first part of this article on the previous Threshold Issue. I want to thank again especially Francesco Defferrari, who was a major contributor to the ideas for Hesperia, and to Giampaolo Agosta, my longest-lasting collaborator on Mystara material, and a great friend.

Last but not least, the coats of arms at the end of the article were created using the [Uplink Heraldry Generator](#). It is nice although not customizable by the user; but for a person so unskilled in drawing like me, it was a very useful resource, and very simple to use.

Map of people and regions of Hesperia in 250 BC



## THE DUNGEON MASTER'S GUIDE

**Hesperia** is the name given to the south-easternmost area of Brun. Originally the name was the Traldar name for the whole western continent, and through Milenians and Doulakki it passed respectively to Alphatians and Thothians. Traldar and Milenians called Brun "Hesperia" and Dawn "**Hemeria**" - the first term meaning "Sunset land" and the second "Sunrise land". Later on, between 1000 and 800 BC, Hesperia became the name only of this part of the western continent; and the elven term **Brun** became the one used for the whole continent.

## HISTORY

The area now known as Mainland Thyatis was settled for a long time by **Neathar** tribes. Most of these spoke languages belonging to what has been called by scholars and ethnolinguists the "Thantalian" language family, although probably no tribe with that name existed, nor did the tribes, at that time, consider themselves part of a linguistic or cultural unicum.

Ancient "Thantalian" languages have been classified in this way to associate them with the Antalian language supergroup<sup>1</sup>. The Antalian linguistic family includes:

<sup>1</sup> The Antalian supergroup is part of the "Aharian" languages, another scientific term to indicate a group of related languages descended from the Neathar, which include the equivalent of the RW Indo-Europeans.

true **Antalian** languages (equivalent to RW German languages);

Thyatian-Antalian or **Thantalian** languages (equivalent to RW Italic languages and all their derived languages, including Romance languages);

Traldar-Antalian or **Trantalian** languages (equivalent to RW Greek languages).

Among the ancestors of the Thyatian people were Thantalian tribes brought to Davania by the Nithians, in an unsuccessful attempt at colonizing the southern continent around 1000 BC. After disposing of their Nithian masters, the tribes lived in northern Davania until they faced the Milenian Empire, and had to choose between being absorbed or fleeing. Those who chose the latter and reached Hesperia around 600 BC were the so-called original "Three Tribes", whose names are lost in time and only in later times called Thyatians, Kerendans and Hattians, as they took the name of the populations that descended from them. It might even be that the tribes weren't three, but the name fit the three-part division that had happened later on in Thyatian history.

The southern newcomers and the locals, that called themselves collectively **Hesperians**, from Hesperia, the Traldar-Doulakki-Milenian name for Brun ("sunset land", in contrast with Hemeria, "dawn land", their name for the Isle of Dawn) intermingled easily<sup>2</sup>, until they emerged into modern

<sup>2</sup> Once again, the author refuses the notion that a recognizable "Neathar" tribe like the Toralai could have survived from 3500 BC (when the Hollow World boxed set mentions that "independent Neathar tribes no longer recognise a kinship or a common origin



history as Thyatians, Kerendans and Hattians by the time the Empire of Thyatis was born in AC 0. Before looking into details of this, let's look at two possible hypothesis to explain this fact:

**“The Voyage of Aeneas” scenario.** The southern tribes belonged to a different ethnolinguistic group than the Thantalian-speaking populations of Hesperia, but were absorbed by the local tribes, although their leaders might have become part of the aristocracy of the new population. This is, for instance, what happened in the legends of ancient Italy that tell that the Trojans led by Aeneas, fleeing from the Greeks after the fall of Troy, came to Latium and mingled with the local populations. Romulus, mythical founder of Rome, was a descendant of Aeneas and of Lavinia, wife of the most important local king.

**“The Return to Homeland” scenario.** In this scenario, the southern tribes deported by the Nithians around 1000 BC spoke Thantalian languages, so when they moved back to Hesperia they found local populations that were close in culture and language. This helped them to mix, and to make common cause against other populations of Hesperia.

Whatever the truth, and whatever they called themselves, when the **Southerners** arrived on Hesperia, they found several populations there. The **Hesperians** included first of all, the many Thantalian-speaking clans with

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among themselves”) to 600 BC unchanged, through the Great Rain of Fire, the Taymoran and Glantrian cataclysms, and the Nithian and Traldar expansion policies.

which they mixed, that were the majority in what is now eastern Mainland Thyatis; secondarily, the **Etrusna** population, of unknown origin, who dominated western Mainland Thyatis; then the **Doulakki**, relatives of Traldar and Milenians, who had built colonies and city-states which dotted the coast of Hesperia and also hosted Traldar refugees; a human population which considered itself descendant of the lost lords of **Taymora**, and that held on to a few coastal cities; several tribes and clans of humanoids and lupins; and, last but not least, the **Vyalia** elves to the west of the humans.

All these populations had formerly been subject to the Nithian Empire's authority. Nominally, the Empire still ruled the area, but in fact the cities and tribes all over the area were mostly independent, although a few local Nithian priests, wizards or governors ruled a city and its surrounding area. Occasionally, a pharaoh sent fresh troops to deal with a city or a clan who acted too boldly, posing a threat through piracy or territorial annexations not 'endorsed' by the Empire; but the more the Empire slid into Entropic corruption and internal strife, the more the cities and tribes were left to themselves.

And like all too often in human history, human clans left to themselves started warring among one another.

## Before the Deluge

Legends date **600 BC** as the time when the Three Tribes settled in Brun, as it is the year the city of **Thyatis** was founded. This starts Thyatis' first calendar, which dates time from the founding of The City (AUC Calendar).

The city is built by Thyatians, one of the Southerner clans, in the middle of a wide channel separating the island of Hattias from the mainland, alongside the Mesonian river, that makes the surrounding lands particularly productive. The city's first structures are built on one of the largest of these hills in what will become the Zendrolium region, up against a bay, and fortified against the Etrusnans and the Hesperian tribes. Over time this bay will be gradually developed into the Greater and Lesser Harbours as the city grows.

The region, then known as Mesonia, is settled by local Hesperian tribes; on the west side of the Mesonian river, there are the easternmost Etrusna cities. At this time each Thyatian and Hesperian clan is ruled by a strong *Rex* ('king'), and organized into warbands. As sharp battles are fought against the Hesperians and Etrusnans, with the Thyatians gradually expanding their colonisation northwards and eastwards, the area becomes known as **Old Thyatium**.

The Three Tribes arrived on Hesperia at a dramatic moment of Brun's history. Under the influence of Thanatos and Ranivorus, the Nithian Empire had degenerated into an Entropy-worshipping land which dabbled in insane, twisted magic. The Immortals were appalled and turned their back to the Empire, while Thothia, the greatest Nithian

colony, on the Isle of Dawn, and Minrothad, the southernmost colony of the Empire, had severed their ties with the mainland.

Nithian defiling magic destroyed the land at a dramatically increasing pace, altering climate, and slowly killing the River Nithia. This played along the hands of the Elves who used the climate changing effects to influence the atmospheric patterns and divert most of the precipitation over Nithia to Alfheim, to sustain the creation of the Canolbarth forest. The Immortals took their vengeance on the Entropic Immortals by promoting social unrest, denying magical powers to their clerics, and taking other actions which caused the Empire to collapse catastrophically.

All this had a tremendous impact on Hesperia. As mentioned above, the occasional Nithian army, often composed of Aseni, humanoids and undead, entered the southern lands on several occasions to subjugate a particularly obnoxious city-state or tribe. A common hostility against the former lords of Brun favoured the cooperation of the newcomers with the aboriginal populations. Later on, these epic struggles would form the core of legends of wars between the Hesperian-Thyatian populations and the Aseni-savages-humanoids coalition.

The erasure of most of the memory of Nithia led to these struggles being considered just defensive wars against mostly barbarous and unsophisticated tribes of the north. Nithians and Aseni were considered degenerate descendants of the main Thothian Empire of the east (reversing the historical truth!). This fed the hatred between Aseni and Hesperians

first, that would continue after the Alpathian conquest in the form of the rivalry between their Alasiyan and Thyatian descendants many centuries later.

**597 BC:** The city of Hattias is founded.

**596 BC:** The city of Vipsl is conquered by an alliance of Southerners and Hesperian horse riders of the west. The alliance occupies the portal town of Kerendas, and takes it as their new capital. Kerendas will give its name to the new population born of the mixing of Hesperians and Southerners. They become a nation of skilled horsemen, embracing the traditional important role of horses in the Etrusna culture. The Kerendans organise their nation on very militaristic lines as they fight to retain control of the region, as well as large numbers of monstrous hordes that periodically issue forth from the Traladara forests (probably stirred by Albai and Vyalia).

**581 BC:** Doulakki found Tameronikas, the northernmost Doulakki trading port into Nithian lands. Formally they obtain the permission from the corrupted Nithian governor of the area, and plead submission to the Nithian Empire, but they act independently from the start, enraging the central government by engaging in piracy as far as the northern shores of Nithia.

**566 BC:** Kerendans ally with Thyatians against the Etrusna. Their combined force defeats the army of the Dodecapolis, displacing their Hesperian proxies. The tribes begin to assimilate the Hesperians.

**562 BC:** Doulakki found Alalia on Borydos, in order to disturb the insular Taymorans of Kartanya, Mosya and Sakhla-Rhas.

**561 BC:** Nithian Pharaoh sends a fleet on a punitive expedition against the "southern barbarians" (Etrusna, Doulakki, Thyatians, Kerendans, and Hattians), hoping to restore Nithian sovereignty over the area. The Nithian fleet is destroyed off the coast of Hattias at the eastern entrance to Vanya's Girdle.

**545 BC:** The Nithian governor in south-eastern Nithia occupies the Doulakki colonies of Tameronikas and Sarausa and threatens all of Cania. A new Pan-Hesperian alliance is founded against the Nithians.

**544 BC:** Tauri lupins cross the pass at what will become Biazzan and raid Nithia briefly, but the Nithians are still strong in this area and the Taurian raiding force is ultimately repulsed.

**543 BC:** The Pan-Hesperian alliance lays siege to Sarausa. The siege is long and hard fought, going on intermittently for a decade as Nithians receive magical support from their Entropic clerics.

**540 BC:** Spna is founded by the Etrusna.

**535 BC:** Taymorans, Etrusna and Borydan Kartana conquer Alalia and drive away the Doulakki from Borydos. The Borydians allow the Etrusna to occupy Alalia.

**533 BC:** The tribes begin to despair of succeeding in the siege, but the Thyatians come up with an ingenious way of tricking the Nithians into opening the gates. The Nithians finally fall, and Sarausa and Cania are freed of all Nithian influence. The Thyatians begin to honour the strategy of gaining victory through guile and subterfuge.

**530 BC:** Hatria is founded by the Etrusna.

**524 BC:** First war between the Doulakki of Kyme and the Etrusna of Nuvkrinum. The Kymans repel the assault of a Nuvkrinum-Vitalians coalition.

**510 BC:** The rich city of Sybaris is destroyed after a short war against Kroton.

**506 BC:** Nithians defeat a large Hattian raiding force using Entropic magics, putting an end to the most serious raids. Doulakki pirate force destroyed off the shore of Nithia proper by similar magics.

**505 BC:** Nithian Pharaoh begins to gather the resources of Nithia for a strong offensive against Hesperia, planning to make widespread use of Entropic magics to subdue and enslave them. He plans to then use the conquered population (or undead created from those he slays) to re-assert complete control over Nithia.

## The Sand Deluge

In **500 BC**, the Nithian Empire, having incurred Immortal dislike, abruptly ends. The Immortals used magic to ensure that almost all trace of the Empire is wiped from the face of the Known World. The colonies are systematically destroyed - except for those which had already turned away from the Entropic faith which led to the destruction of Nithia; the Immortals also permanently altered the climate and appearance of the region, diverting the headwaters of the River Nithia and transforming what remained of the region into sand deserts.

Nithia is destroyed by the Immortals in the course of less than a year, vanishing almost completely, as if it never existed, mostly disappearing in the sands. Alphatians, Assinians, Hesperians, Thothians, even the few remaining Nithians of Brun remember this event in quite altered form, and their whole previous history becomes confused due to the Spell of Oblivion, resulting in a variety of discrepancies and inaccuracies. The Sand Deluge is remembered as the culmination of a process that they called the Great Drought and that affected also Hesperia and the Hesperian islands, with a major shift in climate in Assinia (their new name for Nithia) and several years of drought and famine also south of the Nithian mainland (now remembered as the main stronghold of the Thothians on Brun, and not the other way round).

Seafaring peoples from Hesperia and Milenia encounter the Alphatians as they expand into the vacuum left by the vanished Nithians. The populations of Cania and Assinia raid each other along the Sea of Dawn.

## The fall of the Nithian Empire - AND ITS CONSEQUENCES

The Thyatian alphabet, which is the standard alphabet of the Known World, descends from modifications of the Traldar/Doulakki alphabet (which was also the Milenian alphabet) and of the late Taymoran age alphabet.

Traladarans, Doulakki, Etrusna and post-Taymorans were involuntarily dealt a strong blow by the end of the Nithian Empire and the Spell of Oblivion, as much of their former

knowledge was tied to the Nithian technology and magics, and was lost or crippled in the process, putting them back on an equal footing with the struggling Southerner-Hesperian coalitions. As they were always fewer than the Thantalian populations, but were much more advanced technologically and magically, now they have lost the means to exert their domination, and they find themselves fighting a defensive war against a much more numerous population, instead of fighting for domination of Hesperia. In the end they will end up progressively conquered by the Thantalian-Southerner clans.

According to Doulakki, this marks the end of the Silver Age of humanity. For them, the Golden Age ended in 1000 BC with the Beastmen invasion of the Traldar lands, signaling the end of the Traldar power, and of a time when Immortals walked on the earth and even directly ruled humankind (a confused memory of Taymoran necromancer-kings, Nithian pharaohs, Hutaakan high priests). The Sand Deluge and the Great Drought of 500 BC signaled the end to *any* form of Immortal portents and appearance in Hesperia. Although Immortals still provide spells and power to their priesthood, this belief reflects the change in rules and attitude of Immortal intervention on the planet after the shock of the Nithian demise.

Between 500 BC and 200 BC, when the Alphantian Empire decided to move into Thyatis and conquer the whole region, a common language and ethnic identity formed in the area among the Southerners and aboriginal Thantalian tribes. The Alphantian conquest and the two centuries of domination lead to the extinction of the

Doulakki and post-Taymoran cultures in Hesperia. A few Doulakki fled to their kin in Traladara after the Alphantian invasion, some were brought to the Hollow World, but the others were all but assimilated into the Thyatian subjects of the Alphantian Empire. The presence of the historical Doulakki and Etrusna remains in many family names, toponyms, and in the technical jargon of the Thyatian language.

**498 BC:** Tarlin, seventh King of Thyatis, is overthrown after almost a decade of brutal and corrupt rule. A group of prominent men (warband leaders and wealthy Thyatians) form an aristocratic council to govern the tribe. They call themselves Senators and their government is known as the Senate.

**492 BC:** Battle of Sardal Pass in Rockhome. Goblinoids and humanoids are pushed outside of the borders of Dengar. Dwarven civilization will start colonizing parties; humanoids move over to other lands with dire consequences felt all over the Known World, including Thyatis.

**474 BC:** Second war between Nuvkrinum and Kyme. The Doulakki of Kyme ally with the Vitalians and conquer Nuvkrinum, also thanks to an important naval victory in which a supporting fleet from Sarausa plays a big role.

**458 BC:** A horde of gnolls and other monsters swarm out of the forests of Traldar and lay siege to Stalia. Etrusna and Kerendan forces, primarily cavalry, ride to Machetos' relief. Monster horde is crushed; the fleeing survivors are cut down and slaughtered. "Kerendan Days of the Hoof" celebration evolves out of a holiday created to

commemorate this victory, which took place in Klarmont.

**453 BC:** War starts between Kerendan/Hattian alliance and Thyatis City. Most of the war is fought on the mainland, and even neutral Hesperian and Etrusna cities suffer because of this, especially as the Kerendan troops use them to feed their army, or use other excuses to try to occupy them. This ends up being a poor strategy, as most of the cities end up fighting on the side of Thyatis, out of hate or fear for the Kerendan troops.

**451 BC:** The Kerendan and Hattian fleets sail towards Thyatis City in late spring, while the Kerendan army marches overland into Thyatis, having managed to root out most opposition from the main cities on the road to Thyatis. Polytius, one of the two *consuls*, sends the Thyatian fleet against them, ordering them to concentrate on the less experienced Kerendan squadrons. They are soon put to flight, disordering the Hattian flotilla. The Thyatian forces inflict heavy casualties on the enemy fleet. Polytius then leads his legion against the Kerendans. Their tactics break up the Kerendan cavalry formations with javelins, and shatter the Kerendan supporting phalanx of footmen. The Kerendan army is routed and almost destroyed. The Kerendan-Thyatian war ends with the Kerendans and Hattians opting for peace.

**450 BC:** Polytius adopts the surname Tarastienus, as a tribute to his Immortal patron Tarastia. Thyatis City's population reaches 20,000. This will be remembered as the early Golden Age of Thyatis.

**445 BC:** Polytius proposes the construction of a new wall around The City - this follows roughly the same line as the current city wall. Much of the area included is still fields and orchards, however. But Thyatis City is none the less the largest in western Hesperia.

**442 BC:** Polytius' wife Augusta, who advised Polytius and fought alongside him in the Kerendan-Thyatian war, dies giving birth to twins.

**440 BC:** Polytius sends envoys to other cities in the region, many of whom suffered during the last war, inviting them to send representatives to Thyatis City to discuss mutual relations. They agree, and as a result of the discussions a League is formed, for the settlement of disputes and mutual assistance against common enemies. The League is headquartered in Thyatis City and becomes known as the Thyatian League as a result. The Footman's Games are initiated as a League-wide event.

**430 - 400 BC:** Pirates from western Hesperia plunder the fading Traladara settlements as that nation's dark age deepens. Raids from eastern Hesperia are directed eastward and northward, against the Alaysians and (especially) the Alphantian shipping in the Sea of Dawn.

**425 BC:** The Etrusna city of Kapwa is conquered by the Vitalians.

**421 BC:** The Doulakki city of Kyme is conquered by the Vitalians.

**420 BC:** Polytius Tarastienus, the most important figure in Thyatian history in the V century BC, dies.

**401 BC:** In Clevsin, Raunthu Zertnai, a Matriarch of Nyx, is embraced and becomes a nosferatu.

**397 BC:** Sarausa defeats the Taymorans of Motye. The population of Motye is allowed to found Lilithei on the coast opposite the island as part of the peace treaty with Sarausa, while the Doulakki sack and destroy their island-city.

**396 BC:** Veii, one of the original Dodecapolis members, is destroyed in 396 BC at the end of a war with the Thyatians. Rusle replaces it in the Dodecapolis.

**390 BC:** Verona and the League of Thyatis establish an alliance on equal standing.

**387 BC:** Exiles from Sarausa found Agkon. Sarausa conquers Rhegion.

**385 BC:** Exiles from Sarausa reach Hatria and are welcomed by its population.

**383 BC:** Kroton, at the time the most powerful city in Vitalia, loses a major war with Sarausa and Rhegion, and its importance is greatly diminished thereafter.

**380-360 BC:** Albai and Vyalia Elves fight goblins and gnolls, clearing the Dymrak woods around Stalia of humanoids who had grown in number in the last years<sup>3</sup>. By this time Albai and Vyalia have improved their collaboration into true coordinated efforts. For the first time Albai families are allowed to settle on Vyalia land.

<sup>3</sup> This is one of the consequences of a war between hobgoblins and bugbears in the Dymrak area in 396 BC. See "[History of Traladara](#)" for more information.

**356 BC:** Constantia is founded as the new capital of the Brutii lupins, to establish a central, unitary stronghold to defend themselves better from the other populations of Vitalia.

**338 BC:** Kapwa joins the League of Thyatis.

**334 BC:** Kyme becomes part of the League of Thyatis.

**326 BC:** Parthenope joins the League of Thyatis.

**307 BC:** Nuvkrinum joins the League of Thyatis.

## Into the Alphatian Era

**300 BC:** Hesperian and Dunael colonies and bases on the Isle of Dawn are by now de-facto independent as the Alphatians slide into decadence. Some Hesperian and Dunael raiders penetrate far across the Isle of Dawn, even sacking settlements on its eastern coasts.

Alphatian reprisals against these raids are particularly bloody and indiscriminate, when they occur, harshly targeting especially those cities that are nominally their subjects, accusing them of harboring pirate ships or supporting pirates from the west (Hesperians and Northmen in particular). About half the time the Alphatians are too absorbed in their decadence to respond at all.

**295 BC:** Picenum allies itself to the League of Thyatis, officially on an equal standing - in fact, it becomes a protectorate of the League.

**295-294 BC:** The Thyatian-Kerendan alliance defeats the Etrusna. Most Etrusna city-states join the League of Thyatis (Tarchna, Clevsin) or become subjects or protectorates of Kerendas (Velch, Rusle, Kurtun, Aritim, Vatluna).

**292 BC:** Hirpines lupines are defeated by the League of Thyatis and forced to join in. The League looks now at the Brutii lupines farther east, whose submission seems necessary to stabilise their position on the mountains of Vitalia.

**277 BC:** Kroton joins the League of Thyatis after a second defeat in a major war against Sarausa and Rhegion, which threatens not only its independence but even its whole existence.

**274 BC:** The Etrusna city of Caisra withdraws from its allegiance to Zyz and joins the League of Thyatis.

**273 BC:** Duke Hamlet von Grauenberg grants the lupin lords of Divodurum and Durocortorum the title of Barons in exchange for their acknowledgment of his fiefdom over them.

**270 BC:** Thyatian League subjugates the Brutii lupines. The Etrusna city of Tusena joins the League of Thyatis. Ieron II is elected tyrant of Sarausa.

**268 BC:** Doulakki pirates from Sarausa capture a particularly rich Alphatian merchant convoy, resulting in a large haul of Spider Silk, gems, gold, and other booty.

**264 BC:** The Etrusna city of Velzna is destroyed by the Thyatians, and its surviving

population is divided among the surrounding League cities. Hattians start a war on the seas against the Taymorans. The League of Thyatis allies itself to Hattias, promising infantry support for island operations in the war.

**260 BC:** Thyatian League defeats first the Doulakki of Taras and then the Iapyges lupins, taking advantage of the long and debilitating series of conflicts between the two populations to subjugate them both.

**259 BC:** Thyatians and Hattians raid Alalia (allied to Mosya) on Borydos as part of the operations against Taymorans in the Sea of Dawn.

**256 BC:** Thyatian and Hattian troops attempt an invasion of Mosya but are repelled. The Thyatian League general Attinius is taken prisoner. Although no peace is officially declared, this signals the end of military operations by Hattias and Thyatis in the Sea of Dawn for the time being.

**252 BC:** A daring group of pirates, led by a former Thyatian naval officer, decides to launch a strike against the Alphatian continent itself. Eagret and Aasla are both sacked as a result, with the raiding fleet returning to port the following year, laden with booty.

During this time, Korotiku decides to transport some of the Thyatian and Hesperian pirates to the Hollow World.

Around this time, the tale of the victory at Sarausa in 533, which had been the subject matter of epic songs for nearly two centuries with drastically changed events (due to the



removal of memories of Nithian culture and the disruption of historical knowledge that resulted from the Spell of Oblivion), is collected in the form of an epic poem by the poet and prophet Tiresias.

**250 BC:** A new expedition from Thyatis and Hesperia is directed against Alphatia, sailing forth from Thyatis City. It is never heard of again. The Hesperians assume the Alphatians used their magic to destroy the fleet in vengeance over the plundering of Aasla and Eagret.

The truth is that Korotiku transported them to the Hollow World, along with several of the Hesperian pirate-settlements on the Isle of Dawn, as part of his project to create a piratical culture. He has come to the conclusion that eventually the Alphatians will be stirred to action against Hesperia and he wants to preserve their pirate-culture before it is too late. Korotiku believes the raid against Eagret and Aasla will spur the Alphatians and possibly even reverse their decline into decadence, and that the Thyatians will likely not survive as a result.

In Alphatia, as a result of the "Great Raid", Eagret is rebuilt as a major naval base, and measures for the security of the waters between Dawn and Alphatia are undertaken. Just like Korotiku thought, Alphatia has finally decided to look at Brun, and to teach a lesson to those arrogant, savage barbarians who inhabit it.

## SECRETS OF HESPERIA

This section will provide some useful insights for the DM who wants to play his games in Hesperia, answering some of the questions and explaining the truths behind some of the rumors presented in the Player's Handbook. The DM is free to come up with his own explanations and alternatives, obviously. Important NPCs of Hesperia are also introduced in this chapter.

### MAGNUM Thyatium

#### City of Thyatis

Consules are elected in the City of Thyatis every year, but the elections are not exactly democratic. All males of age 17+ are grouped into seven income classes, and the first six are in turn divided into constituencies, for a total of 77. The seventh income class citizens do not have the right to vote, nor do women. The citizens of the first six classes have one vote in their class-constituency; first above the post candidate to consul in every constituency gets 1 vote from that constituency. Altogether, first and second classes have 39 constituencies (and thus votes), third-to-sixth have 38 votes. According to the law, both aristocrats and non-aristocrats can become consules, but while aristocrats must be 40 years old in order to do so, non-aristocrats must be 42. A consul cannot be re-elected until 10 years have passed.

The two Tribuni, on the other hand, are elected by 35 constituencies in which all citizens are equally represented. Every

constituency will contribute with one vote for one of the candidates. The two candidates that win most constituencies will become Tribuni for one year. Only non-aristocrats can stand to be elected as Tribunus.

**Marcus Fabius** (age 50, F11, NG) is the head of the Fabii family, one of the most important aristocratic families of the City of Thyatis. He has been consul once at 40, and he is readying himself to run for the position during next year's elections. The surname Fabius comes from "fabae" (fava beans); the family descends from one of the original Thyatian families who arrived from the southern continent. They are especially devoted to Lupercus (Faunus), and they are one of the two families that guide the 15th of Vaternont celebration dedicated to that Immortal to invoke fertility upon the Thyatian women (the other family is Quintii).

### Velzna

Velzna is said to host the ghosts of the leaders who challenged the powers of Thyatis and led to the ultimate demise of the city, that was destroyed in 264 BC. Others say only brigands live in the ruins. In fact, a bit of both things is true: brigands occupy the hills around the ruins, occupying them from time to time, if and when they need shelter closer to the main roads. The brigands, however, led by **Attinie Kluvin** (age 28, T6, NE), are allied with **Flezni** (age 47, W13, CN), an Etrusna necromancer who has carved a realm in the catacombs of the city, and is working on spells to resurrect bodies as living creatures under his full control. Flezni uses the brigands to scout the territory, provide new bodies for his experiments, and to keep people out of Velzna. He pays them well and

they are too in awe of his powers to be so stupid to attack him.

### Eea

**Eos** (W9/C12, of Ixion, LG) is a *sundead*, an experiment conducted by Ixion with counseling from Nyx. Eos does not age, she is unaffected by sleep, charm, and hold spells; she can only be hit by magical weapons; she can take the form of a golden wolf, a golden-and-red sparrowhawk, and a small golden cumulus cloud at will. Like a Nosferatu (see Gaz1), Eos retained her character class skills, powers, and restrictions.

Eos regenerates 1 point of damage per round. If she is reduced to 0 hit points, she does not regenerate, but becomes a cloud and flees to her sanctuary. In cloud form, she cannot attack, but can fly at 180' (60') and is immune to all weapon attacks.

The gaze of Eos can charm just like the vampire's (see TSR1012 Expert Rules, page 57), i.e., any victim who meets the gaze may make a saving throw vs. spells to avoid the charm, but with a -2 penalty to the roll. She can summon any one of the following creatures, which will come to her aid if they are within 300 feet (300 yards outdoors): 10-100 hares, 10-100 birds, 5-20 foxes, 3-18 hawks, 3-18 wolves, 2-8 dire wolves; she also has the power to change at will, three times a day, any liquid into a potion that will metamorph those who drink it into a charmed animal of medium or small size (pigs, tigers, boars, wolves, foxes, hawks, etc., etc.).

Eos has the power to restore one level with her touch. If the levels are already restored,

for every round of contact with Eos, a player will gain 1d6 hit points, but if the total reaches twice his or her original, they will consume themselves in the form of emitted light as the overabundance destroys them from within. If the contact is stopped before this point, the additional hit points remain for 2d10 turns.

If Eos kills a victim in any form (with this power or with spells or other means), it may return from the dead three days later, in its previous mortal form or in the form of a sundeadead, but only if the sundeadead intends for it to do so. Eos has resurrected some of her victims, but never as a sundeadead, so she is currently the only sundeadead in Hesperia.

The sundeadead has some weaknesses: for instance, she will not come within 10' of a strongly presented evil holy symbol. During the night, Eos has no restrictions, but failure to rest at least one or two hours every day in her sanctuary will result in a loss of 3d4 hit points that cannot be regained in any other way than by resting there (at the rate of 3d4 for every night of rest). Eos casts no shadow; a spell of continual darkness will partially blind her (-4 penalty on all physical related rolls). If her sanctuary is destroyed, Eos will slowly wither away and die.

A sundeadead cannot have children, and this is Eos's biggest source of personal grief. She didn't think she would miss this when she accepted becoming a sundeadead (and she was only 27), but after centuries of eternal life she feels lost and lonely; moreover, she can only have limited, occasional physical contact with mortal men and women, as a few minutes in her arms will lead to the inevitable death of most common people; on

the other hand, mingling with powerful adventurers could lead them to discover her secret and hunt, kill or imprison her for their own motives (something more than one man or woman has tried in the last 250 years). This, and orders from Ixion (since the fall of Nithia) to refrain from any prophetic divination to mortals that is not explicitly approved beforehand by her patron, has made her a sad and beautiful creature of light. Eos bears her suffering with countenance and takes pleasure and strength to live on from her total love and devotion to Ixion.

### Tusena

**Lars Clavtie** ("the Cripple", age 54, T16, TN), tyrant-king of Tusena. Lars is an intelligent man in his mid-fifties and has been for many years the ruler of Tusena. Thought to be a leper, he has in fact been heavily cursed by the Immortals for his early life as an impious brigand - he led for many years the sacking of shrines and temples under the alias of the Magnus Malus Lupus ("Big Bad Wolf"), stealing, selling and destroying precious magical weapons and relics.

In the end he was cursed by a priest of Khoronus with a slow magical disease that started consuming him and stopped not when he started performing the acts of repentance that the priest asked of him, but when he began to be sincere about them (he changed alignment in time from CE to TN). By then, he had already taken the rule of the city from the previous king, Plavtie II, a distant relative, with a coup.

Lars steered the city of Tusena away from the Etrusna-Thyatian wars, and has been a good

ruler, but his disease has never reversed, just stopped. He limps on his left foot, his left hand is unusable, and he has a partial paralysis to his facial muscles, giving him difficulties in eating and speaking (although he is perfectly able to cast spells through parchments or magical items). He possesses an amulet of telepathy that he uses to help him in communicating, but dislikes making public appearances.

Despite his disabilities, Lars is a fearful opponent, especially given that he has several magical items to help him: a *ring of invisibility*, a *staff of wizardry*, a *displacer cloak*, and a *girdle of giant strength*, plus several spell parchments and potions.

It is true that he still goes to a sacred cave near the sea to pray for repentance. He does not ask himself anymore whether the curse will advance his ailments or not if he stops doing them - he just believes it is right to repent. However, he takes this as a personal relationship with the Immortals and the people he hurt - this will not soften his hard (but just) grasp on the kingdom of Tusena.

Lars has several illegitimate sons in Hesperia, but none in Tusena, and he hasn't decided yet what to do about succession. He is playing with the idea of preparing a democratic reform and to abdicate in favour of a democratic regime when he feels too old and/or bored to rule.

## Vitalia and Iapygia

### Sybaris

Sybaris was a major Doulakki centre in eastern Vitalia, destroyed in 510 BC by Kroton after a major war. The ruins are still visible in the coastal plains, although nobody has resettled the area. The closest settlements are small farming communities, none of which are too close to the area, which is said to be *unlucky*.

Actually, someone *is* living in Sybaris: the **Nictuli**, a tiefling clan of some 70 people which was planted there by Nyx. Their blood is part human, part Vyalia elf and part Masauwu's spawn. Their ancestor was Lynfinnel, an evil Vyalia demonologist who nurtured a long-term plans to infiltrate her people with worshipers of Masauwu. The plan, however, was discovered and Lynfinnel was put to death with her human and elvish followers. However, a few young, still untainted by the moral corruption of Masauwu, some tieflings, some half-elves, some full-blooded human or elves, posed a more difficult problem. The Vyalia sought assistance from the Immortals, and Nyx promised to deal with them. This happened around 700 BC, and at the time Immortals still roamed the lands of Hesperia while the conflict on Nithia was escalating. In the end, Nyx hid them in the depth of the Traladaran forests and taught the young, who took the name of Nictuli ("the little ones of the night") in tribute to her.

The Nictuli then moved east back into Hesperia, finally settling in the ruins of Sybaris, a convenient place where it was easy to get in touch with the Taymorans without

drawing too much suspicion upon themselves. The goal of the Nictuli is to establish a new enclave of Nyx followers in the region, but they still do not know whether and how they can join their strengths with the Taymorans.

However, as even their direct contacts with Nyx and their knowledge of past lore have waned after 500 BC, they have been left on their own and have been very slow and careful in their studies of Taymoran culture and magic.

The patriarchs and matriarchs of the sanctuary of Djaea Lacinia in Kroton are aware of the presence of the Nictuli and sympathetic to them, so they are doing their best to keep people out of the city without arousing suspicions. **Tanithea Nictulinnien** (age 56, P9 (of Nyx), TN) is one of the Nictuli leaders and resides full-time in the sanctuary.



*Tanithea Nictulinnien*

## Retia and Halatia

### Karntika

In the last few years, Vyalia elves have been seen visiting the goblinoid stronghold in the east, something that has puzzled most. In fact, there is nothing mysterious behind these visits: philosophers, scholars and followers of Ilsundal have decided to tie links with the goblins and hobgoblins as their acceptance of a civilized and non-evil way of life seems to be a major cultural development which greatly interests the pacific (and pacifist-inclined) elves. The Vyalia would like to do whatever is in their power to assist and guide the goblins of Karntika in this process.

## Cania

### Zyz

**Elibaal Marqot** (age 44, F14, LN) is one of the two sufets of Zyz, and has been elected many times to this position. He is a strong-willed man of ancient aristocratic blood, and claims to descend from the sorcerer kings of the old Empire. He has a burning hate for the Doulakki, but an even greater one for the Thyatians, whom he considers little more than dogs that need beating.

Elibaal is obsessed by the small, regional scala of his nation's power. He sees Hesperia as the rightful fief of the Taymorans, but knows that the situation will not change for his people and that they cannot do more than cling to the current situation.

He is more and more inclined to involve Alpathia in the power struggles on Brun, as he thinks that to be rulers of a kingdom that is part of the Alpathian confederated Empire could be better than remaining a minor power in a small region. Then, who knows, with the help of Alpathian sorcerers, Taymorans could tap into the lost resources of their past...

Elibaal is a man of medium height, with olive skin, black, very short curly hair and coal black eyes. He has an ancient sword +3 that is part of his family treasure, and a chainmail +3 bought at great expense from the Vyalia smiths.

**Eshmunazar Motyez** (age 61, W18, NE) is the most important politician in Zyz. He is a powerful archmage and a great expert of Taymoran magic. The Motyez clan were the de-facto rulers of Motye, before its destruction by Sarausa in 397 BC forced them to flee the island city; while most people from Motye moved to the newly-founded Lilithei, the Motyez considered it necessary to move to the much more important Zyz, and soon became one of the major players of local politics thanks to their money and magic, through which they could exert pressure through corruption and power.

Eshmunazar is a selfish man whose political activities are all set on the goal of keeping Zyz safe and out of the wars in the region, so that he can concentrate on the only thing he really cares about: studying the magics and monsters of Motye. He pushes for the city to finance exploring of the catacombs and dungeons under the city, claiming that they will be able to find powerful items that can

help them fight and win against their neighbors. For all he knows, this might or might not be true - he does not care, as he is using this argument just to convince the military leaders and aristocrats to fund his research.

Eshmunazar is a short, bald, roly-poly man with an amiable smile and a joke always ready at his lips, but in fact he does not care about anything and anyone else other than himself and his own quest for ancient lore.

### **Motye**

The ruined island-city holds a huge catacomb and dungeon system. Most of the stairways and roads to get to the deeper levels collapsed after the fall of Nithia; many of the remaining secrets from the Taymoran age were buried or corrupted and rendered useless as a side-effect of the Spell of Oblivion and the destruction of Nithian artifacts, as some of the dark magics of Nithia had Taymoran origin.

Albinos related to the Albarendi inhabit some low levels of the city (pop. 850); some werewolf clans (pop.300) control the surface area where the main cemetery of the island lies, plus some lower levels, and they occasionally prey on the albinos; they also have a small dock from which they can travel to the mainland or go fishing in the rich waters of Cania. About 50 werewolves from Motye are secretly living in Lilithei. They are planning to slowly but steadily expand in the region.

The Taymorans are aware of the presence of Albarendi and werewolves, and try to interact with, trade and bribe both groups to gain

passage to some parts of the dungeons, and to have scouts or guards accompany their adventurers and scholars. Some scholars and wizards from all over the Taymoran domains have estates in the city proper, above the surface.

### Sarausa

Sarausa is ruled by the brilliant and devious **Ieron II** (age 58, F12/W3, CN), a military leader who was elected tyrant in 270 BC, and is considered one of the most influential personalities in all Hesperia. He was the main general in the victorious war against Kroton (277 BC). He is a just ruler, loved by his fellow citizens. Ieron is a blonde man with olive skin and green-blue eyes. He is ageing with grace and is still a good match in combat, although not as formidable as a few years ago.

Ieron II is working secretly to build ties with several Tauri Lupin clans in the west in order to be ready for what he fears might be a final showdown against Thyatians and Zygians, in a three-fold war that could rage, burn and destroy all of Hesperia. Surprisingly, he himself has spread rumors about collaboration of Sarausa with the Tauri as a deterrent, as he would much prefer things to stay the way they are until he can be sure of his standing in a possible major conflict.

### Nisa

The most ancient city of Cania takes its name from one of seven stars in the constellation of the Bull, so named from the names of seven nymphs who, according to Canian legends, lived in the woods around the hills of Nisa itself. Doulakki priests are right in

believing the nymphs are still there, but they have much reduced contact with mortals after the Sand Deluge, the fall of Nithia and the disappearance of Immortals from Hesperia.

### Lupiae

The Messapian lupins are aware of the presence of werewolf clans in Motye; they dislike Taymorans from their old legends, and they believe Taymorans are somewhat connected to werereatures, so they are wary of possible spillovers into the coastal Canian lands. Lupins believe that werewolves were created by Taymorans as the product of corrupted lupin blood, so they want to "purify" their bloodlines by wiping out the lycanthropes. Whatever the truth is, this hatred and these legends are about 2'000 years old (stemming back from 2500-2300 BC), so it will not die out easily.

## Western Altan Tepes

**Giants** from the ancient kingdom of Fomoria still live in the westernmost parts of the Altan Tepes. The occasional giant has been met even in the recent past, but they have destroyed, sealed and abandoned several of their ancient strongholds as their numbers greatly dwindled since the time of the Great Drought (which canceled even more of their old culture and knowledge, because of the ties between Taymor and Nithia) and the arrival of the humanoids. Giant clans live there in total isolation from the rest of the world.

There are currently five major giant strongholds in the region (for a total of about

600 giants) plus a few small families (another 120 giants) live in eleven smaller fortresses. About 90% of these giants are stone giants, the rest are mostly frost giants and hill giants. The giants' main patron is Sethlans (Wayland; known as Setlanni to Taymorans), but there are also worshippers of De (Djaea), patroness of forested lands; Terra, patroness of stone giants; and Cadjalis (Kagyar), patron of artisans.

On the other side of the mountains, in the lands of Traladara, several frost giants live in the old Fomorian capital city of **Tursh**. The frost giants of Tursh have become much more savage and are outright hostile to humans. The Hesperian giants greatly dislike their devoluted brethren and avoid contact with them exactly as they do with all other races. If ever a giant is seen by orcs living in the area, it is easy for them to make them believe it is actually an isolated traveller coming from Traladara.

## Vyalia

The Vyalia elves are divided in six major clans (and several minor). The major ones are: the **Blueleaf**, jewellers, painters and sculptors; **Diamarak**, forest-wardens and rangers; **Etheredyl**, philosophers and mystics; **Greenheight**, outgoing and boisterous friends of humans and lupins; **Hierydyl**, scholars, genealogists and naturalists; and **Treeshield**, soldiers and adventurers.

**Mayaddina Greenheight** (age 188, W7/F4, CG) is the Clan leader of the Greenheight. She is still a young elf who has adventured much and loves the non-elven cultures of Hesperia. She is encouraging humans and

lupins to settle among the elves and has planned the 'cultural exchange' project with the Karn goblins.

Mayaddina has two sons from her husband, former adventurer **Demian Hieryalf** (age 232, W9, LG) of the Hierydyl clan: a boy, **Marcus** (age 44, F1, NG); and a girl, **Neariel** (age 17, NW, NG).

Mayaddina also has a half-elven daughter, **Zuana Taggia** (age 68, F8/T4, CN), whose father was Cristian, an Albai adventurer from Stalia, killed during a battle with Traladaran monsters in the Dymrak forest.

Zuana is an adventuress too. She left the Vyalia lands as soon as she came of age, as she felt extremely distraught at observing the difference of speed in ageing between herself and her elven friends - not to mention her mother. She has lived mostly in eastern Hesperia, and has not seen her mother and her home for about a dozen years, something that pains Mayaddina very much.

## Alba

The prophet **Tiresias** (age 48, W19 (Diviner), NG) hails from a small village bordering the Vyalia forests. As a young man, he adventured in Traladara and discovered to possess divinatory powers when he dreamt of a dragon killing his compatriots with fierce fire, and later the magic user of the company, who they had nicknamed Draco ("the dragon") attacked them, killing all their friends with fire magic before Tiresias managed to take him down. After the event, Tiresias started paying more attention to his dreams, and discovered disturbing



similarities between them and events that happened later.

Tiresias sought the help of the Vyalia elves, spent several years in the western forests, learning to control his abilities, and at the same time becoming a skilful bard. He became an especially good friend of Mayaddina Greenheight and her husband Demian.

Two years ago, Tiresias moved to the City of Thyatis, where he finalized the marvellous epic poem known as "Sarusiad". This work commemorates the assault of the united Hesperians against the northern populations in the conquest of Sarausa of BC 533, unifying and giving an organic format to a lot of small ballads that had celebrated single episodes of the war long after the destruction of the city (and that were made incoherent and full of holes because of the Spell of Oblivion).

## KERENDIUM

### Kerendas

Politics in Kerendas is firmly in the hands of the aristocratic families. The Senate is made up of the 50 elder members of the aristocratic families (roughly, 30 are of Southerner or Southerner-Hesperian ancestry, about a dozen are of mainly aboriginal Hesperian ancestry, and the remaining are almost purely Etrusna); it does not hold any formal power, but acts as a counseling organ whose opinions are generally taken into great account by the elected functionaries (often members of the Senate, or related to them).

The political positions are elected every two years, by all males above 17 years old who own and can afford a horse and a full compliment of military equipment. Requirements to being elected are being at least 25 years old (40 years for some of the major positions), owning and affording a horse and full military equipment, and full citizenship (both parents must be Kerendan citizens, and not slaves; although the male son of a Kerendan citizen and a foreigner or slave is a citizen that votes, and his or her sons will be eligible to election).

By now most families are actually tied by intermarriage or by membership in religious or professional guilds. Although political parties in the modern sense did not exist at the time (nor would they exist at later stages of Thyatis' history), most of the families, guilds, associations, and their supporters, can be grouped into three main informal parties:

The **bellatori** ("warmongers") is the most aggressive party in Kerendas. Led by the major Kerendan aristocratic Curiatii and Albani families (both of mixed Southerner-Hesperian origin), it comprises the young but aggressive priesthood of Vanya, most of the army and the most ambitious families belonging to the lesser aristocracy. The bellatori push for a major confrontation with Thyatis in order to establish a full republic over all southern and western Hesperia, with Kerendas as its capital, and to end the farce of the 'Etrusna dodecapolis' and 'Etrusna independence' once and for all. The Etrusna culture is a thing of the past, and the Etrusna have incurred the disfavour of Immortals - clinging to an ancient language and an ancient theology is ridiculous and unfruitful.

it is not strange that the bellatori faction is the one which has the most problems in dealing with representatives from other Etrusna cities. However, their power and money have allowed them to build a good spy network over all Hesperia. After the League of Thyatis, the bellatori consider the Ceicna their main enemies in the region - the Ceicna are an Etrusna family with excellent ties all over Hesperia, and they have a major saying in the direct rule of three important (and independent) Etrusna cities - Velathri, Spna and Felzna (see below, in the entry for Velathri, for more information on the Ceicna family).

The **conciliatorii** ("friendly ones") are the progressive party of Kerendas, supported by the most powerful Southerner and Hesperian aristocratic families, by three of the Etrusna aristocratic families, by the priesthoods of Tinia, Tarastia and Asterius, by moderate members of the army, by the merchantile class and by almost half of the commoners in Kerendas. Their goal is to slowly influence and subjugate the other Etrusna cities through money and soft power, not direct conquest. War creates damage to land and people, hard feelings, political instability, and it is bad for the populations and the economy, so it must be avoided except for quenching individual rebellions and for defence against the dangerous Thyatians. The conciliatorii generally hold about half the seats in the Senate. The conciliatorii-senatorii alliance generally hold two thirds of elected political positions in the city, and it has steered Kerendas away from conflicts for the last 40 years. The bloody wars of Hattias and Thyatis against the Taymorans in recent years have increased the power and wealth of Kerendas and of several other Etrusna cities

in Kerendum, reinforcing the old alliance and its stance in the city.

The **senatorii** ("older ones") are the most inward-looking, ideologically conservative and politically pacifistic of the three groups. They are supported by a few of the Southerner aristocratic families, by five of the aristocratic Etrusna families, by some of the pure Hesperian ones, and by the numerically small, scholarly-minded clergies of Khoronus, Nox (Nyx), Horta (Ordana), and Terra. About one third of the commoners in Kerendas support the senatorii, as do most fishermen and farmers of the areas around the city proper (many of these, unfortunately for them, cannot afford to vote). The senatorii are often allied with the conciliatorii, given their penchant for peaceful solutions; moreover, they would prefer a more theocratic approach to ruling, that could profit from listening more to the Etrusna Immortals' clergy. They insist on keeping good relationship with the aristocracies ruling the other Etrusna cities; their long-term goal is a unified confederated Etrusna republic with an emphasis on Etrusna culture - not a centralized and Southernized one like in the dreams of the bellatorii.

### Clevsin

The major dungeon under Clevsin hosts a labyrinthine necropolis, at the center of which is a sanctuary to Nyx, the most widely revered deity in Clevsin. The dungeon continues far into the interior of the hillside, where a cabal of nosferatu sorcerer-priests of Nyx should oversee the rule of the city.

These three nosferatu, city elders that were raised to undead immortality over time because of their merits towards Nyx and towards Clevsin, are rarely disturbed for the minor necessities of rule, and keep a distant eye on the city and on Hesperian politics, preferring to live their undead lives pursuing their own academic and religious interests.

Only a few of the aristocrats, priests and elders of the city know their true identities. Most people in Clevsin just think that the necropolis hosts the higher clergy of Nyx, but not that such ancient and powerful creatures lead the faithful and look after the city in the name of their mistress.

The oldest of the three nosferatu is **Velthur Matunna** (age 352, W11/P11 (of Nyx), TN); such is his age and power that he is able to withstand sunlight, and he secretly has a small house inside the city and a cottage on the nearby hills, connected to his lair in the dungeon. He looks like a thin man in his mid-fifties, almost bald, with a grey-blond beard and green-gray eyes.

**Raunthu Zertnai** (age 180, P12 (of Nyx), TN) was the first nosferatu embraced by Velthur Matunna. She is the most active of the three nosferatu, and is able to withstand with some difficulty the sunrise and sunset light. She is using this power often, impatiently waiting for it to grow, as she would very much like the freedom of dwelling on the surface. She has long ago bought a small house in Clevsin, where she goes to spend the night from time to time. She looks about forty years of age, has long, dark brown hair kept in a braid, coal black eyes, light olive skin; of medium height and

slender build, she likes to dress in grays, whites and light greens.

The last of the nosferatu is **Nerinai Ancarui** (age 85, F9/P9 (of Nyx), LN), who was embraced by Raunthu in 294 BC, after the defeat of Clevsin and the other Etrusna cities against the Kerendan-Thyatian coalition. Raunthu thought that the existence of the city was directly threatened by the Thyatians, so that the addition of a powerful fighting priest like Nerinai, one of the battle strategists of Clevsin, would ensure that her skills and competencies could be relied upon in 20 or 30 or 100 years, whenever a new possible war of the Etrusna against their western and eastern rivals might start. Nerinai accepted her duty like she had done in her life as a military priest. She is still a young nosferatu and has yet to reconcile with her new nature. She can often be met strolling through the city at night. Nerinai dresses in bright colours; she is a lean woman, all nerves and muscles, with a stern, uncompromising but not unpleasant face. She has sad, amber eyes and long, jet-black hair with just a hint of grey, which she usually keeps in a long tail.

### **Tlamon**

Tlamon hosts a sanctuary and a sect of holy warriors, disciples of Otinia. In the VI century BC two sieges, one conducted by a coalition of hostile Etrusna, and one by Kerendans, ended very badly when both times an unknown warrior leader arrived to guide the Tlamonians in battle. The warrior then disappeared. Rumours abound about this warrior, although it is not even known whether it was the same person in both occasions. Many say that Otinia himself



*Construct of Tlamon*

assumed mortal form to help the city, and, since then, Hesperians have been in awe of Tlamon. The truth, however, is that a powerful construct is located in the basements of the main sanctuary of Otinia. The intelligent construct apparently stopped working after the Sand Deluge and the Fall of Nithia.

will never be able to stand up to Thyatis and/or Kerendas, just like Velzna, who ended up being wiped away from the face of the earth.

Larthia is a short, busty woman (1,53 m) with a beautiful, oval face, golden-brown hair and green-blue eyes. She likes to wear elaborate earrings and necklaces, but has a distaste for rings. She forged for herself several magical items: a pair of *earrings of protection* +2, a pair of *earrings of invisibility*, a *medallion of ESP*, and a *staff of spell storing*.

### Velathri

The most important political figure in Velathri is **Marce Ceicna** (age 57, NM, TN), head of an ancient and influential aristocratic family which has branches in Felzna and Spna too. The Ceicnas' main goal is to keep all the remaining independent Etrusna cities out of the hands of Thyatians, Kerendans and Sarausans.

Marce has found out through his own net of spies about some underground activity connected with the Chimaera and he is worried by some of the rumours his spies have uncovered: he thinks that the best way to remain independent is to keep out of all the present and future wars for supremacy with a careful exercise of political balancing, and he doubts the skills of Larthia and her young and overexcited adventurer-spies in mastering those skills. He does not think the political situation will allow for any major reversal of fortune for the Etrusna. Marce believes that Immortals never walked on Hesperia and that all the stories are just fictional. There was no major upheaval after the Sand Deluge, the Etrusna and Doulakki

### Aritim

The leader of the Chimaera, an adventurer's guild nominally devoted to Laran (Ixion), is **Larthia Kurvenas** (age 30, W12, CG). A former adventurer since her coming of age at 17, she quit adventuring a few years ago to concentrate fully on her scholarly studies and on running the Chimaera.

Larthia uses her contacts in the Chimaera to effectively run a spy network that she hopes one day to turn into a resistance movement against the intrusion of Kerendans and Thyatians into Etrusna politics. She knows it will be a slow enterprise, first of all because she has to convince the populations of the Etrusna cities, who, disappointingly to her, are acquiescing to the foreigners' rule and are happy to carry on their trades in a peaceful political situation since their 294 BC defeat. She also knows that she needs a full alliance to back her plan, or individual cities

have just invented an excuse for their own inefficiency at fighting the Hesperians and their Southerner allies.

Although he dislikes the devious Ieron II of Sarausa for his war campaigns, treacherous nature and aggressive stance, he respects him, seeing him as the man who managed to put the Doulakki on the counterattack, reversing their decadence. Sometimes he pities himself, as there was no large Etrusna city like Sarausa that he could lead in a similar way, but when he looks back on his life he is sincerely convinced he couldn't do much more for his people - and he's probably right.

Marce is married to **Peci Malamenas** (age 50, NW, NG), a renowned sculptress of religious images and of sarcophagi. Peci is especially devout to Uni (Djaea). The couple have five children, the oldest of whom, **Arathia** (age 29, P3 (of Uni), NG), is a priestess. After her apprentice years in Velathri, she moved to Aritim to marry a junior military officer, **Thucer Alethnas** (age 29, F6, CG), with whom she has one son, Marce (age 6) and one daughter, Uni (age 3).

Thucer was born and raised in Aritim, but his father Vulca (who died two years ago in a shipwreck while travelling from Tlamon to Teria) was a distant cousin of Marce and an agent of the Ceicna in the city.

Having followed in his father's footsteps, Thucer fell in love with Arathia while traveling to Velathri to report on activities in Aritim. Marce encouraged Thucer to court her, thinking that it would have been an excellent cover for their plots.

Marce never suspected that Thucer was *really* in love with his daughter; he considers him only a devout and reliable man in his service, who believes in their common cause. Actually, Thucer feels quite tormented because of the conflict between his personal loyalty to his city on one side, and his loyalty to his dead father, his father-in-law and their pan-Etrusna ideals on the other. He also feels guilty to have pretended with Marce to marry Arathia only for politics. Arathia does not know any of this, but Thucer's fears are misplaced: the easy-going, pragmatic woman already suspects it, and she thinks it was an intelligent, useful and *romantic* move on the part of her beloved husband.

## Kartanya

The Taymorans of Kartanya have about 40 **Fomorian** giants at their service. While the humans of Kartanya think that there must be about 20 free giants on the mountains, in fact there are more than 100. The rumors about a secret place of worship to Setlanni in the remote areas of the central massif are also true.

The Fomorians live alone or in small family groups, and they meet four times a year to worship Setlanni (Wayland), at equinoxes and solstices. The Fomorians in service of the Taymorans know about their kin and they have developed elaborate methods to communicate with each other, mainly through some Kartanya priests and through **Gavinus Franco** (age 39, D10, TN), the Druid of Kartanya, and his animal and humanoid servants.

## Mosya

The depths of the main volcano of Mosya (AC 1000 Mositius; see Dawn of the Emperors) has not yet released the *censer of the mists*, which is still trapped in a sealed cavern in a pocket inside the volcano. It is an artifact that later on in Thyatian history will start pouring huge clouds of mists out of the volcano, influencing people to kill each other and to perform other ominous acts. This, along with the Alphatian conquest, will effectively end the Taymoran civilization on the island, making it barely inhabitable, and then only to a few poor fishermen and farmers, for many centuries.

## Actius

In supplements (canon and fanon alike) which depicts the island, it is written that Sir Actius founded the town that takes its name from him, and that Count Geraldan, ruler in AC 1000, is his descendant. Since we deem it highly unlikely that an island in the Sea of Dawn could remain almost uninhabited for such a long time, we prefer to alter this. One possibility that we did not explore is to have Actius called an entirely different name, and then refounded as Actius by his new lord in Imperial era. A second possibility is to have the Actavii re-founding the dominion after the Alphatians left, re-founding the city and the island. In this case, Sir Actius will have actually taken his name from the city and island, and not vice versa. People who are not well versed in Thyatian Islands lore will usually make the mistake of confusing this very minor snippet of historical knowledge.

## Sakhla-Rhas

Rumours run aplenty about Sakhla-Rhas, the sacred island of the Taymorans. The island hosts sacred grounds with temples where priests live. The main temples here are dedicated to Tanit (Nyx), Melq-Ashtir (Asterius), and Qorun (Khoronus). There are also minor shrines to Eshmun (Chardastes), Adon (Ixion), Minroth, and Ashtart (Valerias).



In the major temple to Tanit, a subterranean crypt holds the mortal remains of a few old kings of Taymor. While most are in fact empty, or contain dust and half-crumbled skeletons whose origin is at best dubious, one of the sarcophagi is the refuge of one extremely ancient nosferatu sorcerer-queen. **Ishtar II of Sarroch** was one of the last rulers of the Taymoran age. She was saved by her followers and fled to the lands that would become Hesperia around 1740 BC.

Since then, almost one thousand and five hundred years have passed, making Ishtar II one of the most ancient undead of the world. However, time has left its mark on the ancient queen, who spends years at a time slumbering in her tomb. Only the leading priests of the seven cults present on the island (and a few other major followers of Tanit) know about this.

Ishtar II is so powerful that she can contact telepathically the high priests of Tanit, Melq-Ashtir and Qorun to inform them she is going to wake up, several weeks in advance.

When she wakes up, she will usually drink blood from the collected priests, and spend from a few days to a few weeks on the island, performing rites to Tanit, counseling them and enjoying her life (or, more precisely, her undeath).

Ishtar II is, all in all, a happy creature. She is sad because she has survived the fall of her civilization, and moreover she has forgotten much as a consequence of the Spell of Oblivion and the Fall of Nithia (although she attributes her partial amnesia and fragmentary memories mostly to her old age), but she is still powerful and much-knowing, and she has *never* become tired of her condition. She would like to spend more time actually *living*, instead of spending long and dark years dreaming confused and blurred visions in her undeathly slumber. But, after all, even undead flesh is flesh, and she knows this is the consequence of old age. Ishtar II is aware of the destruction of Motye in 397 BC and would love to find a way to travel there to investigate the catacombs and its treasures herself.

Ishtar II has the appearance of a short, lean woman in her mid-thirties, with black, curly hair kept long at her shoulder or in a long tail. She is extremely pale, with dark purple-blue eyes and a beautiful face with classical High Taymoran features.

## Hattias

### Duchy of Hattias

The most powerful ruler on the island is Duke **Georg von Hattias** (age 81, F9, TN), a thin, tall, wizened old man in his early

eighties. Duke Georg has taught his children to strive for the unification of all the island under one kingdom. In order to do so he has allied himself with Thyatis in the war against the Taymorans, as he thought that a major success for an alliance of all Hattian fiefs could create an unitary spirit. However, the war has not gone like he wanted, and he wonders whether his last days will be spent in bitterness. He despises the useless Duke of Sudenfeld and hates with a passion the madmen Grauenberg family.

**Georg Filip** (age 60, F9, NE), his eldest son, is the heir appointed, and is eagerly waiting for his chance to lead Hattians. He loved his father but in the last years he tried unsuccessfully to dissuade him from attacking Taymorans, and has since started listening to the treacherous whispers of his much younger second wife, **Gabrielle Giannakopoulos** (age 36, C9 (of Valerias), CN) a Vinton noblewoman of mixed Hattian and Doulakki blood who married him six years ago. Gabrielle became a cleric of Valerias in secret quite young, while her father was a diplomatic functionary (but a de-facto exile) in Sarausa, sent there by the old Duke to atone for some minor mistake while in office. Gabrielle has convinced Georg Filip to start poisoning his father in order to ascend to the throne. She despises the Hattian rulers and her plan is to kill the merciless Duke Georg and then control the weak Georg Filip. She does not exactly know what to do with Georg Filip once he will become Duke, but she will think about that after the old, cruel fool is dead. Gabrielle and Georg Filip have one son, **Albrecht** (age 4), and one daughter, **Helena** (age 2).

Georg Filip has two daughters from his first marriage to Kristine Schneider (300 BC + 270 BC), a Hattian noblewoman and second cousin to his father. His first daughter, **Althea** (age 40, W9, LG) is a small, thin woman with a secret passion for magic. She married **Lucius von Richter** (age 70, W13, LG), her mother's much older cousin and magic teacher, and Baron of Vinton. Lucius, a homosexual man, tall, with long white hair with traces of blonde still, and a short, grey-and-white beard, discovered the potential for magic in his nephew and pushed to become her tutor and teacher. After several years of studying and work together, they both saw the advantage of a formal marriage in order to escape the pressure and control of their families. Since their marriage eleven years ago they live in Vinton, and they do not know about the plot of Georg Filip and Gabrielle to assassinate Duke Georg. They have one son, **Horst** (age 9).

Georg Filip's second daughter, **Martina** (age 37, NW, LG), is a loyal but dull woman who dutifully married a Knecht (Knight) she does not love in order to secure his loyalty to the House von Hattias. She lives far from her family and is not involved in plots and politics, but would go to any length for her father and grandfather.

**Hans Theodor** (age 57, F14, LG), the second son of Duke George, is a Knecht (Knight) and has been raised by the Duke to become the right hand of his brother. He is loyal and enthusiastic, and an excellent fighter, although he is a bit dull about politics, and his loyalty to his family has always made him blind to the mistakes and misgivings of family members, wars of aggression included. He has always liked to look more dull than he in

fact is. He has suffered much because of the unnecessary, aggressive war against Taymorans, and his conscience is torn since he provided informations to the enemy before the final battle that sealed the war on Mosya itself in favour of the Taymorans (256 BC). He personally liked the Thyatian General Attinius, whom he had convinced to abandon the despicable scorched earth and piracy strategies against Taymoran settlements (and that had led to the horrible sack of Alalia on Borydos in 259 BC), and he is desperately trying to find a way to get the man free without exposing himself - Hattians do not know about the treachery, while Taymorans do not know who the person who provided the precious informations was, as Hans Theodor's contact among the Taymorans, **Danel Urumelqashtir**, disappeared mysteriously a few weeks after the war ended, while travelling on a ship from Mosya to Zyz.

### Duchy of Graustein

**Dietrich von Grauenberg** (age 34, F8, NG) is the Duke of Graustein. He kept his subjects out of the Hattian-Thyatian-Taymoran war and has consolidated his control over the area. Dietrich is not an ambitious man: he would just like to rule justly humans and lupins alike, and would not like to not give a damn about what happens in the rest of the world. Unfortunately he knows the von Hattias will not let him, so he has to spend a lot of revenues and energies on reinforcing his army and working on defensive tactics. He is wondering whether the best solution to the problem would ultimately be to engage with the Hattians and turn the island in a bloody battlefield, or to submit to the old Duke and



avoid a bloodbath. He would take the latter course, were it not for fear of what the von Hattias could do to his non-Hattian and non-human subjects. Dietrich is a man with sound, deep-rooted morals, and that makes him an excellent ruler but a very tormented person.

He is married to **Dionysa von Trier** (age 30, NW, LG), a distant relative of the Baron of Trier. Dionysa is a passionate, strong-willed woman of mixed Doulakki, Tallian (native Hesperian) and Hattian ethnicity, who loves Dietrich and would like to change the island for the better, also working on the condition of women in Hattian society. They have one son, **Andros** (age 6), and one daughter, **Maria** (age 4).

Baron **Crix von Divodur** (age 30, T9, TN) is the Lupin ruler of Divodurum. He is the son of Brennan von Divodur, the first Baron, who pledged allegiance to Dietrich's father Hamlet in 273 BC. He was a small whelp then, and he grew up in a peaceful city, where the lupins lived happily side-by-side with the humans, and prospered. He is giving for granted that this is the natural state of things, and is more puzzled than enraged at how the von Hattias rule the northern part of the island. In his early twenties, he adventured around Hattias and did some piracy on the Sea of Dawn with his younger sister, **Magila** (age 28, T9, CG), who is now a pirate ship commander based in Alalia on Borydos.

Baron **Viridovix von Durkurt** (age 34, F7, LG) is the Lupin ruler of Durocortorum. He is the son of the first Baron, **Virix von Durkurt** (age 70, F17, LG), previous warlord and major resistance fighter on the island.

Virix abdicated in favour of his son six years ago, as he felt he was not physically fit to fight anymore, and as he believes a Lupin ruler must be able to defend his people by going into combat himself if needed. Viridovix is still learning from his father and, in fact, he co-rules with his twin sister **Viridovixen** (age 34, F7, LG). Virix is a close friend of the ruling family of Noviodunum.

### Noviodunum and Iniectum

**Elicrisia** (age 39, F13, CN) is the current Queen of Noviodunum, and leader of the lupins who would still like to throw out Hattians of their island. Since Hamlet von Grauenberg's strategy of co-opting lupins in ruling started, Noviodunum's stance became more difficult to defend. It is clear that after over three centuries of occupation, Hattians won't leave, and it is not possible to raid and attack the soldiers of Graustein, as many are now lupins themselves; just the most ferocious and uncompromising lupin war bands are still doing that. Although Elicrisia and the other free lupins have not stepped in to stop them yet, it is clear to them that Noviodunum's stance is untenable - sooner or later there will be the need to acknowledge the presence of the Duke, although she hopes to be recognized as a Duke herself, maybe with the help of the Brinnisril gnomes.

She has started to discuss these ideas with **Makram Siriklis** (age 92, T4/F4, CG), an adventurer, thief, and informal representative of the gnomish clan in Noviodunum, and he hasn't established whether the Queen is deluding herself or if the plan can be worked out somehow, to the advantage of everyone on the island.

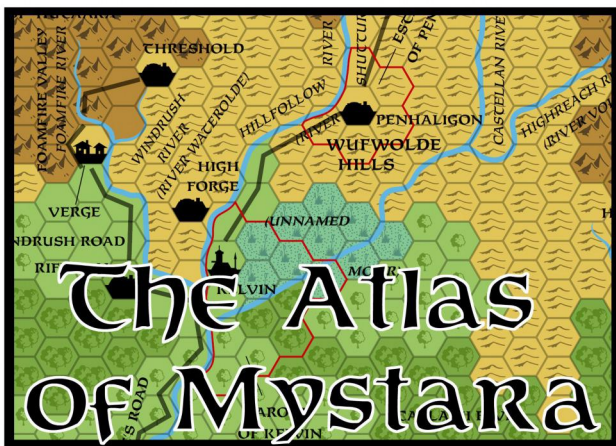
**Klint Brinnis** (age 137, F8, LN), the King of the Brinnisril, is also thinking to suggest to his Clan to break the traditional isolation and sending an envoy to Graustein to meet with Duke Dietrich. The King understands that the new relationship of lupins with humans presents a new challenge - but also an opportunity - for the future of the gnomes.

## APPENDIX 3: FLAGS AND INSIGNIA

Although every city, state and organization has its own symbols and every symbol has a unique origin and history, a few common themes on which most flags and banners are based can be recognized.

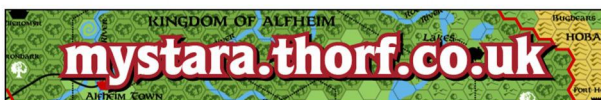
### COLOURS

White is the colour of the aboriginal Hesperians (eg., Nora on Kartanya, Stalia in Alba, Corfinium in Magnum Thyatium); blue is the colour of the Doulakki and green that of the Vyalia elves; purple is the colour of the Three Tribes in general and of the Kerendans in particular; golden is the colour of the Thyatians; red or carmine are the colours of the Etrusna (eg., Aritim and Vatluna); black is the colour of the Taymorans (eg., Lilithei, Zyz and Mosya).




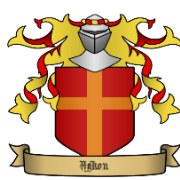



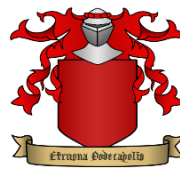
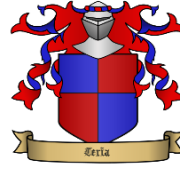





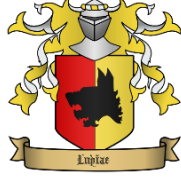




Mapping the world of Mystara  
ONE hex at a time...


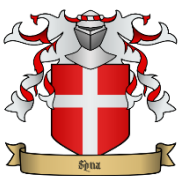


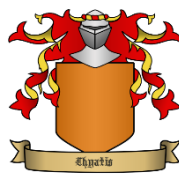
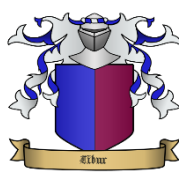
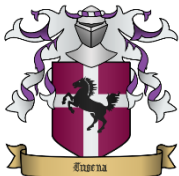





A COMMUNITY project at The Piazza



PEOPLE	COLOUR	ANIMAL
Aboriginal Hesperians	White	Albai: Stag Kartana: Boar Vitalians: Wolf
Doulakki	Blue	Dolphin
Etrusna	Carmine	Horse
Hattians	-	Eagle
Karn	-	Trout
Kerendans	Purple	-
Mastini	-	Wolf
Tauri	-	Bull
Taymorans	Black	-
Thyatians	Golden	-
Vyalia	Green	-

### Insignia of the Hesperian City States

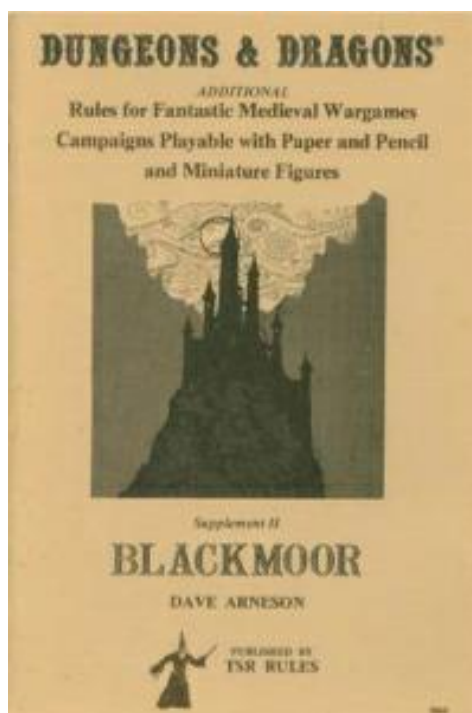
Ad Pisces 	Agkon 	Alalia	Antenora 	Aritim 	Caisra
Corfinium 	Etrusna Dodecapolis 	Faleroi	Felzna 	Fofluna	Graustein
Hatria	Hattias 	Kapwa	Karal 	Karntica 	Kerendas 
Kurtun	Kyme	League of Thyatis	Lilithai 	Lupiae 	Mosya 
Nora 	Noviodunum	Nuvkrinum	Parthenope 	Perusna 	Piceno

Rhegion	Rusle	Sarausa 	Spna 	Stalia 	Sudenfeld
Tameronikas	Taras	Tarchna	Teria 	Thyatis 	Tibur 
Tlamon	Tusena 	Valeria 	Vatluna	Velathri	Velch 
Verona 	Vipsl	Vyalia 	Zyz 		

## Animals

The Etrusna are especially keen on displaying the horse on their banners, and the Kerendans have adopted this custom; the Hattians use the eagle; Karn goblins have the trout; Tauri lupins have the bull, while Vitalians have the wolf. The use of the wolf totem animal in Vitalia has been

borrowed by the Thyatians and Mastini lupins, whose cultures were heavily influenced by the Vitalian one. The Doulakki use as symbol the dolphin, an augural animal for sea travel; Taymorans use the fox; the Albai tribes have the stag, and the Kartana use the boar.



# Using Blackmoor in Your Mystara Campaign

By Havard

Most Mystara fans will know of the ancient land of Blackmoor. From the early D&D Gazetteers, it appeared in the timelines and histories of the setting not just as a mysterious place, but an entire ancient era, laying the foundations for the modern world. The exact nature of Blackmoor, what it was and what happened to it is something that most sourcebooks kept vague. Many gamers will also know that Blackmoor was the name of Dave Arneson's Campaign that he ran in the early 1970s before designing Dungeons & Dragons with Gary Gygax. But how much does the campaign Dave Arneson ran in his father's Minnesota basement have to do with Mystara's past? In this article, we will look more closely into that as well as what Blackmoor is, what material is available for Mystara's Blackmoor and explore how Blackmoor can be used in many different types of Mystara campaigns.

## HOW DID BLACKMOOR END UP IN MYSTARA (AND GREYHAWK)?

How did Blackmoor end up as part of Mystara anyway? And why is there also a place in Greyhawk with the same name? As mentioned Blackmoor was originally the name of Dave Arneson's fantasy campaign that he ran for his friends in Minnesota in the 1970s in a game that had not yet developed into what we know as D&D. During the first decade following Dave Arneson and Gary Gygax creating D&D in 1974, two products were published; Supplement II: Blackmoor (TSR, 1975) and The First Fantasy Campaign (JG 1976). While Mystara fans can find these products useful, they do not reference a specific game world outside the Kingdom of Blackmoor and its closest neighbouring realms.

Gary Gygax wished to pay homage to this campaign that was so important in shaping the world's first roleplaying game so when they were getting ready to turn Greyhawk into a published campaign setting, he decided to name one of the baronies Blackmoor, but TSR did not go out of its way to accommodate the lore of Blackmoor within the Greyhawk setting. Greyhawk fans have later tried to incorporate more of Dave Arneson's material into Greyhawk, but for future published material, it would be another setting that would become home of Blackmoor.

So how did Dave Arneson's fantasy kingdom end up in Mystara? With the publication of AD&D 1<sup>st</sup> Edition between 1977 and 1979, the D&D line became split into two. The advanced D&D product line and the line that was simply called D&D (or later sometimes referred to as Classic D&D). It is a well known fact that there were several disputes between Dave Arneson and TSR over the rights to D&D. This is too complex an issue to get into in this article, but it is possible that these legal disputes were part of the reason why TSR wanted to keep Blackmoor away from the Advanced Dungeons & Dragons product line as much as possible. Since Greyhawk was published as an AD&D setting this meant the Blackmoor found in Greyhawk would not see much further development while TSR instead looked at another home for Dave Arneson's fantasy world.

In 1981, the module X1 the Isle of Dread was published for the "Classic" D&D line. Within that module was a map and detail of countries simply referred to as "the Continent". This was the birth of the Mystara

setting. From then on, anything published for the D&D product line was to be placed in this world. Now many people believe that Bruce Heard was the one responsible for connecting Blackmoor and Mystara, but although Bruce Heard is probably the designer that had the most influence over how this setting came to be developed, the decisions regarding Blackmoor predate his position as product manager of the D&D product line. Instead it was Harold Johnson who contacted Dave Arneson and David J Ritchie to produce a series of modules for Blackmoor and it was on Johnson's watch that it was decided that these modules would not be placed on the map of "the D&D Game World" as Mystara was known back then, but rather placed in the setting's past, accessible only by time travel.<sup>1</sup> The result was four modules labelled the DA Series. From then on references in Blackmoor were included in various D&D books, most notably in the Gazetteer Series whose timelines for the world's history often began with the Great Rain of Fire and the destruction of Blackmoor.

## HOW TO USE BLACKMOOR IN MYSTARA

Placing the DA modules thousands of years into Mystara's past had the advantage of adding depth and mystery to the history of the setting. It also allowed for some really interesting concepts such as adventurers travelling through time to save the world. On the other hand, since most campaigns would

<sup>1</sup> Unpublished interview with Harold Johnson in 2016 by Havard.

be set in the year AC1000 it also meant that the lands of Blackmoor would not be so easily accessible for adventuring. Not every DM wanted to make use of time travel and certainly not all the time. A campaign starting in Karamaikos could often see the adventurers continuing their travels to Darokin, Glantri or even Norwold, but much less often to Blackmoor. Still there are many ways to make use of Blackmoor for a DM, some of which have been explored in the Gazetteers and modules. Let's look at some possibilities here.

## Remnants of the Past

Although Blackmoor was destroyed four thousand years before most Mystara campaigns, that doesn't mean it is completely gone. Blackmoor continues to shape Mystara's present as is evident in many of the Mystara Sourcebooks. The most extreme example of this is probably the Wrath of the Immortals Campaign: Immortal's Fury. The premise for this controversial and epic campaign is that an artefact from the Blackmoor era is so powerful that it becomes the reason for a world shattering conflict between the Immortals themselves.

Even without using that campaign, the nation of Glantri, is an example of a country whose history is strongly connected to the fate of Blackmoor. The same goes for the lands of the Shadow Elves which is tied to the very same legacy that Glantri is. Many different items and remnants from Blackmoor keep showing up in modern day Mystara. Historically, the discovery of some unstable

artifacts lead to the minor cataclysms of BC 1700 when elves tried to activate the devices.

Gnomes discovering Blackmoor technology has led to the creation of the Flying City of Serraine (PC2) and the restoration of ancient metallic giants known as earthshakers (CM4). There are even examples of fortresses and cities that are left more or less intact hailing back to the Blackmoor era. One lost city that may be of Blackmoor origins is found in Darokin's Fenhold region described in CM8: Legacy of Blood. The Dragonlord Trilogy novels by Thorarinn Gunnarson feature two big Blackmoor locations. One is Dragonwatch Keep found near the Sylvan Realm on Brun's West Coast. There is also the Dwarven City of Darmouk in the Northern Reaches. Finally of course, there is the Inn Between the Worlds found in the Brokenlands detailed in the DA Modules.

Going beyond what is found in published material, it would be easy for DMs to come up with other examples for their own campaigns. This could include vast underground complexes, perhaps in the style of the Dwemer Ruins from the Elder Scrolls Games where mechanical doors and traps are still operational. Also, items ranging from powerful artifacts to magical weapons or tomes of lore are things that could add mystery to any campaign. If Glantri's Prince Jaggar has an "L" shaped Blackmoor era artefact shooting lightning bolts, there is no reason why technological weapons in the style described in DA3 City of Blackmoor or magical swords belonging to some of Blackmoor's more legendary NPCs could not end up in the hands of PCs or NPCs from your campaigns?

If players and DM's become particularly fascinated with the legacies left by Blackmoor on modern Mystara, they could even launch an expedition to Skothar and search for the remnants of the heart of Blackmoor itself.

## Time Travel

Since it has already been explored in the published game books, the most obvious option for making use of Blackmoor might be to use Time Travel. The DA modules use the Inn Between the Worlds (or the Comeback Inn) as a Time Machine allowing PCs to travel from modern day Mystara back to Blackmoor at the time of King Uther.

Roger Moore wrote about the possibility of travelling to Blackmoor in his treatise of Chronomancy:

“Despite the dangers associated with visiting Blackmoor, some adventurers have reported actually visiting a place called the Kingdom of Blackmoor, meeting personages known to current historians to have lived at that ancient time. Such voyages were accomplished by accident; the adventurers said they were trapped in the basement of a ruined building in the Broken Lands, and were then transported to Blackmoor of 3,000 years past by a magical time gate that was possibly controlled by the rulers of Blackmoor. This ruin is of obvious interest to chronomancers; if it exists, it likely opens into a long-duration vortex in Temporal Prime. (For more information, see the D&D(R) modules DA1 Adventures in Blackmoor, DA2 The Temple of the Frog, DA3 City of the Gods, and DA4 The Duchy of Ten.)”

According to that article, time travelling magic is known to Alphatians, though the Immortals of Time do police this type of travel. Other forms of Time Travel could also be used. This is also explored in other articles in Issue 12 of Threshold Magazine<sup>2</sup>. Other means would be left to the DM to invent. This could involve Time Machines, magical portals or even time travelling races like the Oards.<sup>3</sup>

Gaz3 the Principalities of Glantri includes an adventure seed which discusses the possibility of going back to the Blackmoor Era to make such changes that it actually changes the face of the modern day Known World. The DM would have to think about whether he would be interested in allowing such dramatic world altering events. Since Blackmoor and Mystara are separated by millennia though, it seems likely that most things the PCs do in the past will not really have much impact on the future. Perhaps it is the same in this setting as in the TV show Legends of Tomorrow that “the Timeline wants to happen.”

## Blackmoor Returns?

For those of you who have read Bruce Heard's fascinating Mystara Reference Guide<sup>4</sup>, you will know that Heard had planned a product line in which Blackmoor was restored and returned to modern day Mystara somewhere on the planet's surface. Though details of what form this would take

<sup>2</sup> See in particular [“Time Travelling in Mystara”](#) by J. Calvin in Threshold #12.

<sup>3</sup> See AC9 *Creature Catalog* for more details on the Oards.

<sup>4</sup> [Mystara Reference Guide \(1991\)](#) by Bruce Heard



have never been revealed, the returned Blackmoor would be detailed in a boxed set and at least two adventure modules featuring the dreaded Egg of Coot.

Although we never got to see these supplements published, there is no reason why individual DM's cannot explore this further. It does seem clear though that having Blackmoor reappear on Mystara's surface would have dramatic consequences for the setting, but that could still be a lot of fun. Another option that has been discussed by fans is to have a version of Blackmoor exist within the Hollow World. That might be less dramatic since the Hollow World has its own ways of keeping technology and other cultural advances in check, though it would be less useful for DM's preferring to keep their campaigns on the Outer World.

Khoronus did apparently create a copy of Blackmoor<sup>5</sup> somewhere so that could be one way to explain how Blackmoor could reappear in the Hollow World, the Outer World, or even as part of Greyhawk or some other setting.

## **Running a Pure Blackmoor Campaign**

The last option would simply be to run a Blackmoor campaign where the PCs are native to Blackmoor. Mystara fans could still make use of Mystara to flesh out more of the details beyond what is described in the Blackmoor sourcebooks. It might even be possible to have PCs native to Blackmoor travel forward in time if you wanted to connect Blackmoor and Mystara that way.

<sup>5</sup> See *Wrath of the Immortals*

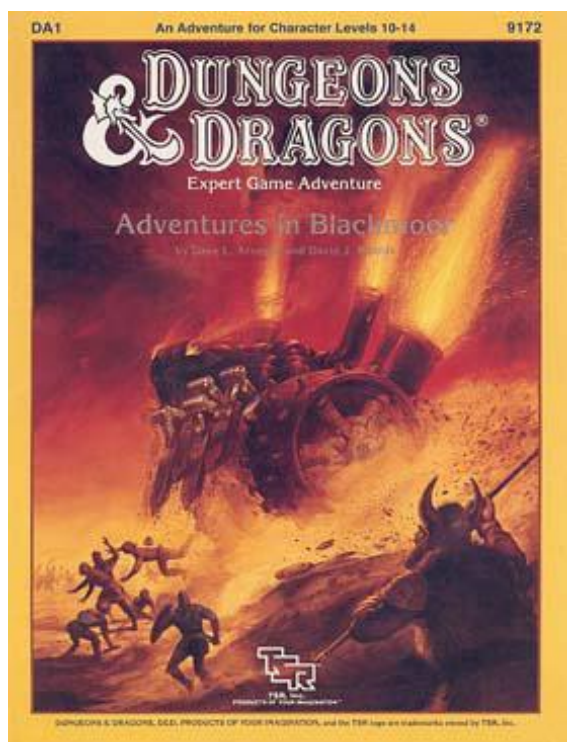
For a Blackmoor campaign with PCs being native to that era, you could still make use of the DA modules. While the first module might require some tweaking and the section on time travel in each module would have to be ignored, the majority of those books could still be very useful to someone wanting to run a more traditional Blackmoor campaign.

## **VERSIONS OF BLACKMOOR**

Let us now take a look at the published Blackmoor material and the different versions of Blackmoor found within them. How much of this would be useful for a Mystara fan and how much would need to be modified?

### **The DA modules**

Let us start with the DA modules. Written by Dave Arneson and David J Ritchie, these are the modules most suited to use for a DM wanting to run a Blackmoor campaign in the Mystara continuity. Each module involves the PCs travelling back in time from AC 1000 Mystara to the classic era of King Uther's Blackmoor. It should be noted that this is long before Blackmoor develops into the techno magical empire that destroys itself in the Great Rain of Fire that is so often referenced in the Gazetteers. DA1 Adventures in Blackmoor is a great introduction to the world of Blackmoor and details an adventure in which the Wizards' Cabal kidnap King Uther, requiring investigators from the future to solve the situation. DA2 Temple of the



Frog explores one of the most iconic locations of the Blackmoor setting and involves Frog Men, mysterious monks and also gives the PCs the first hints of high technological beings being present on the world of Blackmoor. DA3 City of the Gods continues what was begun in DA2 revealing the main source of high technology in this setting and also contains the rules DM's who want to run a campaign with both magical swords and laser rifles would need. DA4 the Duchy of Ten details one of Blackmoor's neighbouring realms and reveals the threat of invasion from a barbaric and evil race known as the Afridhi.

## The D20 Series and the D&D 4<sup>th</sup> Edition Blackmoor Sourcebook

In 2003, Dave Arneson had regained the licence to publish his own Blackmoor material in a settlement with Wizards of the Coast that once and for all ended the disagreements Dave Arneson had had with TSR. Using the d20 rules, Zeitgeist Games, the company co-founded by Dave Arneson and his partner Dustin Clingman, revisited the setting and updated it for that ruleset. Some changes were made for the d20 version of Blackmoor from what had appeared in previous publications. One reason for this was that Zeitgeist Games felt it was necessary for the setting to accommodate the new ruleset as much as possible. Some critics felt that this was taken too far as it led to some important changes such as introducing a conflict between Wizards and Sorcerers that had never existed in older versions of the setting. Another reason for changing things from the DA modules was the fact that Zeitgeist Games never had the rights to publish Mystara material. This meant that some references had to be removed, even though other more surprising elements were kept such as the inclusion of deities from the Wrath of the Immortals Ruleset that were not necessarily part of Blackmoor. In spite of changes, fans familiar with the DA modules will find that a lot of material from those modules was used more or less unchanged in the d20 version. This means that it would be easy to use much of the D20 material in a Mystara campaigns, removing some of the new additions from the d20 books or even keeping the ones DM's might like. The same is true for the single black cover sourcebook for Blackmoor for D&D 4<sup>th</sup> Edition that was published shortly after Dave Arneson's passing.

## The MMRPG

Blackmoor the MMRPG was another project from Zeitgeist Games. Although the name lead some to think this was some sort of online computer game, this was simply a long series of modules written for convention and tournament play. Although they were published during the d20 era, the majority of the modules are fairly rules light and can easily be adapted to other editions and run in home games as well as convention play even today. The MMRPG modules were not officially part of the d20 line continuity though they are based on the setting as described in those sourcebooks. This means some changes might be required for running them in Mystara's Blackmoor, but many can be run as is. The modules were written by a combination of professional game designers and fans and are available as free downloads from the fan owned Comeback Inn Website<sup>6</sup>.

## The Age of the Wolf

The Age of the Wolf was a planned setting that was to be published by Zeitgeist Games.

## The Original Campaign

How much of Dave Arneson's campaign actually made it into published form and how different was that campaign from what we know as Blackmoor today? That is hard to say. The two published books closest to the original campaign are probably Supplement

II Blackmoor and the First Fantasy Campaign. Both can be confusing to modern readers who are not familiar with Blackmoor, but to hard core Blackmoor fans these two are considered pure gold. Additionally various interviews with Dave Arneson and forum discussions with his players have revealed much more information about what this campaign was like. Sources like these are great if you are interested in bringing some of that original magic back to the Blackmoor setting and can be included while still running the setting as part of Mystara's past for those who wish to do so.

## Beyond the Published Era

The majority of published material take place in the years 1025-1030 of Blackmoor's Calendar, corresponding roughly to BC4000 in Mystara's Calendar. Dave Arneson's campaign took place about three decades earlier. But what about other eras in Blackmoor's history? Could they be interesting to explore in games? In addition to my own work, some of the most comprehensive work detailing other eras for Blackmoor gaming include James Mishler's Blackmoor Epic which gives a detailed fan exploration of the history of Blackmoor from the rise of the kingdom to its cataclysmic destruction in the Great Rain of Fire. Placing your campaign in one of the less explored eras of Blackmoor's (and Mystara's) history could provide the DM with a lot of creative freedom. Fans have run online campaigns in various eras of Blackmoor's history over at the Comeback Inn Website.<sup>7</sup> Some of those are still going on today and may be used as

<sup>6</sup> [Blackmoor Archives](#) website

<sup>7</sup> [Blackmoor Archives](#) website

## Using Blackmoor in Your Mystara Campaign



inspiration for those who are interested. One such example is the Throne of Stars campaign<sup>8</sup> that is set in the months (or years?) just before the Great Rain of Fire.



Where would you like to set your campaign? And in what way would you like to use

Blackmoor in your Mystara campaign? Whether it is a campaign set in one of the eras where Blackmoor was a living realm, or whether you want to use time travel scenarios or simply have Blackmoor be a mysterious part of your campaign's historical background, there are many ways to have this realm add to your own games.

<sup>8</sup> [Campaigns page](#) at the Blackmoor Archives website

the BLACKMOOR ARCHIVES THE ULTIMATE BLACKMOOR FAN SITE: BLACKMOOR.MYSTARA.NET

# Comeback Inn



**The Ultimate Discussion Fan Website for Dave Arneson's Blackmoor. Great Forum Discussions and Legendary Play-by-Post Campaigns set in the Original Fantasy Roleplaying Setting.**

**Visit the Blackmoor forums at <http://blackmoor.mystara.net>**

# BSolo: The Guildhouse

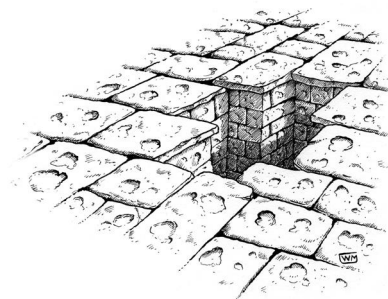
A TEST ADVENTURE FOR AN APPRENTICE THIEF.

By Sean Robert Meaney

## ENTRANCE

The apprentice is taken to a house - stripped of all equipment - and instructed to steal everything. The quicker the better.

### The Pit



Through the entrance is a concealed pit that drops the PC thief ten feet for 1d6 damage (a detect traps is required to avoid). The floor concealing the pit resets plunging the pit into total darkness. It is possible to climb down into the pit (a climb walls check is

required). At the bottom there is a set of lockpicks. These can be found after a turn of feeling about in the dark. There is also a crawl that takes the PC thief to a position below a trapdoor leading to Area 4 (climb walls required unless the thief has acquired the rope).

## The Guildhouse

### Locked Doors

All the doors are reinforced to prevent anyone smashing them down.

### Area 1

The door is locked. Within is a hook (iron spike) on which hangs a belt. The spike can be knocked loose with a hammer (see Area 9).

### Area 2

An empty belt pouch is on the floor. A tiny poisonous spider.

#### Tiny Spider:

HD 1-1; AC9; MV 30' (10');  
AT 1 bite + Poison;  
DA: 1hp + Save v. Paralysis (1d6 turns);  
ML11; NA: 1(1);  
SA: Normal Man;  
INT: 2; TT U; XP 6

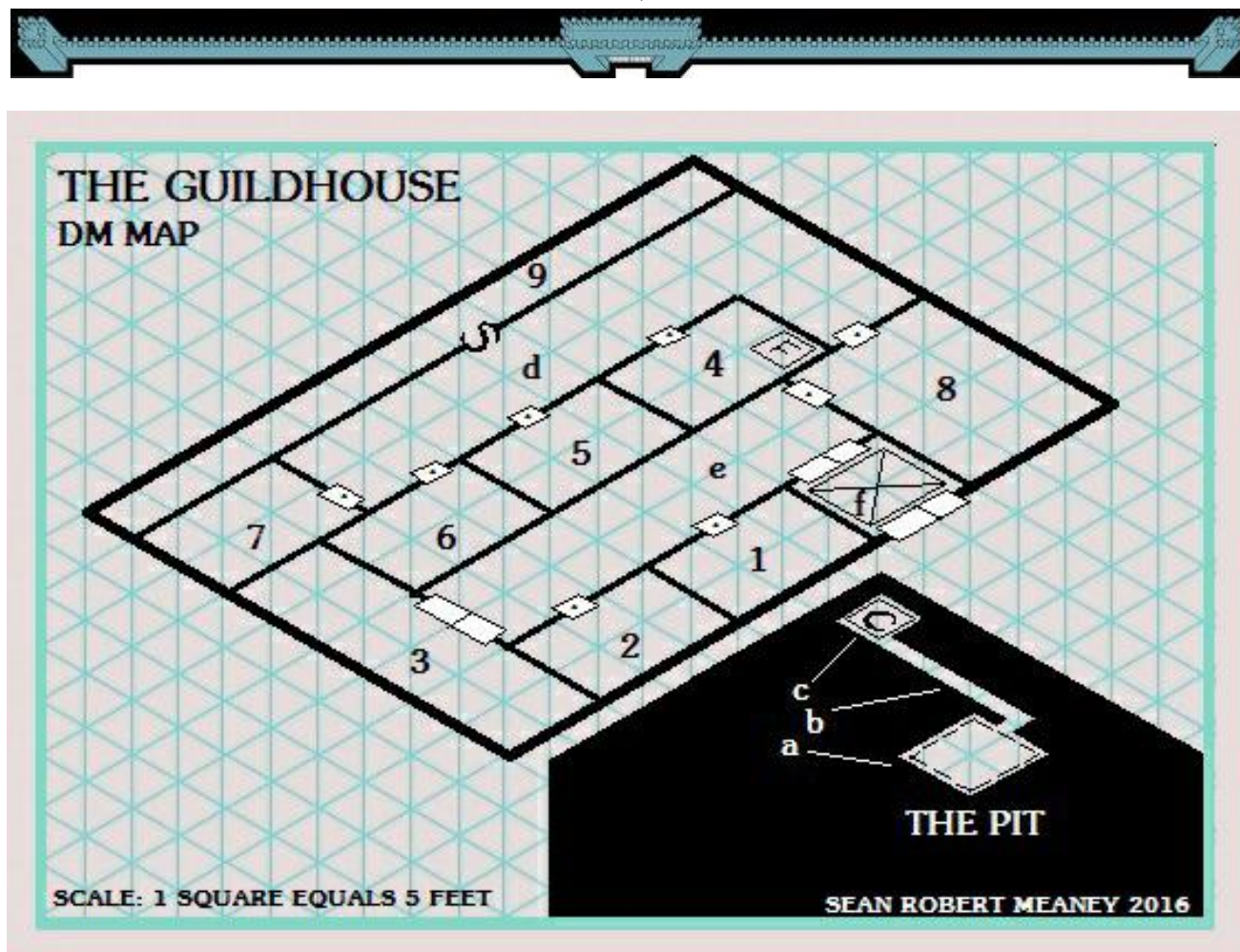
The spider was left by a rival hoping the PC will fail the test.

### Area 3

There is a cloak on an iron spike behind the door.

### Area 4

This room is otherwise empty of anything interesting other than the trap door that provides access to the pit trap at the entrance.



**Area 5**

There is a fifty foot rope strung across the room between two iron spikes in the dark room. A detect traps or a ten foot pole might detect it before the PC trips on it taking a tumble.

**Area 6**

On the floor there is a locked chest trapped with a needle (1hp). A successful open locks, detect and remove traps will provide access to a shortsword within.

**Area 7**

This room contains a small sack. The sack is connected to a fine twine that closes the door behind the PC locking the thief in the room. it requires an open locks check to leave the room.

**Area 8**

This room has a *parrot* in a cage which awakens and squawks unless a move silently is successful in this area. There is a gold piece in the cage that can be removed without disturbing the bird with a disarm traps (oil the cage door) and a pick pocket check. there is also a treasure map lining the bottom of the cage.

Area 9

The secret door to this room can be detected on a 1 in 6. Within is a small hammer, a flask of oil, and the remaining thieves tools.

Apprentice Rating



Every Item found +1pt (19 possible)

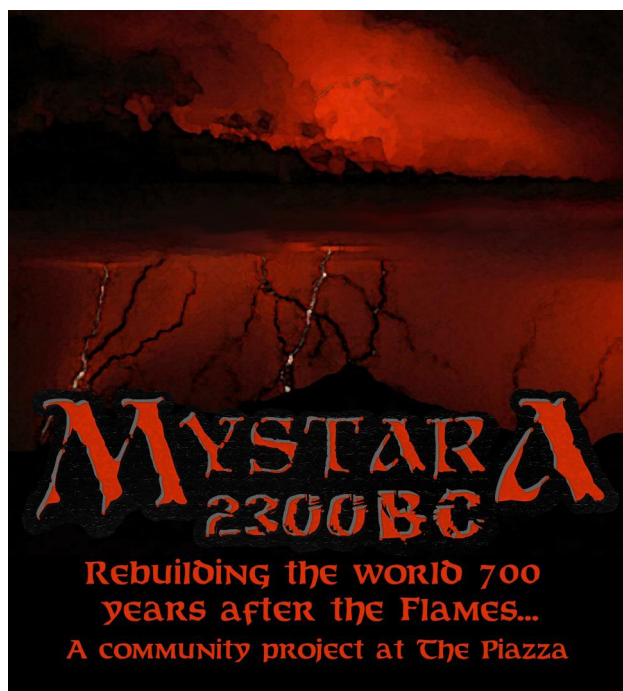
Every turn taken -1pt

0pt: Fail (kicked out of guild)

1pt+: Pass

Treasure map from bird cage (honors)

Bird in cage (high honours)









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## NEXT ISSUE



*Cover may be subject to change*

What lies beneath your feet? Whether standing on Mystara's surface, or the Land of the Red Sun, the answer remains the same... The Shadowdeep! The editorial team is accepting proposals detailing underground labyrinths, degenerate civilizations, and anything else you might find between the surface of Mystara and the Hollow World.

## THE SHADOWVEEP

Anticipated contents include:

- Wilderlands of the Known World
- From Karameikos to the Hollow World through the Shadowdeep
- More details about the Kingdom of Limn
- The next level of Koskatop

... and much much more...

## Your Opinions?

The Editorial Team welcomes your feedback on this issue of THRESHOLD are welcomed. Please post your comments either by posting in [The Piazza Forums](#)

Or by email to the Editorial address:  
[Threshold.Mystara@gmail.com](mailto:Threshold.Mystara@gmail.com)

Please begin the subject line with the tag "[LETTER]"

## Submission Guidelines

### Proposals

All proposal submissions can be sent by mail to the editors at the following address [Threshold.Mystara@gmail.com](mailto:Threshold.Mystara@gmail.com), and must be received by the proposal deadline<sup>†</sup>. The Threshold editorial team will contact you within 7 days of the proposal deadline regarding the status of your proposal.

Submission proposals should be sent inline in the mail, using the following subject format: [ISSUE#][Proposal] <title of your article>

The mail content should include the following:

- Proposed article title
- The type of article being proposed (short story, adventure, geographical location, organization, etc...)
- A one paragraph description of what the article is about.
- An estimated word count of the article (articles should range anywhere from 1000 to 7000 words, depending on the type of article submitted).

### Manuscripts

Manuscripts should only be submitted after you proposal has been accepted by the Threshold editorial staff, and must be received by the manuscript deadline<sup>†</sup>. When submitting a manuscript file, please use the following naming convention:

threshold\_#\_your\_title.<extension>

(extension: see below for recommended file formats)

and the following subject format:

[ISSUE#][Manuscript] <title of your article>

The mail content should include the following:

- The article title.
- An attached document containing the article contents.
- The final word count of the article.

Other types of contributions: the editorial team will consider on a case by case basis other types of contributions. Please contact us to inquire if and how we can accommodate unusual contribution formats.

The following guidelines apply to different types of submissions:

*Illustrations:* please submit art and maps in lossless format (e.g., PNG).

*Articles:* manuscript submissions can be sent by mail as plain text, doc(x) or odt, or shared as Google Doc. The issue editor will create a shared document (for each article) to allow the author and editorial team to work on it. Articles can be as short as a single page, or as long as 6 pages, depending on the specific content. The editorial team will do its best to accommodate the contributions, but especially long works may be split over several issues.

*Tables:* Tables should be numbered (Table X: Name of Table), and any references in the article should refer to that table number (and not to "the table below," for example).

*Author Bios:* Please include a short blurb (one or two sentences) biography/blurb about yourself for our "contributing authors" section. It can be serious or silly, but don't get too carried away with it, please.

*Other types of contributions:* the editorial team will consider on a case by case basis other types of contributions. Please contact us to inquire if and how we can accommodate unusual contribution formats.

<sup>†</sup>Refer to "Call for Contributions" (page 5) for next issue deadline dates.

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# THRESHOLD

The Mystara Magazine

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**Discover a multitude of creatures inhabiting Mystara! In this issue, you will find an expanded list of sentient beings, plus in-depth coverage of lycanthropes, bhuts, and the undead.**

**Moreover, this issue includes articles on the past ages of Blackmoor and Hesperia, as well as a short single-player adventure for a Thief character and a new level of Koskatop, our recurring mega-dungeon.**

