

THRESHOLD

The Mystara Magazine

WESTERN BRUN



The seventeenth issue of the Mystara Magazine, featuring the vast savage and partially unexplored lands that lie to the west of the Known World

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MYSTARA



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THRESHOLD

Issue #17

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Issue #17 first published: October 2017; revised June 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

“GO West, Young Man!”

The West is an iconic theme not only for Americans but also for the rest of the world, thanks to the influence that the Western movies and their epic had all over the globe. Mystara has its own mysterious and savage West: part of it was developed in the “*Voyage of the Princess Ark*” series by Bruce Heard, and then gathered in the *Savage Coast* and *Red Steel* boxed sets. The Mystaran West imagined by Bruce was indeed partially inspired by the American West, Northern and Southern, with pistols, cowboys and gauchos. In a typical Mystaran style the picture was completed by a mashup of cultures inspired by other regions of the real world, from French-like rakasta to English-like lupins, ancient Gauls, Australian natives and much else.

Later the active and imaginative Mystara fan community added a lot more to the West of the continent of Brun. As canon Mystaran products placed in Brun people inspired by cultures from all the real world continents, fans created more nations inspired by Persia, Russia, Siberian people, Native Americans or Japan, and added also more fantastic cultures and people.

This issue of *Threshold* should be considered a starting point in a great voyage to the West of Brun, with the help of the maps and the reports sent by previous explorers.

We will indeed begin by examining the maps of Brun produced over the years, and then we will look at the timeline of the great continent and at the people and creatures who inhabit it.

Special focus of this issue is on the Arm of the Immortals, with Ignacio Ramos’ maps and Atila Pires dos Santos’ original nations and cultures.

To complete the issue two adventures which continue from issue #16: the second parts of the BC 2300 adventure path and of the Loktal’s Vault megadungeon.

As the material submitted by contributors was too much to fit into just one issue, our voyage in Western Brun will continue in issue #18 with the *Savage Coast*.

Enjoy your voyage to the savage lands and remember that *Here Be Dragons!*

Francesco Defferrari (Sturm)
Issue #17 Editor-in-Chief

This Issue's Contributors

Andrea Ciceri is a RPG and Videogame Geek that also happen to have a PhD in Philosophy of Religion. Married, father of one son, he loves to cook for his family and friends. He is the proud owner of his family bookshop.

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*, *Birtbright*, *Call of Cthulhu*, *Star Wars* and *Witchcraft* RPG.

Despite not being the first setting played by **Átila Pires dos Santos** (a.k.a. *Wilhelm*), Mystara is one of his favorites. He feels that Mystara is one of the most democratic settings ever, not only because of how much its fan base can change its destiny, but also because of those many RW cultures that have their Mystaran version.

Ramelin (**Ignacio Ramos**) hails from Guadalajara (that is in Mexico). His affair with Mystara started 32 years ago, and has an ongoing campaign that has lasted as long. The affair with Mystaran cartography has lasted pretty much as long, but his true calling came with the Gazetteers, when he decided that the whole planet should be mapped at this scale. This project is about one quarter complete, with most of Brun, parts of Davania and even inroads into Skothar. Ramelin has one wife, one son and one daughter, acquired in that order. He like

to read fantasy, science fiction and true science and is a fan of *Star Wars*, *Lord of the Rings*, *Star Trek*, and Terry Pratchett.

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*.

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.

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

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 18 - Savage Coast

In Western Brun there is a wild, untamed land with ancient ruins to explore, proud people and nations to meet, an ancient curse and strange weapons. The Savage Coast needs women and men, brave and free!

Proposal Deadline: Expired on October 21st 2017, but proposal could still be submitted if the author is confident that the article will be completed by the below deadline

Manuscript Deadline: November 21st 2017

Issue Published: by January 21st, 2018

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

Issue 19 - Planes & The Immortals

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

Proposal Deadline: January 15th 2018

Manuscript Deadline: February 10th, 2018

Issue Published: by April 21st 2018

Issue 20 - Skothar

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

of Mystara!

Proposal Deadline: April 15th, 2018

Manuscript Deadline: May 10th, 2018

Issue Published: by July 21st, 2018

Issue 21 - Specularum

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

Proposal Deadline: July 15th 2018

Manuscript Deadline: August 10th, 2018

Issue Published: by October 21st 2018

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

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

Contributions may include, but are not limited to: Articles: short stories, short adventure modules, NPCs, historical treatises and timelines, geographical entries, new monsters and monster

ecologies, etc.; and Illustrations: portraits, maps, heraldry, illustrations, etc.

The *Threshold* editorial team strives for edition neutrality, but edition specific articles (e.g., conversions) are also accepted. statistics for new monsters and NPCs may be included in articles (e.g., adventure modules, new monsters or NPCs) in any version of Dungeons & Dragons. The editorial team also offers help in providing conversions to some specific rules set. including BECMI/RC, 2nd Edition, 3rd edition/Pathfinder. However, this material should be limited to a

minimum. For most NPCs, it is sufficient to mention class, level, and alignment. For important NPCs, a one or two line stat block may be included.



*FROM
THE VAULTS
OF PANDIUS*

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



Some features in issues of Threshold carry a “From the Mystara Forum at The Piazza” tagline. Theses Discussion Boards are an active and dynamic home of creativity for the Mystara community and many other game worlds. We hope you will enjoy the articles that have arisen from that [website](#).



Previous Issues

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

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

[# 1 - "Karamaikos"](#)

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

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

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

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

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

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

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

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

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

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

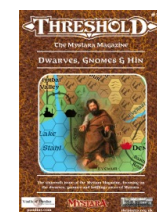
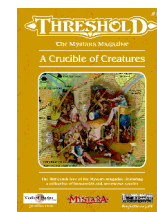
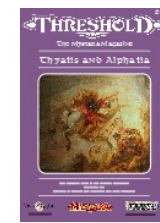
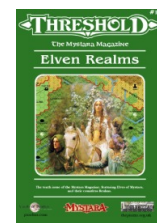
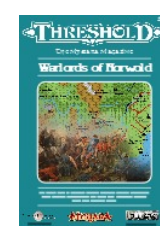
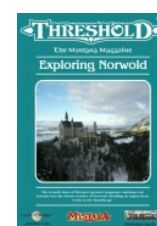
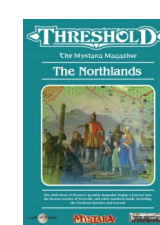
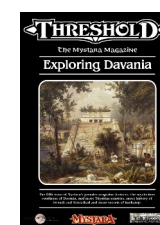
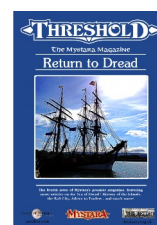
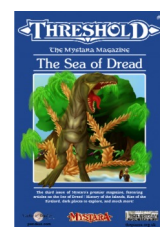
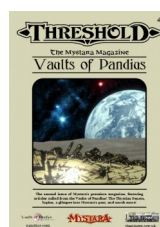
[# 12 - "Ages Past"](#)

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

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

[# 15 - "Mystarospace"](#)

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



The Great Map of BRUN



FROM
THE VAULTS
OF PANDIUS

By many cartographers

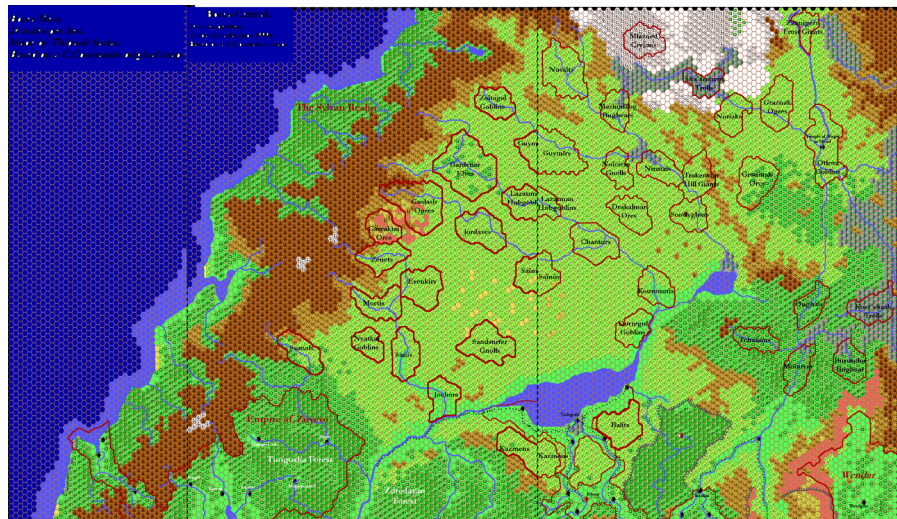
Thibault Sarlat and Christian Constantin maps

The purpose of this article is to introduce the great broad-scale maps of Brun which have been made over the years by the Mystaran fan community, as no complete canon map existed of the western or northern parts of the continent. As we will see, there is not always consistency or consensus on the shape and position of some geographic features of the continent. This aspect could be incorporated into a campaign itself and be funny and interesting in a game set in the wilderlands of Brun, as the players may have to use available maps, to discover that they are unreliable or incorrect.

It all started with Thibault Sarlat and Christian Constantin, the first fans to try to map the continent of Brun at 24 miles per hex back in 1999:

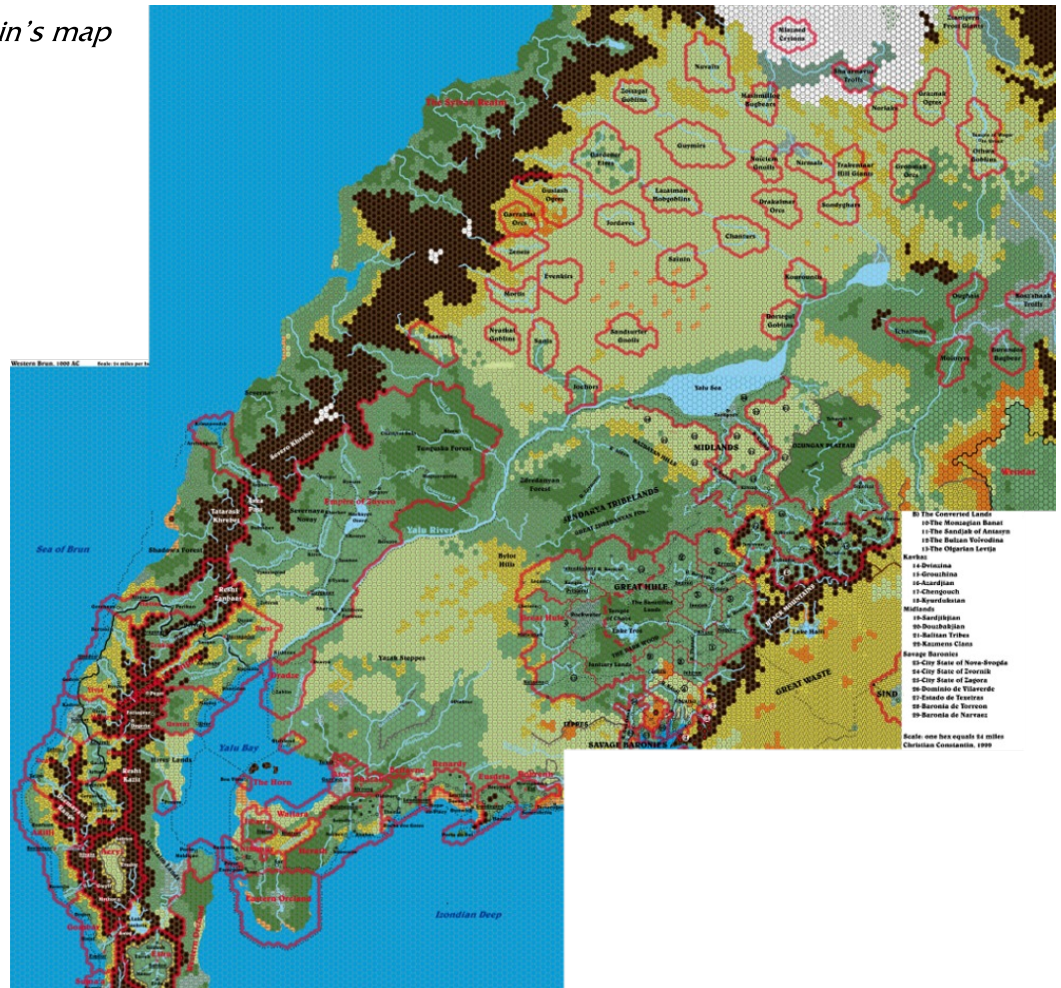
- [Thibault Sarlat's maps of Brun](#) in the *Tome of Mystara* (available at The Vaults)
- [Christian Constantin's Map of the Great Hule and the Midlands AC 1000](#) current as of 10 May 1999 (available at The Vaults)
- [Christian Constantin's Map of Borea](#), current as of 1999 (available at The Vaults)
- [Map of Western Brun, AC 1000 at 24 mph](#) by Christian Constantin, current as of 1999 (available at The Vaults)

This article will use the names of the people who created these maps as they appear in the Vaults of Pandius and, if available, the nicknames they use on The Piazza forum. The DM could choose to use these names in game as actual explorers of Brun or just attribute them to fictional figures or to unknown adventurers.



Thibault Sarlat's map

Christian Constantin's map



With these maps, filled with name tags inspired by Central Asian cultures and including the Yezchamenid and Zuyev Empire created by Adrian Mattias, Thibault and Christian (who also wrote extensively about Hule and its history¹) created the first geographic representation of Central and Western Brun.

More recently, taking into consideration other fan works, in particular details of the Midlands² by James Mishler and the new maps of the area by Carillion³, Christian Constantin also made a new map of Hule and the Yalu sea, moving the latter more to the west:

[Map of Central Brun, 1000 AC](#) from The Piazza posted 29 October 2014 (available at The Vaults)

¹ See [Christian Constantin's works](#) stored in the Vaults of Pandius

² See ["The Midlands"](#) in The Vaults

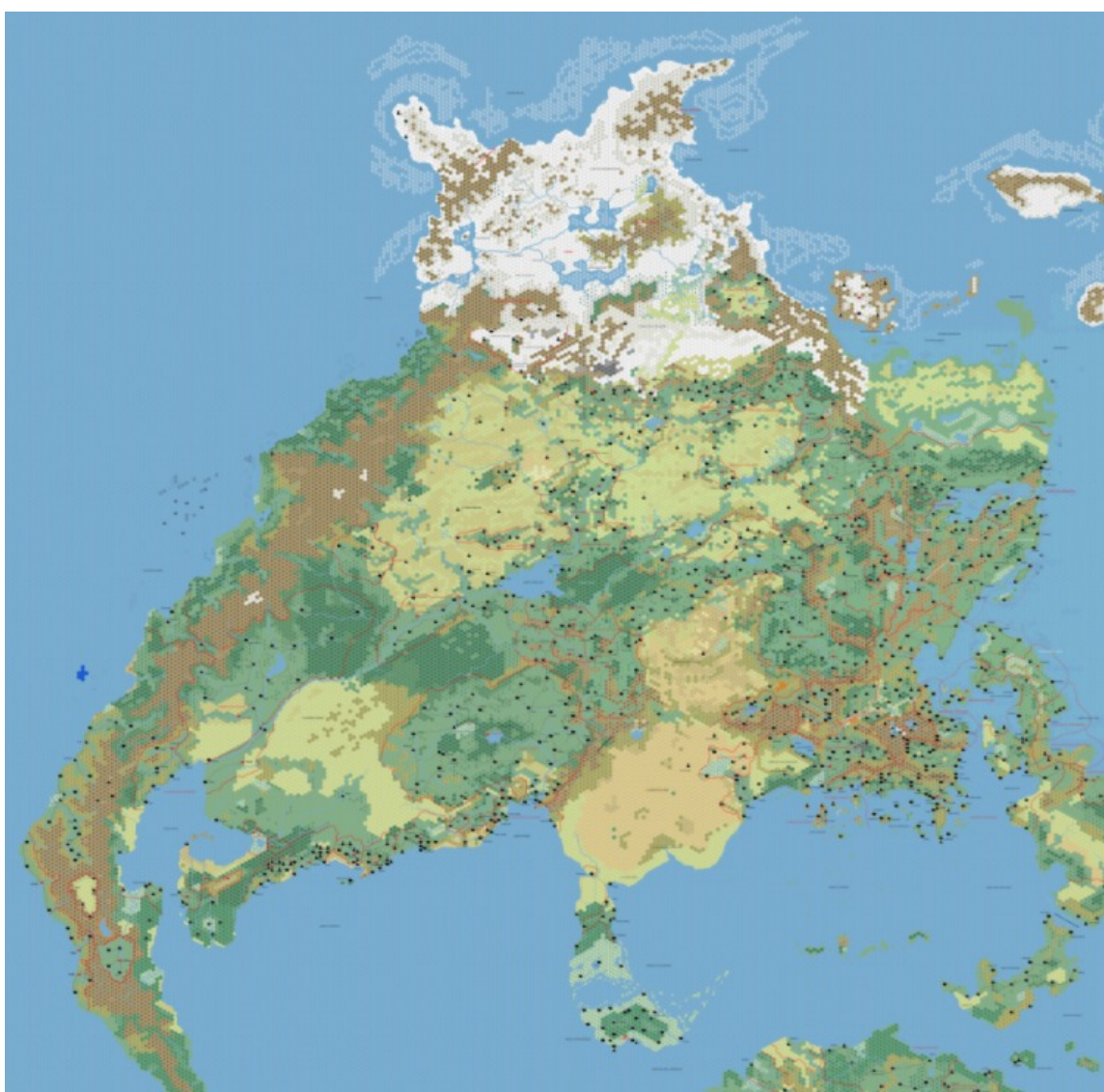
³ See later about his maps and check his article in the next issue (#18) of *Threshold*.

Kal's map

Around 2009, Kal aka Andrea Francolini, mapped the whole of Mystara at 24 miles per hex maps, including Brun:

- [Brun, AC 1160](#) by Andrea Francolini, current as of 4 January 2009 (available at The Vaults of Pandius)

His map is specific to a campaign set in 1160 AC and has Italian name tags, but it is still a great resource to start mapping or exploring Brun. However his map makes the Borea River and the Yalu River a unique river system flowing from north to south, while in GAZ10: *"The Orcs of Tbar"* and the Hollow World boxed set the two rivers are clearly separated with the Borea River flowing from south to north.



Kal's map

Thorfinn Tait's maps

From 2005 to the present day, Thorfinn Tait has recreated practically all of the Mystara maps ever published in canon products, including the whole Known World, Savage Coast and the Arm of the Immortals in Brun.

[Thorfinn's maps](#) are stored in the Vaults of Pandius: and on his site the [Atlas of Mystara](#) .

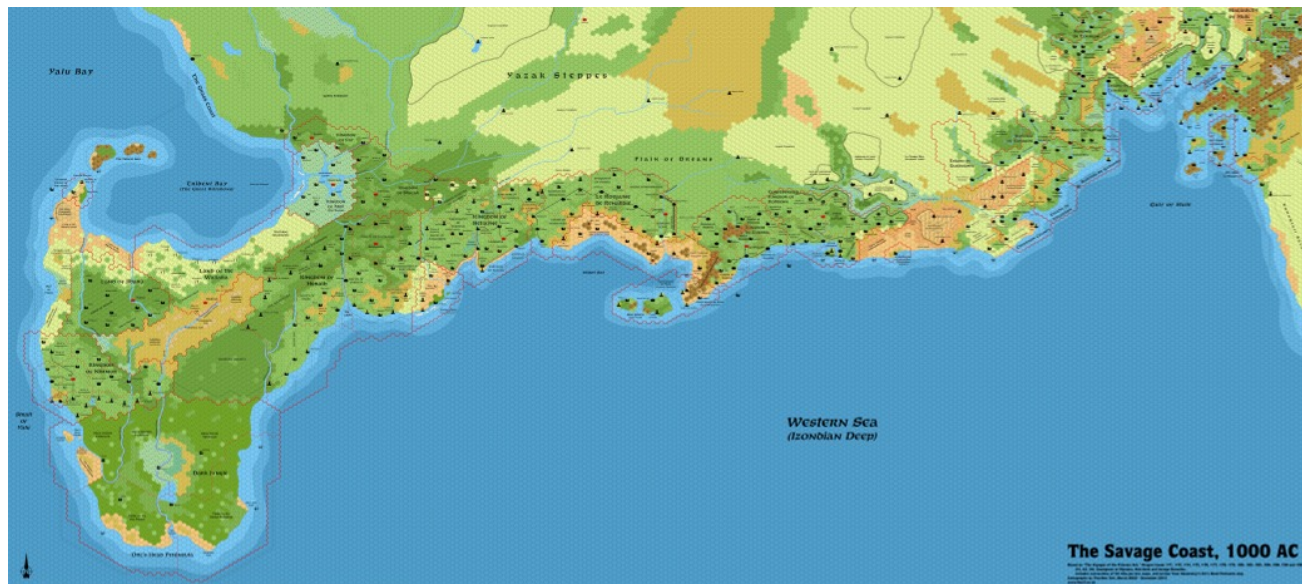
Here I also want to point out his magnificent and huge [map of the Savage Coast](#) at 8 miles per hex, from the Gulf of Hule to the Yalu Bay (available at The Vaults)

OldDawg/JTR and DJ Hartel's Map

The map by DJ Hartel uses all of the available canon sources and also the GazF series by OldDawg/JTR united in a big 24 miles per hex map. Included here is the Swamp of the Beast, previously an unnamed swamp appearing in the "Wrath of the Immortals" boxed set map⁴, and the Borean River flows through a depression or valley, partially occupied by the Kingdom of the Dead, also from the GazF series.

[Eastern Brun Conglomeration](#), 24 miles per hex by DJ Hartel (available at The Vaults)

⁴ See a first map of the region: "[Northern Wildlands Map](#)" by LoZompatore in the Vaults



Thorfinn's Savage Coast map



DJ Hartel's map



Robin's map

Robin's map

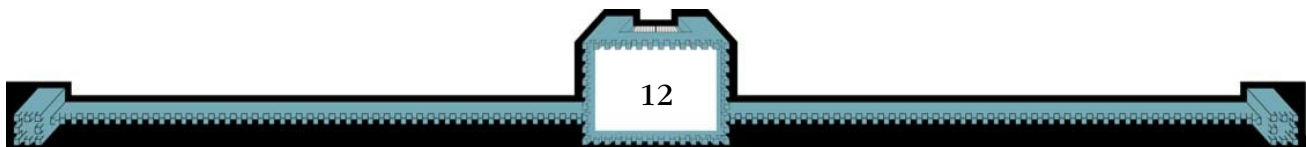
Using the above sources, Robin did the first great map of Eastern Brun at 8 miles per hex, also using Sturm/Francesco's (mine) 8 mph map of the Adri Varma plateau⁵. See also Threshold issue #6, where Robin's map was first presented, and issue #7, which contains her article on the Grouzhina flood.

[Detailed Map of Northeast Brun](#) compiled and created by Robin, current as of 18 March 2013 (available in The Vaults of Pandius)

⁵ See [Adri Varma Plateau 8 miles per hex map](#) by Francesco Defferrari (available in the Vaults)

STURM/FRANCESCO'S first BRUN map and Roberto ROMA's interactive map

Also using the GazF series but just modifying Kal's map, back in 2011 Sturm/Francesco Defferrari created his own [Brun map](#) (available at The Vaults), trying to put into it all the available canon information, excellently summarized by LoZompatore in his ["A reference map with names"](#) (also available in The Vaults). Sturm/Francesco's first map was also used by Roberto Roma/Omnibus to create his [interactive map of Mystara](#)



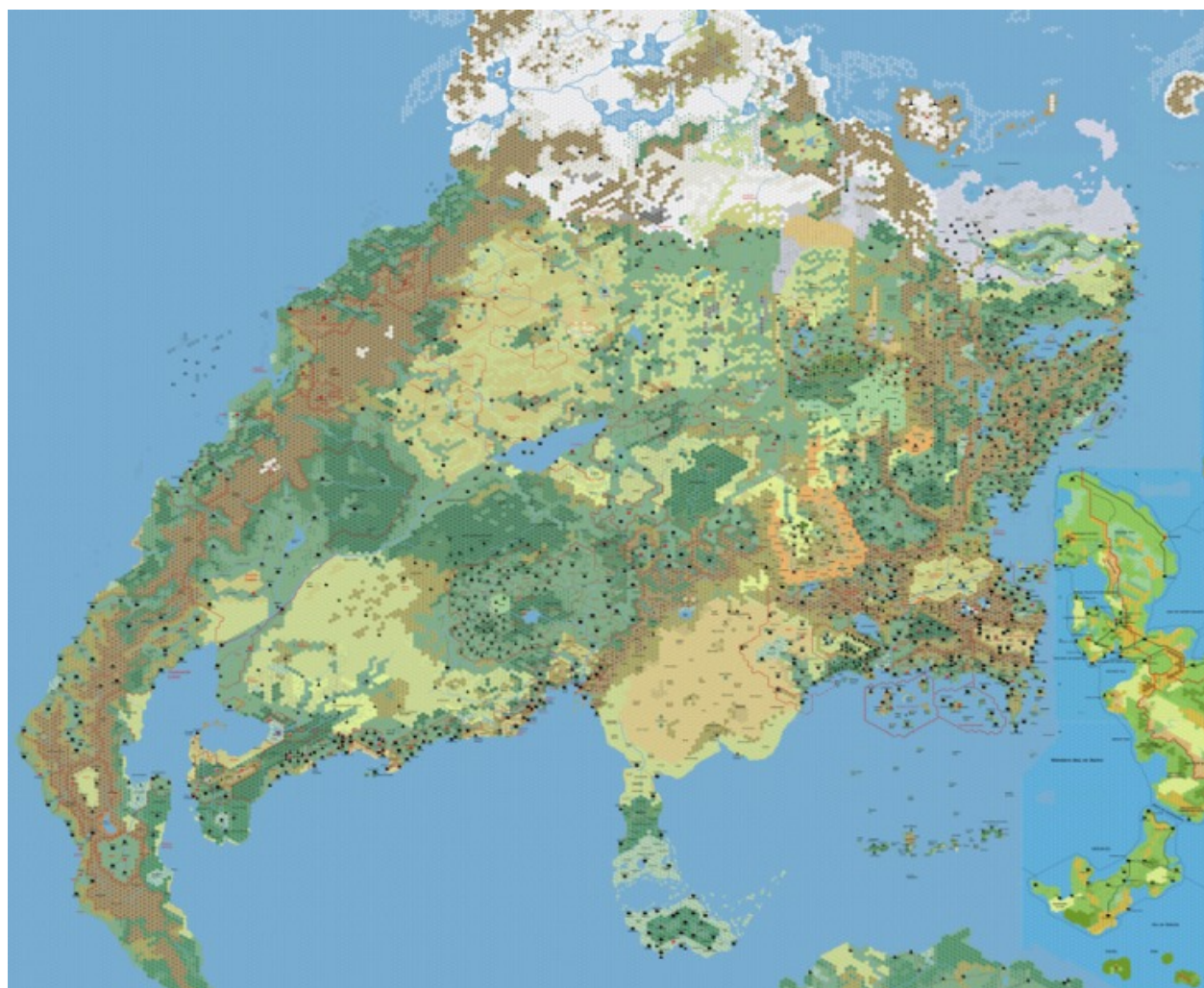


Omnibus's map

The tags used by Roberto come partially from canon and fan information and are partially his own creation. He made several fan Gazetteers in Italian that now cover the whole of Brun. The Gazetteers' covers can be seen in his website ["La Tana del Drago"](#) and the contents may be downloaded from that site by registering as a user on Omnibus' forum. The Gazetteers are also in the [Vaults of Pandius](#) and Gary Davies has translated two of them into English (Hule/Kavkaz and Adri Varma).

Sturm/Francesco's updated BRUN map

More recently Francesco modified his 24 miles per hex Brun map as explained in a posting in The Piazza Forums now stored on The Vaults (see link below), mostly to do some modifications to the Kal's original map that he used as a starting point. His map is still a work in progress and it would need some cleaning, and should be updated with the later material developed mostly by Roberto Roma/Omnibus and Matthew Fleet/Carillion.



Sturm's map

[Map of Brun](#) by Francesco Defferrari from The Piazza posted 28 May 2014 (available at The Vaults)

MINDSZENTY'S MAP

A Russian fan of Mystara, mindszenty, made a beautiful non-hex hand-painted map of Brun which could be perfect for players. It would make a great map done in the emerging Empire of Zuyevo, since name tags are in cyrillic. A version with English names is also available in the same link below.

[Hand-painted map of Brun](#) by mindszenty from The Piazza posted 27 December 2015 (available at The Vaults)



mindszenty's map

Matthew Fleet/Carillion's maps

Matthew Fleet, aka Carillion, has done several beautiful 24 miles per hex maps of Brun since 2014. More about his latest work can be read in his article in the next issue (#18) of *Threshold Magazine*. Combined with the latest map by Christian Constantin described earlier, Carillion's maps cover a huge region of south western Brun in 24 miles per hex.

Carillion's maps are available at The Vaults of Pandius:

[Map of The High Borean Valley and the Midlands](#) from The Piazza posted 8 July 2014.

[Map of the Great Northway Lands](#) from The Piazza posted 11 October 2015.

[Map of the Eastern Savage Coast and Greater Hule](#) from The Piazza posted 15 November 2015.

[Map of The Orc's Head Peninsula, Savage Coast, Great Northway Lands and Greater Hule](#) (a.k.a. "Southold") from The Piazza posted 3 January 2016.

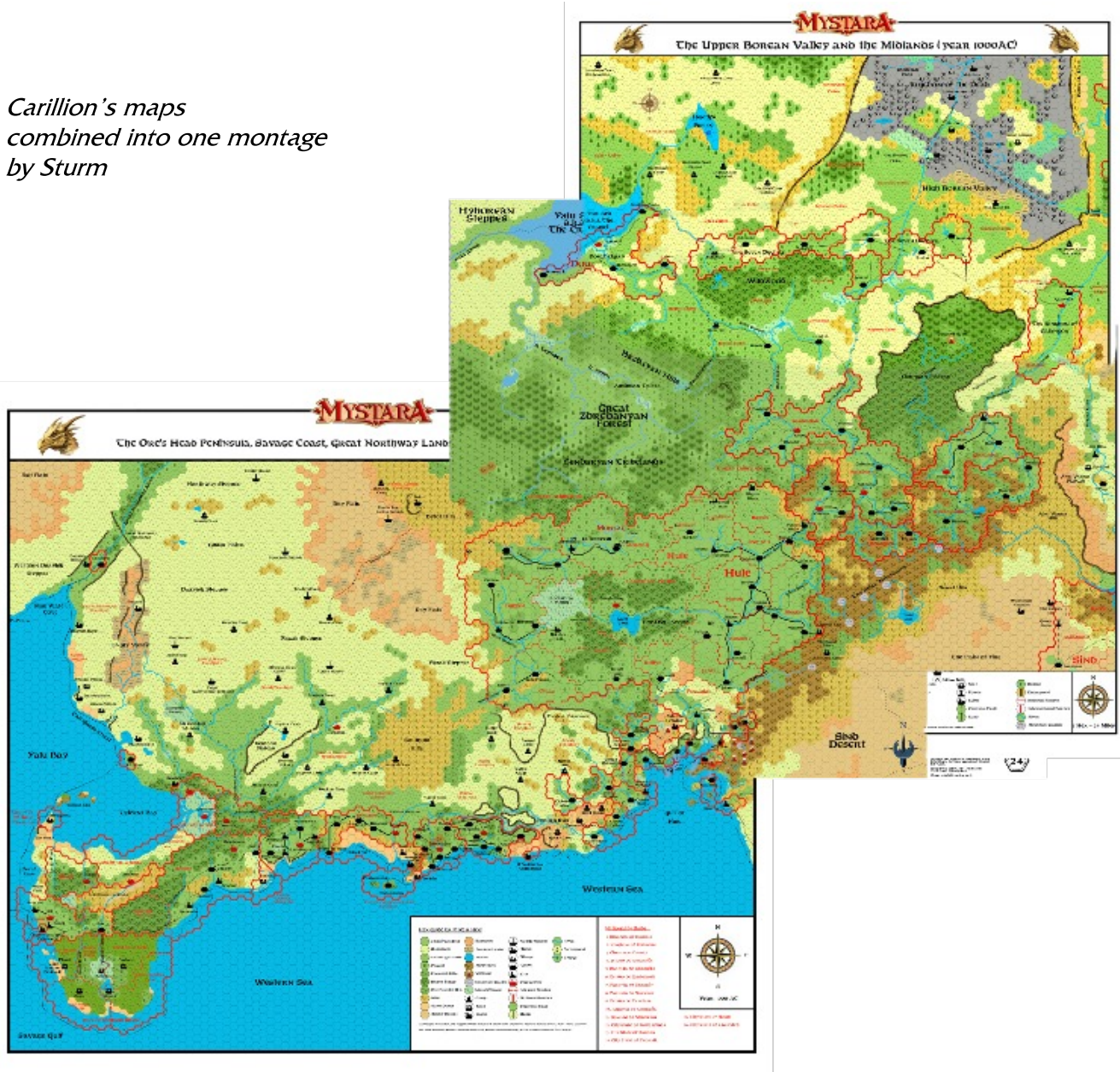
[Map of Northern Black Mountains, 24 miles per hex](#) from The Piazza posted 2 May 2016.

[Map of Northern Norwold, 24 Miles per Hex](#) from The Piazza posted 15 January 2017.

The Great Map of Brun

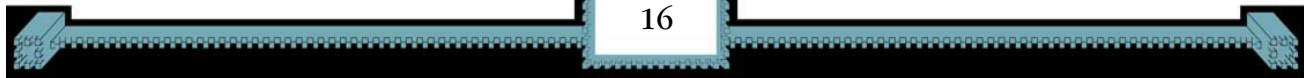


Carillion's maps
combined into one montage
by Sturm



Editor's Note:

This issue of *THRESHOLD Magazine* also features more 8 miles per hex maps of regions of the continent of Brun: The Arms of the Immortals and Western Brun drawn by Ignacio Ramos.



Western Brun in 8 miles per hex

By Ignacio Ramos



FROM THE VAULTS OF PANDIUS

Combined view of the 8 miles per hex maps of Western Brun by Ignacio Ramos



Editor's Note:

Continuing the theme of the previous article about the continuing efforts by the fan community to map the whole of Brun, cartographer Ignacio Ramos submitted his new map of the Arm of the Immortals and Western Brun at 8 miles per hex scale to *THRESHOLD Magazine*. Here, in his own words, is Ignacio's description of the map:

"I just completed a map on the area, and I would like to share it. The map covers the Arm of the Immortals, I have also mapped out most of the Endworld Line, the Zuyevo and Yezchamenid empires, the Klagorst zone and most of the Midlands. The sources are (as always) the existing maps and ideas on The Vaults of Pandius.

The maps are expanded and extrapolated from the original 72 and 24 miles per hex¹ and are BIG, as my maps are on a 8 mile per hex scale.

There seems to be two versions of Western Brun. In one of them, the Zuyevo and Yezchamenid Empires

¹ Thorfinn Tait's [map of the Arm of the Immortals at 24 miles per hex](#), re-created using canon sources

exist. In this version, the Sea of Yalu (The Cradle) and Health's Spring are elongated and further south. In the other version the lands near the Yalu River are dominated by the Lawful Brotherhood, Chaotic Sisterhood and Neutral Alliance. The Sea of Yalu and Health's Spring are shaped more like the Master Rules Map and are positioned further north. Moreover, there is no clear position for the Arm of The Immortals in relation to the Orc's Head Peninsula.

I have tried to reach a compromise between both versions and the Master Rules Map. In my interpretation the Master Rules Map is a typical medieval map with both truths and errors in the position and shape of the geographical features. The final result is a

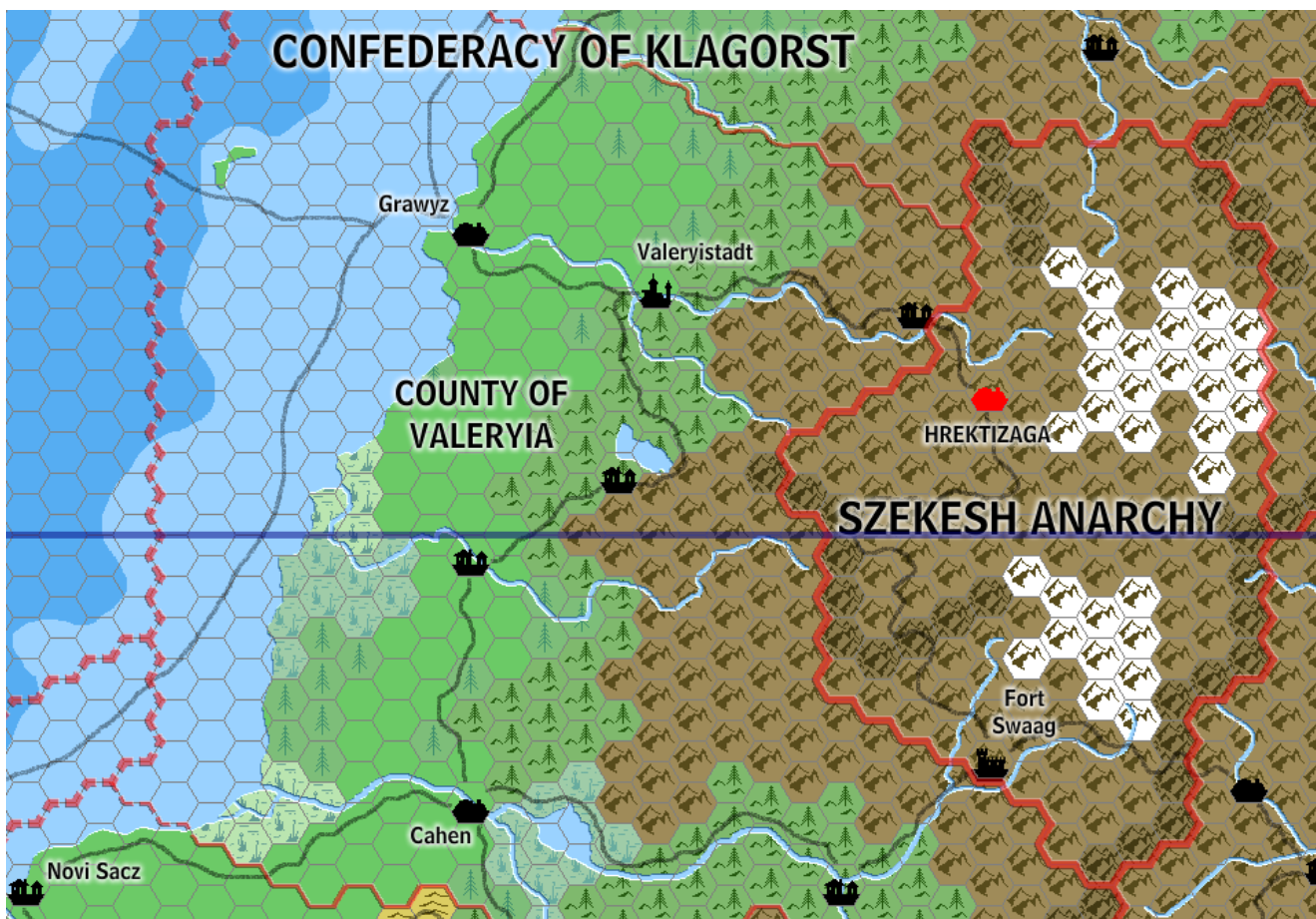
complete and congruent map which, I hope, creates a seamless whole at 8 mile per hex scale.

As always: my eternal thanks and recognition to all the mapmakers and contributors to the wonderful world of Mystara!"

Editor's Note (2):

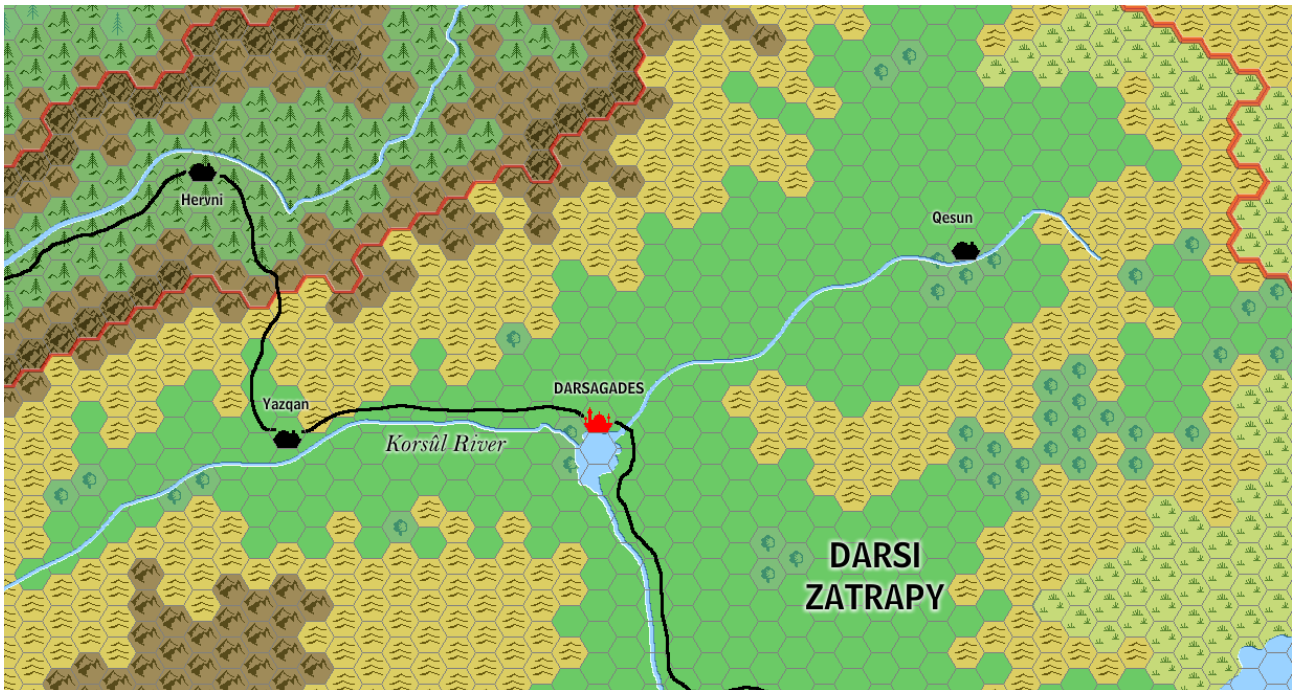
As magazine restricts the ability to see the details of these wonderful 8 miles per hex maps we provide some enlarged extracts , on the following pages showing some of the detail. To appreciate them fully, we suggest you visit to the Vaults of Pandius website to view and download them.

(See links at end of article)

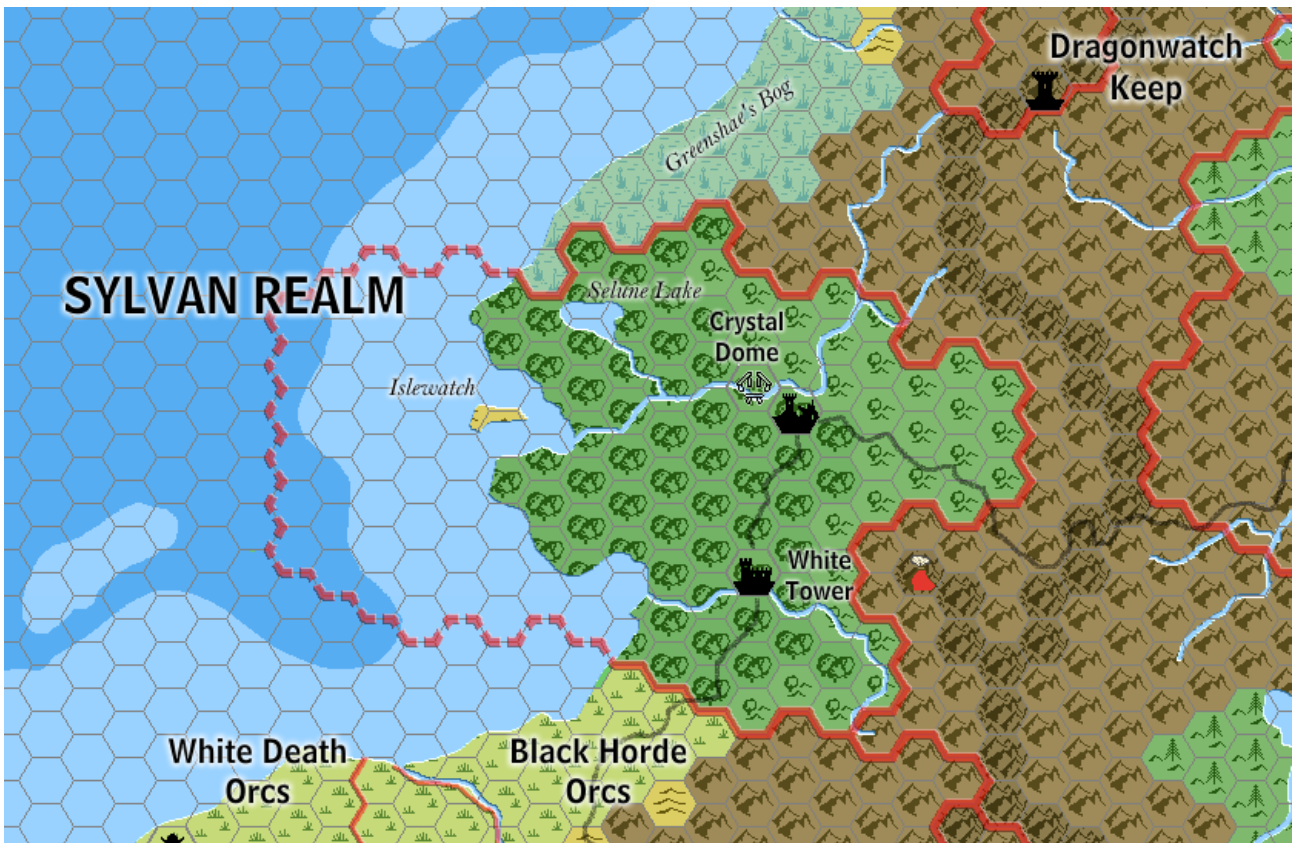


The Confederacy of Klagorst created by LoZompatore

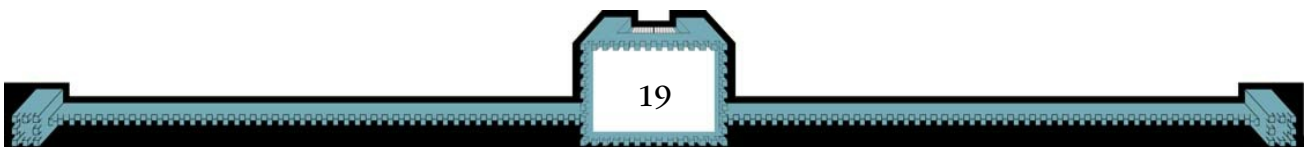
Western Brun in 8 miles per hex

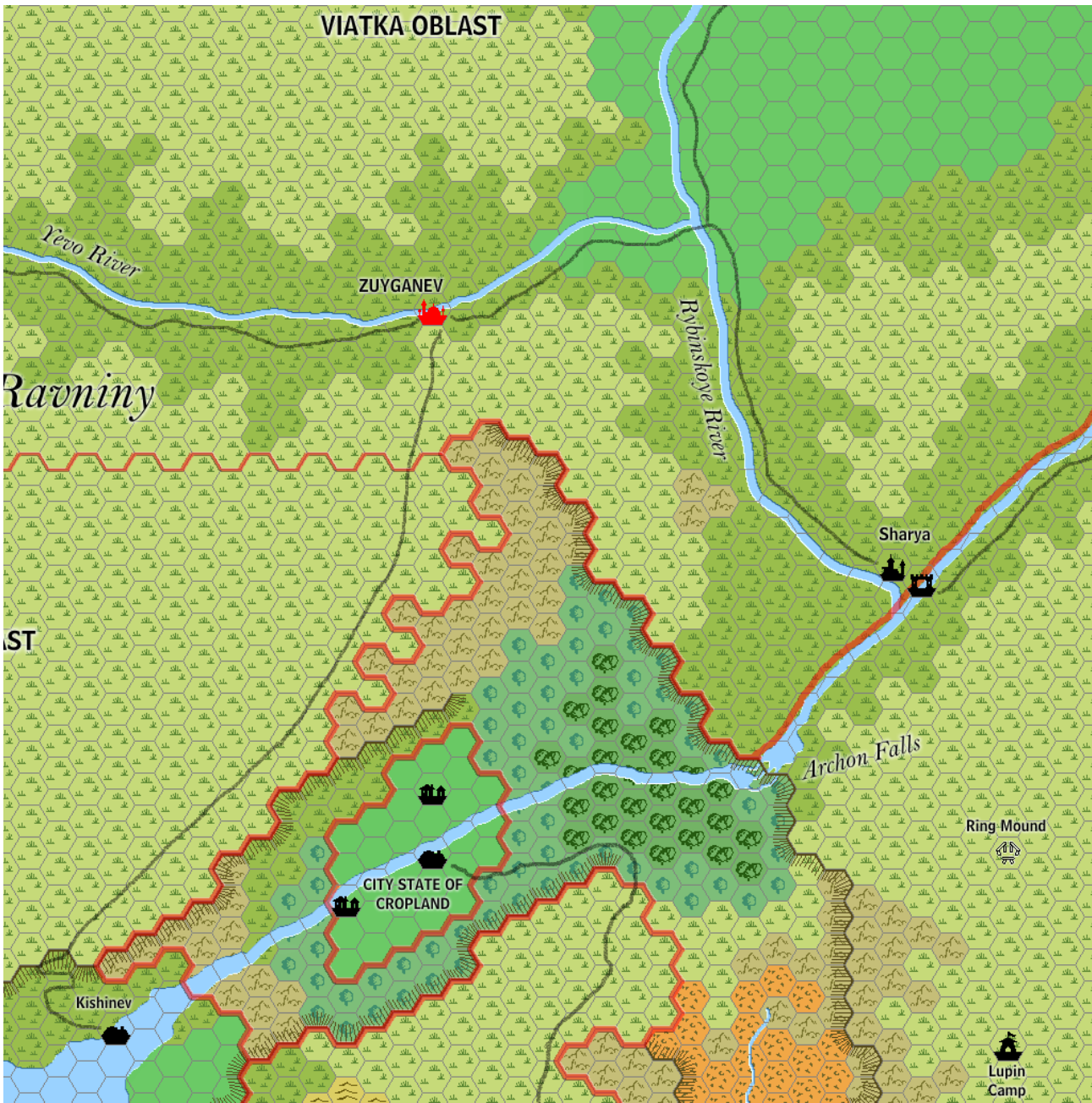


Darsagades, capital of the Yezchamenid Empire created by Adrian Mattias

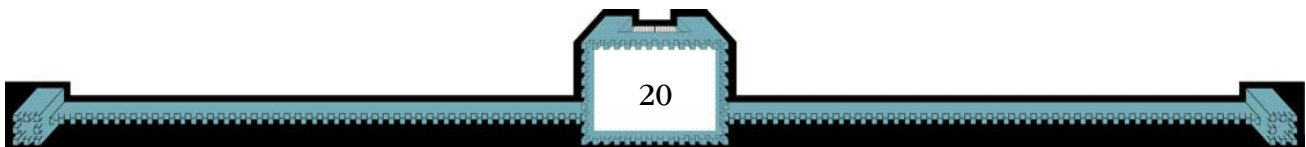


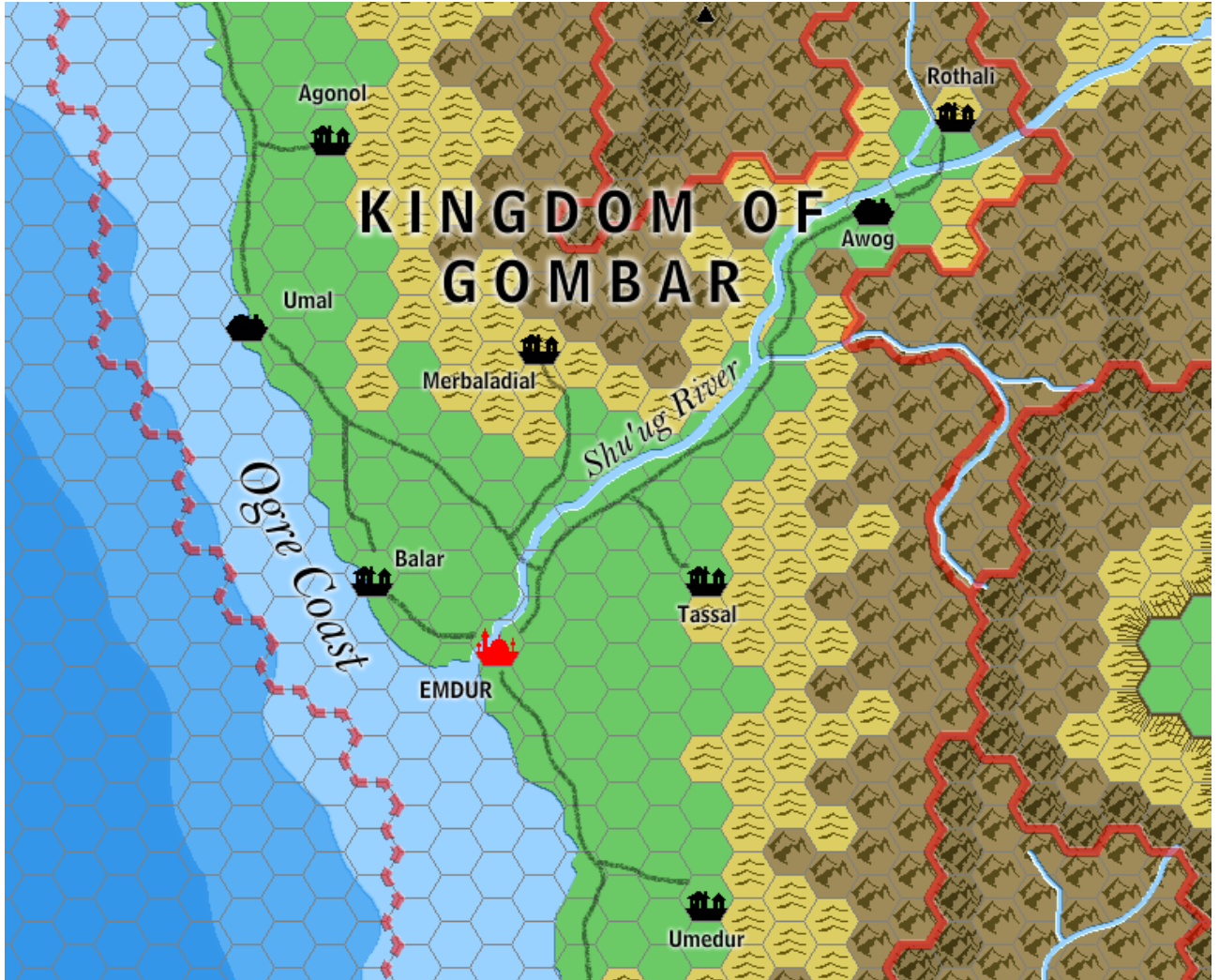
Detail of the region of the Sylvan Realm





The region of Zuyganev, capital of the Empire of Zuyevo created by Adrian Mattias





Detail of the canon Kingdom of Gombar in the Arm of the Immortals

The Maps
(at the Vaults of Pandius) :

[Map of the Arm of Immortals](#)¹,
@ 8 miles per hex by Ignacio Ramos, current
as of 21 June 2017

[Klagorst](#)

[Valhara](#)

[Yalu Bay and the Yezchamenid Empire](#)

[Empire of Zuyevo](#)

For an alternate view on the Known World,
visit "[Ramelin's Mystara](#)", to see a series of
maps by Ignacio Ramos (*aka* Ramelin on The
Piazza forums)

¹ See the article by Atila Pires dos Santos
later in this issue for more detail about this
region.

The Great Timeline of Western Brun

A history of BRUN
beyond the KNOWN WORLD

by Francesco Defferrari (Sturm)

Village in the prairies of Brun

INTRODUCTION

This article uses all existing canon and fan created information to develop a timeline of Brun, the continent of the Known World, focusing on its western regions which are not traditionally part of the canon Known World. I have added a small amount of my own creation to the available information. In canon sources, Western Brun is a mysterious land, of which only the southern part, The Savage Coast and the Arm of the Immortals, have been developed in the “*Voyage of the Princess Ark*” series by Bruce Heard, originally published in *Dragon Magazine* and

later compiled in the boxed sets “*Champions of Mystara*”, “*Red Steel*” and “*Savage Baronies*”. The rest of the land received only brief mentions in canon sources, such as the Master set map and some adventures. The vibrant Mystara fan community, however, has added a lot to the development of Western Brun, adding much material to the scarce canon information about the continent.

To list all these sources in this article would require a huge amount of notes; I will instead list at the end of this article all the fan

sources I have used, asking for forgiveness in advance if I have forgotten or omitted someone.

The first canon source to depict the whole world of Mystara, (which at that time had not been named as such), was the map in the *D&D Master Rules* set by Frank Mentzer. On the map Brun was largely occupied by the “Empire of Dorfin IV”. Later canon, in particular the first installment of the “*Voyage of the Princess Ark*” by Bruce Heard, assumed this map could have been a compilation of unreliable sources, but it gave me an idea. As the name Dorfin appears later in relation to gnomes (for example in AC11: “*The Book of Wondrous Inventions*”, compiled by Bruce Heard), the guideline of my personal history of Western Brun is that gnomes are the secret movers and shakers of the continent, and they really had a great empire spanning it, an empire they are ready to re-form. This idea was also partially inspired by the vapourware product “*Hackworld of Mystaros*”¹ by James Mishler, where he planned to place the Hackmaster’s gnome titans in Western Brun.

To facilitate understanding of the different sources used in my timeline, I have put a [C] at the end of the event when it is mentioned in canon, a [F with number] when is mentioned in some fan material listed at the end of the article and a [M] when it is wholly my own creation. Note that I have also expanded on some canon and fan events with my own ideas.

The history of the nations of the Known World (the ones which had a canon

Gazetteer produced) is in the background of this timeline, and therefore only the most important events are mentioned. The history of Alphatia and the Isle of Dawn are also only briefly mentioned unless it directly affects Central and Western Brun.

Besides gnomes, I also see Central and Western Brun as inhabited by many other races, from the most ancient, such as dragons, giants, rockmen and geonids, chameleon men, lizardkin, neanderthals, sasquatches, centaurs and fairy folks, lupins, rakastas, turtles, neshezu, phanatons, gyerians, to the human races who came before the time of Blackmoor, such as Oltecs, Azcans and the ancestors of the people of Robrenn and Ethengar, to the humanoids and the elves who came after the Great Rain of Fire.

The variety of people, cultures and themes creates a diverse and interesting setting, with plenty of adventures waiting for bold explorers!

¹ See also “[Compiled Q&A on the HackWorld of Mystaros](#)” in the Vault of Pandius

Races of Brun

Before the arrival of humans:

The most ancient sentient land inhabitants of Brun were probably ancient elemental creatures such as geonids, rockmen, sand folks, desert ghosts, medusa, nixies, djnnis and efreet. Later came plant creatures such as fungoids, stolari, gakarak and ents, oozes and worms such as scamille, decapus and wurmlings, then insectlike creatures such as aranea, manscorpions, formians, hivebroods and crabmen, then reptilian creatures such as turtles, frogfolk, chameleon men, carnifex, sis'thik, newts, lizardmen, gatormen, caymen, troglodytes, drakes and dragons.

The seas had their own inhabitants, the most ancient being probably kopru, kna, devilfish, shark-kins and sea dragons, then crabmen, sea hermits, snappers and turtles, dragon turtles, narwhals, dendan whales and noble dolphins, omm-wa, sea giants, sea elves, mermaids and tritons.

Then came intelligent birds like faenare, harpies and gyerians and mammals, such as sphinxes, hutaakans, lupins, rakasta, goatmen, phanaton, neshezu, ratlings, enduks, cryions, jorri, mythu'nn folk, mugumba mud-dwellers, packydermions, tabi. Later came humanoid races such as garls, neanderthals and giants. Actaeons, brownies, centaurs, faeries, fauns, gremlins, imps, leprechauns, pookas, pixies, sidhe, sprites and any other fairy folks are also very ancient and may have preceded mammal inhabitants.

All these creatures have not completely disappeared from Brun; at the very least, they survive in isolated pockets of land, but in many cases they have their own nations

and organisations or are relatively common and widespread in some regions.

Immortals: Using mostly Marco Dalmonte's *Codex Immortalis* as a source, I have also mentioned the action of the Immortals who were natives of Brun, as I believe the path to immortality of a powerful being is bound to have great repercussions on large regions of the world.

Humans, demihumans and humanoids: Humans, gnomes, dwarves, elves, humanoids and hin are just the newcomers to the continent, as they arrived after the Great Rain of Fire or just some centuries before it. It is worth to detail the individual history of each major race to better understand what their numbers and cultures could be in modern Brun. Even if canon Mystara sources say most of these races are a relatively recent creation of the Immortals, a DM who wishes to have all the D&D worlds in an unique material plane should really dismiss these origin stories as myths, as already suggested in my article "*Guide to Mystarospace*" in Threshold issue #15, and consider them more ancient races.

Humanoids: As Blackmoor promoted several crusades to exterminate beastmen (the ancestors of humanoids) before the Great Rain of Fire, it could be assumed beastmen began to again spread across northern Brun only from 2400 BC and reach southwestern Brun only after 1700 BC and the Savage Coast after 1300 BC, as detailed in the Hollow World boxed set migration map.

Elves: The great migration of Ilsundal (and probably others) reached Brun from Davania only around 2300 BC, but it can be easily deduced from canon that other groups of elves lived in the continent before that date,

for example the ancestors of the Shadowelves, Shattenalfen, Belcadiz and the elves of Wendar. For more about this topic see my article *“The Elven Clans and Their Migrations”* in Threshold issue #10. Given this history, groups and nations of elves could now be present anywhere in Brun.

Dwarves: Supposedly natives of Brun, dwarves could probably be present anywhere in the continent even if canon sources do not detail other groups beyond the Known World and the Savage Coast. Dwarves of other regions of Brun could either be descendants of the pre-GRoF Kogolor dwarves, or colonists from Rockhome and the Savage Coast in more recent centuries.

Gnomes: The canon sources saying that gnomes were created by Garal after the GRoF conflict with their presence in Davania, Blackmoor and in other D&D settings, so it could be assumed they are an ancient race like dwarves. In this article I will indeed assume the Yalu river valley could be their original birthplace, but the true origin of the gnomes could be in any Mystara continent or elsewhere in the multiverse.

Halflings: They came from Davania after 1500 BC, but they were present in Blackmoor, so some could have come to Brun even before the Great Rain of Fire. Also a minority group could have gone to other regions of Brun after that date.

Humans: Oltecs and Azcan were the main human cultures of southern Brun before the Great Rain of Fire, but Neathar and Antalians were certainly also present in the north. As we will see in the timeline below, fan sources have greatly expanded the migrations of human cultures in the early history of Brun.

TIMELINE OF BRUN

Ancient times

75,000 BC:

Rakasta come to Brun, maybe from Skothar or Davania. At this time the continent is inhabited mostly by fairy folks, neanderthals (brutemen), giants and lupins in the centre and the north, with several populations of crabmen, tortles, chameleon men, lizardmen, troglodytes, aranea and others in the southern lands. These different races are often in conflict. Occasionally one or more of these races did create a vast kingdom that lasted centuries or even millennia, but eventually fell. (F2, M)

40,000 BC:

By this time the first humans, ancient Neathars, have settled the Alpathian sea and some areas of northeastern Brun. Dwarves and gnomes could already exist at this time as recognisable races, possibly descendants of brutemen. (F2, F3)



Human fighting a giant

35,000 BC:

First Oltec migrations reach southern Brun from the Alphatian sea. Rakasta spread to many regions of Brun, eventually settling in much of the continent. (C, F2)

12,000 BC:

Lhomarrian culture spreads in eastern Davania and the southern Alphatian sea. Oltec culture also develops and spreads in southern Brun and Davania. The two human cultures usually cooperate against other races, particularly aranea, carnifex and other reptilian races. (F3, M)

10,000 BC:

Tribes of Valoin (ancestors of Littonia and Karjaala) and Skandharians (ancestors of Antalians) from Skothar colonise parts of North western Brun (F2). Last remnants of the brutemen and giant civilizations still dominates part of Brun (C, F1)

9,000 BC:

The carnifex of Y'hog begin their conquests from north western Davania. In the following two millennia they spread through northern Davania and southern Brun, inciting and helping local reptilian and amphibian people against brutemen, giants, humans and humanoids. (F3)

7,000 BC:

The destruction of Lhomarr and Y'hog creates a diaspora of Lhomarrian people, who create several different nations in northeastern Davania and southern Brun. (F3, M)

6,000 BC:

The number of brutemen has declined in all of Brun. Karimari already live in the Serpent Peninsula, and dwarves in eastern Brun (C) they all may be descendants of the brutemen, as well as the gnomes of Central Brun (M)

Rise of civilizations

5,000 BC:

The rise of the Oltec empire in the area of the modern Black mountains pushes former Lhomarrian cultures to the west (ancestors of the Yezchamenid and Huleans) or the east (ancestors of Nithians and Ylari). The giants of Gandhar dominate much of the modern Isle of Dawn and Alphatia. The Draconic Empire rules northeastern Brun, including dwarven territories. Mid and western Brun is inhabited by lupins, rakasta, gnomes and Neathar humans (ancestors of Robrenn and Eusdria) with some Oltec tribes. Another Neathar group, the Maharians (southern Neathar) colonize parts of the modern Known World. (F2, M)

4,000 BC:

A new human migration comes from Skothar (ancestors of Ethengarians) (F2, M) Oltecs reach the Savage Coast contacting turtles and manscorpions (C) The Jakar and other rakasta are integrated into Oltec society (F2). Ninsun is a great mage and Oltec empress, expanding the power of her people in Brun and the south to Davania (F4). The Pitchan nation unifies the Oltec people of the Arm of the Immortals and eventually becomes an empire (F6). Beastman of northern Brun enslave some Neathar clans, creating a breed of hybrids which will become the Dena (F6).

Blackmoor era and the first kingdom of Dorfin

3,500 BC:

Blackmoorian humans from Skothar begin their travels and colonisation, reaching southern Brun, where they will eventually found the colony of New Blackmoor in the present day Known World. (F3, M) The Azcans secede from the Oltec empire (C) Sandfolks are brought to New Blackmoor from Skothar (F6).

3,400 BC:

Blackmoor becomes ever more powerful while the Dragon Empire of Brun loses ground. Gnomes and dwarves, very interested in Blackmoor technomagic, cooperate with the humans. Blackmoor promotes crusades against beastmen and lupins, Rakasta and other humanoid races are often persecuted too. (C, F2,3, M)

Utnapishtim leads an Oltec colonisation to south western Brun (F4). Imlec² in Borea is founded by the gnome Dorfin to trade with Blackmoorians (M).

3,300 BC:

Oltec nomads settle the Yazak steppes, also inhabited by beastmen. Yazak becomes an open trading city (F6).

3,200 BC:

Garal Glitterlode leads the gnomes to create an independent nation in the cold region of the Yalu sea and builds the first Earthshaker. (F4, M) The mortal Cymorrak³ becomes the immortal Asterius after having greatly

² This gnomish city was created by me and is briefly described in ["Imlec, the centre of the world"](#) at the Vaults of Pandius.

³ See also note 10 below about Cymorrak's possible identity.

expanded Blackmoor trade in Brun (F4) The wizards of Blackmoor win against the dragons and gives them the Dragonlord armour to ensure peace (C).

3,200 - 3,000 BC:

The growing Blackmoorian power in southeastern Brun pushes many Neathar and Oltec people north and west. The powerful cleric Djaea protects the Neathar of central Brun from Blackmoor colonisation. Cretia is the leader of the Etesh people at this time, protecting them from Blackmoor's attacks and eventually helping them after the Great Rain of Fire, thus attaining immortality. (F3, F4, M) Rathanos saves the Oltec empire from Azcan conquest (M) Yazak is overrun by beastmen pushed west by the Blackmoorian crusades (F6). Many beastmen settle in Hyborea while the beastmen/Neathar hybrids, the Dena, seek refuge in the Icereach range (F6).

The Dark Age and Dorfin II

3,000 BC:

The Great Rain of Fire destroys Blackmoor on Skothar and shifts the position of the continents, making western Brun much warmer. (C) The cataclysm also leads to the spreading of the Wasting, a disease due to technomagic poisoning, which causes the death of many original survivors during the next centuries. (F5) Gnomes are one of the few races immune to the Wasting, and they rise to power quickly in central Brun. Understanding the peril of technomagic items for other races, gnomes soon begin a campaign of destruction of such creations. The gnomish city of Imlec in Borea, however, is heavily damaged by the cataclysm (F5, M).

Jakar migrates to the Arm of the Immortals. Other rakasta spread in the Yazak steppes and Norwold (F2). Dwarves of northern Brun are forced to begin a long migration south due to the changing climatic conditions (F5). Sandfolk settle the Adri Varma plateau but have lost much of their former material culture (F6).

2,990 BC:

Wallara and Aranea become dominant in Western Brun following the Great Rain of Fire (C).

2,950 BC:

The gyerian Cochere leads many of her people from Skothar to Brun and gains immortality. Faenare and gyerians spread in Brun. Djaea saves many Neathar human from extinction after the Great Rain of Fire, founding the druidic orders (C, F4). The fey of Genalleth (modern Wendar) help the local elves survive the Great Rain of Fire (F6).

2,900-2,500 BC:

Rathanos helps several cultures of Oltecs and Azcan descendants in Sind, Atruaghin lands and the Savage Coast survive the difficult times after the Great Rain of Fire, and becomes an Immortal (C, F4, M). Blackmoorian colonists, dwarves, gnomes and Neathar of northern Hyborea survive by creating the Qauriks⁴ domed cities and turning to the worship of Zugzul (C, F4).

2,800 BC:

Yazak manage to thrive with Blackmoorian technomagic, controlling the steppes to Dravya and Billeot, and the rakasta of Plaktur

⁴ See also the entry about them in the "Creatures of Western Brun" article by Robin in this issue of *Threshold Magazine*..



Oltec descended natives hunting bisons

(F6). Oltecs of the east disappear, destroyed by the consequence of the cataclysm (C, M). Imlec is now rebuilt and the gnomes create the second kingdom of Dorfin, which aids the cause of the Law against the dominant chaos of the time after the cataclysm (M).

2,749 BC:

Dwarves of northern Brun have reached the region of Norwold by now (F5).

2,700 BC:

Pushed out of Norwold by rakasta, the Dena settle in Denagoth (F6).

2,600 BC:

Fiend-worshipping city of Dravya becomes a power in the Yazak, dominating Oltec and Neathar nomads, lupins and rakasta up to Billeot and Plaktur (F6). Northern Brunian dwarves and gnomes reach the region of the modern Northern Reaches and Rockhome, where some other dwarves have survived. More dwarves arrive from Skothar in the following decades (C, F5, M). Carnuilh, fair-skinned Neolithic humans settle on the Adri Varma Plateau. The humans keep to the northern parts while the Sandfolk dominate the south (F6).

Rise from the ashes and arrival of the Elves

2,500 BC:

Dwarven and gnomish kingdom of the Shimmering Lands founded in eastern Brun, over the area of modern day Rockhome and the Northern Reaches. Former Thonian colonists of Central Brun reach the shores of the Sea of Dread and create Taymora with local populations (F5). The Ee'ar elves leave Ilsundal's migration and settle in the Arm of the Immortals. The bulk of the elven migration goes on eastward (C). Antalian expansion pushes the Valoin people to the north of Norwold (F9).

2,400 BC:

Lower Urzud⁵ on the Borean river is resettled by beastmen (F6). The Antalian spread in Norwold and north eastern Brun (C). The Temple of Chaos is formed in the Great Valley (modern Hule) by Hel, Korotiku and Valerias. Followers of the Law escape in the Kavkaz region north of the Valley (F6, 7). Carnhuil tribes are pushed west by the Antalians (F9). The gnomes of Dorfin establish relations with the Followers of Law and aid them (M).

2,350 BC:

Two different migrations of elves arrive in Brun, one led by Enoreth in the Serpent Peninsula and the other by Ilsundal in the Arm of the Immortals. (C, F, M). Some elves settle the Ozungan forest in Central Brun (F7).

⁵ See the discussion "[Re: The High Borean Valley and the Midlands](#)" on The Piazza forum about the possibility of having two locations named Urzud in Central Brun.

2,335 BC:

Iraklit empire in Kavkaz adopts the Way of the Law, but an attempt to invade the Great valley is unsuccessful (F6,7).

2,300 BC:

The Temple of Chaos promotes the creation of The Nine Kingdoms of Boludir, Karsun, Huyule, Yozgulak, Birgidir, Karsile, Eivanjan, Jandir and Kuliye, which compete for control of the region. The valley is mostly inhabited by humans of Oltec and Neathar descent, aranea, fairy folks and some elves who settle in the great forests. (F6) Dravish civilization, an alliance of Neathar, Oltec and Tortles, conquers the Yazak and expand in the steppes with powerful magic. They meet the aranea of Herath who decide to develop shapechanging magic to hide from the humans (F6, F10, M).

2,250 BC:

Urduk from the Midlands settle in the Great Waste (C).

2,200 BC:

The two elven migrations of Ilsundal and Enoreth meet in the area of modern Glantri. Some clans stay, while others go to the Sylvan Realm (C, F). Oleyan leads the Verdier south of Taymora (F4). Tanagoro colonists reach the Serpent Peninsula (C). Enoreth elves settle in Genalleth among the elves that were in the land since before the Great Rain of Fire. Other elves settle the Highlands. Both groups establish relations with the Geffronell of Denagoth (F6, F9). The gnomes of Dorfin establish cordial relations with the elves, who however do not embrace the Way of the Law (M).

2,100 BC:

Ilsundal creates the Sylvan Realm in north western Brun. Meditor and Verdier elves settle in the Dymrak forest and in the region south of it (C). Contact with the Enduks and the city of Dravya bring development to the Pitchan city states in the Arm of the Immortals (F6). Creation of the Lawful Brotherhood and the Citadel of Law among the human tribes of the Midlands and refugees from the Great Valley (F6). Jotakk of the Den unites the brute tribes and proclaimed herself the ruler of Deng (F9).

2,098 BC:

Antalians reach Hyborea and settle there, later mixing with local Oltec and Valoin humans and forming the Iulutiu people. They meet the Arctic dwarves that have lived in the region for centuries (F6,7, M).

2,035 BC:

Some Iulutiuans of Hyborea create the realm of Sidsteland on the eastern coast (F6,7).

2,011 BC:

Civil war and division of the Iraklit empire in the nations of Dvinzina, following the Way of the Law, and Grouzhina, following the ancient Hulean faith preceding the Temple of Chaos (F6, 7).

2,000 BC:

The weakening of Grondheim and the Shimmering Lands leads to an Antalian golden age in north eastern Brun, with legendary heroes and future immortals Thor, Loki, Wayland, Frey and Freya defeating giants, dwarves and dragons. (C, F4, F5) The glacial dam at Klintest breaks, unleashing a great flood across Mogreth, and nearly wiping that civilization from the land (F5).

Nimmur and Herath founded in Western Brun. Nithian agricultural settlements flourish in modern Ylaruam (C). Apex of the Dravish civilization in the Yazak steppes. The Portals to Everyland are developed (F6, F10). Some Neathar tribes settle peacefully in the Genalleth valley (F6).

1,950 BC:

Elves return to the surface in modern Glantri.

1,918 BC:

Foundation of Sardjikjan Kingdom, following the Way of the Law (F6,7).

1,909 BC:

Civil war destroys Bylot/Bileot (F6, 7). Kingdom of Antasyn founded in the western Great Valley (F6,7).

1,900 BC:

All the Ee'aar now have wings and found the Kingdom of Aeryl (C). The Citadel of Law converts many human tribes of the north to the Way of the Law. They will eventually become the Five Tribes of Law of the Midlands: Uimach, Ausdran, Roanna, Andar and Shonak (F6).

1,850 BC:

The Churan Empire is founded in the Arm of the Immortals (F6).

1,812 BC:

Some Iulutiuans of Hyborea form the Jaakuori tribe (F6,7).

1,800 BC:

Ilsundal creates the first Tree of Life in the Sylvan Realm and achieves immortality. Kagyar creates the new dwarves and the old ones become the Modrigswerg. Steel wars

begin in Urzud. (C) Orcus is a feared warleader in the service of Thanatos at the dusk of the Taymoran civilization (F4). Citadel of the Law and Midlands threatened by humanoid attacks (F6).

1,763 BC:

Frost giants, led by Ulf One-Eye conquer the lands of the Litoniesu and Lietuvans, the Valoin of northern Norwold, creating the realm of Nordenheim (F9).



Hyborean warriors

SECOND Cataclysm and first humanoid invasion

1,750 BC:

Volcanic eruptions in south eastern Brun destroy what remains of Taymora and Inti lands and affect Sindh and the Serpent Peninsula. (C) Dravish cities are ruined as well in the Yazak steppes and the civilization begin to decline (F6).

1,725 BC:

King Loark's great horde sweeps over eastern Brun. In the remote north, Ilmarinen saves his people from the humanoids and will eventually attain Immortality. The humanoids destroy the Antalian golden age

in eastern Brun. (C, F4). Beastmen tribes expand in northern and Central Brun (C, F6). Akkila Khan's forces sweep through the eastern parts of the Adri Varma Plateau on their way to Glantri. Humanoids mix blood with the Carnuilh forming the Oghriz (F6). Enoreth unites the Genalleth, Geffronell and the recently settled Lothenar forest to resist the humanoid invasion (F9). Saamari and Vaarana flee eastwards from the horde (F9). The gnomes of Dorfin are attacked too, Imlec is partially sacked and the nation is in chaos for decades (M).

1,722 BC:

Akkila Khan's hobgoblins are repelled from Genalleth by the Korrigan and attack Ethengar and the elves of the Highlands, united by Atziann in the Kingdom of Aengmor (C, F4, M).

1,720 BC:

Verdier elves join the Meditor in Alfeisle (C).

1,717 BC:

More humanoids from Urzud invade the Midlands, Black Mountains and the Great Valley, then to the Yazak steppes (F6, 7).

1,707 BC:

The rakasta city of Plaktur is sacked and occupied by humanoids, then most of the Dravish and Yazak cities are sacked as well (F6, 7). This and the following earthquake scatters many rakasta in the southern Savage Coast and to Sind (F2). The Kzinti rakasta nation is formed from refugees of Plaktur (F7, 10).

1,700 BC:

Glantrian catastrophe and King Loark's death, possibly caused by the elf king Atziann

in Aengmor (C, M) or by Idris betraying the Korrigans (F4). Frey and Freya manage to save Antalian people from the humanoid invasion (F4). Akkila Khan continues to fight against the Ethengarians (C). Tanagoro colonists arrive in the Arm of the Immortals (C, F6). Yazak cities destroyed by earthquakes and humanoid invasions (F6). Kargan, Grand Master of the Lawful Brotherhood crowned as the First King of the Kingdom of Law in the Midlands (F6). Valley of the Skeletal Kings created by the Black Jarls Antalians in Hyborea. Riesengard Ogres, enslaved by the Black Jarls, turn to the worship of Wotan to fight them once freed (F6). Some Highlands elves escape to Genalleth (F6) Trolls degenerate and Grondheim falls (F3,7).

1,698 BC:

Bulzan founded in the western Great Valley by survivors of the Yazak cities (F6, 7).

1696 BC:

The Saamari and Vaarana established the realm of Isanmaa in the north (F9).

1,695 BC:

Atziann's clan founds the underground city of Aengmor (C).

1,689 BC:

Azardjian founded by Great Valley emigrants between Dvinzina and Grouzhina (F6,7).

1,688 BC:

Akkila Khan becomes the immortal Yagrai. Baka is the first Khan of the Ethengar (C). Enoreth's death dissolves the unity of the northern elves (F9).

1,675 BC:

Tahkati Storm-tamer domesticates the horse and unifies the Atruaghin tribes. Refugees from his conquest escape west and call themselves the Sindhi (C). Humanoids are integrated as military force in the Great Valley society (F6, 7).

1,662 BC:

Kiteng is freed from humanoid rule with the help of nomad Kazmen (F6,7).

1,650 BC:

The lupin leader, Loup the Black, heads a migration of lupins from Glantri to the Yazak steppes and the Savage Coast, defeating many humanoids and creating the first community which will evolve into Renardy (C, F4).

1,636 BC:

Some Iulutians of Hyborea leave Sidsteland and become the nomads of Maamme in the west (F7).

1,593 BC:

Bozdogan replaces Hel as the dominant Immortal of the Temple of Chaos (F6,7).

1,550 BC:

Maat, Pflarr and Chardastes unify the Kingdom of Nithia defeating Apophis (F4).

1,545 BC:

Bozdogan's crusade against the other faiths of the Great Valley (F6,7).

1,542 BC:

Synn dominates and terrifies Central Brun until defeated by other dragons and becomes a Night Dragon (F7).

1,521 BC:

Dvinzina and Grouzhina try to destroy Azardjian but fail (F6,7).

Halflings and Wogar's horde, Empire of Dorfin III

1,500 BC:

The halflings of Davania, led by Brindorhin, escape from the aggressive human empire of Varellya and arrive in the Serpent Peninsula, but are soon menaced by other humans, and leave the region for the modern Five Shires. (C, F4) Malafor creates the bond between merrows and dolphins in the Sunlit sea and performs other epic deeds in the southern ocean (F4).

1,478 BC:

After a civil war, the Mebirush Empire, created by descendants of Tanagoro and Oltecs, replace the Churan in the northern Arm of the Immortals (F6). Some Tanagoro people settle south, founding new city states (F11).

1,420 BC:

Elves conquer Mictlan (modern Aengmor) (C).

1,413 BC:

War between the humans of Sidsteland and Maamme in Hyborea (F7).

1,400 BC:

Idris creates the nation of Denagoth with the goal of destroying Wendar and gains immortality (F4). Hutaakans come to dominate the Traldar lands. Atruaghin unites the clans. (C) Vaprak/Jammudaru destroys the Kingdom of Law in the Midlands (F6).

Dravish civilization by now has become corrupted and oppress the turtles (F10).

1,395 BC:

Bulzan expand its power in the eastern Great Valley (F6, 7).

1,363 BC:

First koatulit festival established in Hyborea to promote peace between the Iulutiums of Sidsteland and Maamme (F7).

1,362 BC:

Namejs' rebellion defeats the frost giants of the north and creates the Valoin realm of Littonia in northern Norwold (F9).

1,310 BC:

Wogar's horde leaves Urzud to the Cradle in south western Yalu sea. (C) The invasion reaches the Great Valley.

1,305 BC:

Wogar's horde follow the Yalu river southward, in the track of the great herd⁶. (C).

1,300 BC:

Eyrindul is active in central Brun, creating the Daendur clan of elves near Lake Tros in Darkwood. He also contacts the elven communities in the Savage Coast and the West. Goblins sack the Dravish city of Bylot (C, F4). Humanoids conquer the kingdoms of the Great Valley (F6). Hin arrive in Faerdinel (modern Five Shires) from Davania (C). Realm of Forenath, inhabited by humans and elves, created in northern wildlands (F9).

⁶ See also Robin's article, "Creatures of Western Brun" in this issue of *Threshold Magazine* for information about the great herds of Brun.

1,299 BC:

Centaurs (Kantari, Saanal), rakasta (Nirmals), lupins (Jordaves) humanoids (Dortegul, Drakalmar, Garraktal, Gronmak, Guslash, Lazatman, Mashmillog, Nyatkai, Noiciem, Sandsurfers gnolls, Zoitagal) and humans (Chanturs, Dormiak, Drakalmar, Evenkir, Guymirs, Jochor, Kourountis, Mointyrs, Mortis, Nuvait, Oughais, Sainin, Sanis, SONDYGHARS, Tchallins, Zenets) compete for dominance in the steppes of Borea after the end of the dragon dominions. Dragons create Drakenhome and settle it with the Drokhoor kobolds. Mlazedn cryons spread in Hyborea (F7).

1,297 BC:

Bulzan's capital sacked by Wogar's horde (F6,7).

1,296 BC:

Ogres betray king Wogar at the battle of Khuzud in the mid Yalu river, kill his shaman and go eastward through the Yazak steppes to the Black Mountains and Sind. Other groups go to the Endworld line, while Wogar's main force invades the Savage Coast (C). Wogar moves to the Great Valley and occupies it (F6,7).

1,290 BC:

Oltecs, elves, lupins and rakasta of the Savage Coast are displaced and endangered by the humanoid invasion. Volcanic eruptions in Aengmor displace the elves and their lupin allies. (C).

1,280 BC:

Ogres reach Sind under Vaprak/Jammudaru (C, F4). The Mebirush empire of the northern Arm of the Immortals is attacked by humanoids (F6).

1,270 BC:

Some ogres leaves Sind and reach Ogremoor (C).

1,263-1,257 BC:

Wogar dies in the Great Valley and becomes an Immortal; his shaman is tricked by Hosadus to go east, and the horde invades Sindhi and Urduk lands (C, F6).

1,252 BC:

Karimari from Yavdlom helps the Urduk against the humanoids (C).

1,250 BC:

Hosadus declares the Kingdom of Great Hule (F6) Red Orcs pushed out of Sindh into Atruaghin lands and Cruth mountains (C).

1,245 BC:

Bulzan freed from humanoid rule (F6,7).

1,241 BC:

Lawful Brotherhood armies invade the Great Valley from the north but are repelled (F6,7) The gnomes of Borea have now built several Earthshakers. They are able to conquer vast territories and the Empire of Dorfin III is formed north of the Yalu sea (M).

1,235 BC:

Sacred men kill Hosadus and bureaucracy take power in Hule (F6,7).

1,210 BC:

Year of the Great Deluge in Hyborea due to exceptional heat (F6,7).

1,205 BC:

Huyule founds Korgut (modern Kladanovic) to trade with the Urduk of the plain and the Serpent Peninsula (F7).

1,200 BC:

The wizard Iliric of Bylot creates the tower of Rockwater west of Lake Tros and later becomes an Immortal. Bagni Gullymaw the devourer and his trolls terrorize eastern Brun then settle in Trollhattan (C, F4). Humanoids leave the ruins of the Mebirush empire in the northern Arm of the Immortals and continue southward (F6). A turtle revolt destroys the remnants of the Dravish civilization (F10).

1,192 BC:

Antasyn asks for Hule's help against Bulzan and is saved, but the sacred men slowly take control of the nation (F6,7).

1,190 BC:

Wogar's horde discovers Aengmor/Oenkmar now risen to the surface (C). Galan Dragonheart of the New Duchy of Law conquers Lower Urzud where he establishes his capital and the new Citadel of Law, first nucleus of the Galannor kingdom (F6). The gnomes of Dorfin III promote the rise of Galannor (M).

1,153 BC:

Nithian traders reach Korgut (F7).



Dorfin's warriors charging

1,150 BC:

Pegataurs settle in the southern Immortals Shield escaping humanoid invasions and found Pazarkan (F6).

1,141 BC:

Hule conquers Bulzan's capital (F6,7).

1,138 BC:

The Empire of Dorfin unifies the tribes of Borea and Hyborea and expands towards the Midlands and the Great Valley (F6,7). The gnomes of Dorfin III are secretly the masters of the human warleader who has adopted the name Dorfin, and supply him with Earthshakers, allowing the conquest of an immense territory (M).

1,107 BC:

The Yalu Empire of Dorfin expands with Tashgoun as its capital and adopts the Way of the Law (F6,7).

1,104 BC:

Rafiel becomes the patron of the Shadowelves who begin building the City of the Stars (C).

1,100 BC:

Bartziluth the bugbear leads humanoid hordes in conquest as the main general of Oenkmar (C, F4, M). Minroth finds Harbourtown. Nithian exploration and colonization of Southern Brun (C).

1,088 BC:

The great Yalu Empire of Emperor Dorfin conquers Dravya, pushing south the Hattis (Oltec people) and the Dars (Neathar-Oltec) (F6,7).

1,076 BC:

Beginning of a decades long war between the Yalu Empire and Hule (F6,7). Hule promotes humanoid attacks and rebellions in Borea against the Empire.

1,050 BC:

Ranivorus promotes a great gnoll invasion from the Known World to Hule (F4). Talmav nomads escape the Yalu Empire and go to the west (F6,7).

1,048 BC:

War in Hyborea between arctic dwarves and frost giants when an ancient Blackmoor device is discovered (F6).

1,047 BC:

Karsanite kingdom founded on the Western Gulf of Hule (F6).

1,034 BC:

Following the disappearance of Emperor Dorfin, the Yalu River Empire ceases its crusade against Hule and lose some territories (F6). The gnomes of Dorfin III still maintain control of large territories of Brun for centuries to come, and manipulate local kingdoms and tribes to support the Way of the Law (M).

1,031 BC⁷:

Nithian explorers reach the area of modern northern Zuyevu, then inhabited by Valoin people and called Azidhaka and create a new nation called Neskayt east of the Talmav lands. The Talmav are defeated and become vassals (F6,7).

⁷ This date could be later, in 900 BC, according to 's ["History of the Visneskayan people"](#) by Giulio Caroletti

1,029 BC:

Humanoids attack Isanmaa, but are defeated by king Vainamoinen. The Shonaks reach the northern shores of Norwold (F9).



Vainamoinen fighting humanoids

Nithian power and colonization

1,000 BC:

Alphatian Landfall and first contacts with Nithia. Gnolls invade Traladara and are repelled by heroes Halav, Petra and Zirchev, who later will become immortals. Hutaakans hide in the Lost Valley or disperse toward the west. Orcs enslave the Hin. (C). Darsagades founded by settling Dars nomads (F6,7). Antalians settle in the Genalleth valley (F6). Warming climate bring many lynxman and snow pardasta rakasta tribes to Hyborea. Other rakasta mix with the humans of Sind (F2).

990 BC:

Nimbeth founded by the elves in the Northern Wildlands. Lothenar and Geffron elves move in southern Den. Modern Wendar divided in Eastern Kevareth, Central Genalleth and Western Greatwood (F6).

978 BC:

Dvinzina conquers Azardjian and Grouzhina, recreating the former Iraklit kingdom (F6,7).

970 BC:

Some elves of the Northern Wildlands found the city of Thalion (F6).

964 BC:

Successfull Hin rising destroys the power of the orcs in Hindon, but the Hin are soon invaded by dwarves and Traldar mercenaries (C).

950 BC:

Geffronell kingdom founded by the elves in the southern Denagothian plateau (F6).

940 BC:

Nimbeth elves defeat the Mengul humans and rise to dominate them and the elven and human clans of Genalleth (F6).

930 BC:

Loktal Ironshield found the Glittering Lands in the modern Shires (C).

921 BC:

Hule colonizes the coast of the Gulf to the west (F6,7).

912 BC:

Hin defeat Loktal's forces and found Shaerdon (C). Yalu Empire loses territories and Kingdom of Sardjikjan is founded (F6,7).

890 BC:

Genalleth elves from Wendar fleeing internal conflict with the humans of those lands settle in the woodlands of the Adri Varma Plateau (F6). Forenath falls after a plague that pits elves against humans (F9) Some elves and humans colonize Parthenal, northwest of Norwold, mixing with local Antalians (F9).

873 BC:

First clashes between Hule and the Karsanite kingdom, which will lead to several wars and the Karsanites asking for Nithian help (F6,7).

850 BC:

The future Immortal Maleen/Malinois guides the lupins resistance against Nithian colonization of western Brun (F4, M).

811 BC:

Thalion and Nimbeth defeat a Greatwood invasion (F6).

806 BC:

Nithian colony of Senta-ni-Tep founded on the southern coast of the Great Waste (F7).

801 BC:

Orcs conquer the Hin lands again (C).

800 BC:

As the Sylvan Realm is besieged by humans and humanoids and overcrowded, Mealiden Starwatcher leads many elves to the Known World and finds Alfheim (C). Darokin town founded (C) Atruaghin, Hattani and Danel lead the revolt against red orcs in the Atruaghin lands, but eventually Danel, manipulated by Atzanteotl, kills Hattani (C, F4). The Kingdom of Isanmaa is at its peak, and humanoid tribes pay tribute to the Saamari kings (F9). The Moorkroft horde

which threaten the Sylvan Realm also attacks the gnomes of Dorfin III and turns several human and humanoid tribes against them (M).

795 BC:

Atruaghin raises the plateau and becomes an Immortal (C).

779 BC:

Death of the last heir of the southern Dorfin dynasty creates a long power struggle in Sardjikjian (F6,7).

750 BC:

The Dars of the northern Arm of the Immortals create an unified kingdom (F6). Kepher/Noumena is one of the last Nithian pharaohs not corrupted by Entropy (F4).

746 BC:

Manipulated by Hule, Urduk tribes attack Nithian colonies on the coast of the Great Waste, start of the Nithian-Hulean war (F7).

745 BC:

Hin begin a rebellion against the orcs occupying their lands (C). The Kingdom of Galannor and the Seven Duchies of the Midlands form the Council of Order with five human tribes of the Midlands, while others remain neutral and others join the horde of the humanoid chief Vaprak (F7). This event will lead to the creation of the Neutral Alliance by human and rakasta tribes who do not want to be involved in the struggle between Law and Chaos (M).

736 BC:

The New Citadel of Law built in Galannor (F7).



Galannor knights and Urduk nomads meet the Iraklit emperor

728 BC:

Nithians destroy the Hulean colony of Korgut, end of the Nithian-Hulean war (F7).

725 BC:

Answering the Karsanites Kingdom's demands for help in their conflict with Hule, Nithia invades the Hulean territories of the western Gulf coast (F6).

724 BC:

The hordes of Vaprak take the Citadel of Law in the Midlands but the hordes soon dissolve and are abandoned by their human allies, allowing Galannor to rebuild (F7).

710 BC:

Bargda created, supposedly from minotaurs that betrayed the enduks in Nimmur⁸ (F4).

⁸ Marco Dalmonte's "Codex Immortalis" sets this date as Minoides' betrayal of Gildesh and the creation of common modern minotaurs, but other fan works, including my "[History of Davania](#)" (Threshold issue #5), prefer to set this event before 2000 BC.

Ten Years War in Wendar resulting in growing power of Nimbeth and a defeat for Genalleth and Greatwood (F6).

702 BC:

Bulzan and Antasyn declare independence and the first Hulean Empire fragments. Temple of Chaos divided by religious conflicts (F6,7).

700 BC:

Hin Keeper Coberham Shadowglint discovers the secret of the Blackflame in the Five Shires and later becomes an Immortal (C, F4). Nithia's mainland corrupted by Entropy, and sees the beginning of a civil war. Nithians in the Savage Coast mix with the local Oltec populations (C) The orc leader Karaash/Ilneval travels and conquers lands from Hule to Robrenn, the Dravi cities and Western Brun, killing Minoides and eventually attaining immortality (F4).

Lornasen, opponent of Eyrindul, leads some Shiye elves to Norwold (F4).

690 BC:

Sokhtar manscorpions escape the Konumtali. Savannah pushed by Nithian attacks, flee underground and are welcomed by the Enduks in Nimmur (C). Herathian wizards wipe out the Wallara memories to protect their secret, wiping out the Wallara civilization (C).

686 BC:

The Iraklit Empire again fragments in Azardjian, Grouzhina and Dvinzina (F6,7).

662 BC:

The Jaakuori tribe of Hyborea awakens Ufloq, a great monster, which slays many before returning to its hideout in the ice (F6,7).

655 BC:

Urduk nomads settle Grouzhina founding Kyurdukstan, as the prairie of the Waste becomes a desert (F7).

653 BC:

Nithia now has full control of the Savage Coast and the Karsanite kingdom (F6,7). Zaranaster introduces the new religion of Mizara-Idam among the Dars (F6,7).

650 BC:

Desertification of the Sind desert worsens (C).

640 BC:

Duncan the clanless creates the Heartlands human realm in central Wendar (F6).

611 BC:

Alliance between the Dars and the Pegataurs of Pazarkan (F6,7).

610 BC:

Hin complete the liberation of their land and found Shireton (C).

600 BC:

Thyatians, Kerendans and Hattians leave Davania and arrive in south eastern Brun.

590 BC:

The Kanastenid Empire of the Dars (Neathar-Oltec) unifies the northern Arm of the Immortals (F6).

585 BC:

Kyurdustan is independent from Grouzhina (F6).

572 BC:

Isanmaa's armies defeated by humanoids in the Borean Valley (F7,9).

564 BC:

A rebellion is quenched in Senta-ni-Tep, the rebels escape to the north eventually arriving in Azardjian and embracing the Way of the Law (F7).

550 BC:

Masauwu, formerly a Minrothaddan, is now in Hel's service bringing entropy to power in Nithia (F4). The Yevo nomads travel south and settle the northern Yalu valley (F6).

529 BC:

Civil war in Thanegia as the elves rise against the half elven seers. Yav investigates the matter as a mortal prophet (C).

528 BC:

Sheyallia elves escaping the Serpent Peninsula discover Graak and fight the local gnolls (C).

The Fall of Nithia and New Humanoid Invasions

500 BC:

Nithia is destroyed by a council of Immortals and its memory erased from the minds of mortals. Their former Alaysian slaves conquer the land. Lizard men, infected by a Nithian disease in the Makai islands, kill all the Nithians. Alphatia conquers Thothia. (C) Yav returns to Thanegia as the Herald Mulogo and leads a great migration to the Arm of the Immortals (C). Gnomes found the city of Torkyn Falls in the Wendarian range (C). Oenkmar sinks back into the earth (C). The Wallara unleash the Red Curse against Herath in revenge for the destruction of their civilization in 690 BC. Herathians manage to contain the Red Curse in the eastern Savage Coast (C). Sokhtar manscorpions aided by

Herath betray the Enduks and conquer Nimmur, forcing the Enduks to escape to the Arm of the Immortals, where the Ee'aer give them the Eshunite plateau in exchange for help in clearing it of monsters. Ixion curses the manscorpions (C). Nithian descendants in Azardjian are now the Chengoush and no longer remember their origin (F7). The Karsanite and Nithians of the Savage Coast partially forget their culture and hide in caves (F6,7). Kingdom of Galannor established in the Midlands (F6). Vaarana leave the Isanmaa under humanoid attacks and migrate east (F7,9). Ocelasta rakasta rebel against Atzanteotl and begin their wandering in southeastern Brun and Davania (F2).

496 BC:

Visi (nomads), Traldar refugees from the Savage Coast, reach Neskayt and form the new Kingdom of Visneskaya, but the Visi are treated as second class citizens (F6,7).

494 BC:

Orcs attempt to invade Eshu but are repelled (C).

493-492 BC:

Queen Ubdala raises a new great horde but is defeated by the dwarves in the battle of Sardal Pass (C).

491 BC:

Remnants of the great horde besiege Selenica but are defeated (C).

490 BC:

Kobolds attack gnomish settlements in the Northern Reaches. Leptar's invasion terrorises southern Darokin and Eastern Traladara (C, F4).

475 BC:

Dengar dwarves begin exploration of other lands (C).

460 BC:

Kurtulmak's kobolds destroy the gnomish Kingdom of Falun (C, F4).

452 BC:

Mahmatti of the clan of the Elk tries to fight Atzanteotl's influence among the Tiger clan but fails. However, he becomes an Immortal after defeating Atzanteotl's plans (C, F4).

450 BC:

Dengar dwarves arrive in the eastern Savage Coast and live peacefully with local descendants of Oltecs and Nithians and with lupins, rakasta and tortles, helping them against humanoids (C).

444 BC:

Peace of the Five People between the Kavkaz nations (F6).

430 BC:

Graakhalia created by coexistence of elves and gnolls in the caves (C).

425 BC:

The cities of Yavdlom and Quagmire in the Serpent Peninsula sink and are overrun by lizard men (C).

400 BC:

The Chambara, shapeshifters of Sindh, take control of the region (C). Yav leads the Tanagoro back to the Serpent Peninsula, escaping humanoid attacks in the Arm of the Immortals (C). Some Tanagoro disperse in the Peninsula and the bay, settling elsewhere or mixing with the others who came with the

migration of 1,700 BC (F11). Jakar is created by the rakasta in the south of the Arm of the Immortals(F2,7).

391 BC:

Lovaara the sorceress rises to power in the north and takes Isanmaa. Many Saamari migrate to northern Norwold (F9,7).

377 BC:

Nimbeth⁹ sacked by human barbarians, humanoids of the steppes and frogfolk of the moors (F6, M)

371 BC:

Çem Ipekçi, ruler of Azurun begins a violent unification of Hule, burning down the Temple of Chaos and killing the Holy men (F6).

360 BC:

Thalion avoids destruction when the last queen marries the king of Greatwood and merges the two realms, which are able to repel humans and humanoids (F6).

350 BC:

King Mealiden abdicates to pursue his path to Immortality (C). The gnomish dominion of Dorfin III has now lost much power in Central Brun, due to a combination of attacks from the Moorkroft's horde and Lovaara the sorceress in the north and migrations of human and humanoid tribes and for centuries is reduced to the area of Imlec (M).

⁹ Here the "[Wendar-Denagoth Timeline](#)" by Marco Dalmonte and Shawn Stanley differs from the [Gaz F series](#) by Old Dawg/JTR, so I tried to unify the two different sources.



Lovaara destroying an Earthshaker

314 BC:

Hivebroods arrive in the Arm of the Immortals and attack the Kanastenid Empire (F6,7).

302 BC:

Overking Çem disappears in Hule and the Hagiarchy returns to power (F6).

300 BC:

Following a time of chaos, Enoreth II of Geffronell unifies Genalleth and Geffronell, starting a period of peace and prosperity (F6). First tanagore, descendants of ogres and Tanagoro humans from Skothar, arrive in the Arm of the Immortals (C, F6,11). Woraf Empire created by the Tanagoro humans of the south western Arm of the Immortals (F11). Troglodytes create the Realm of Stygia in the Endworld line (F6,7).

292 BC:

Armies of Thalion and Nimbeth wage several reprisals against humans in the Northern Wildlands (F9).

277 BC:

Lemminkainen breaches Lovaara's citadel, the Vaarana reclaim their ancient Borean lands but have to constantly fight humanoids, while the Saamari migrate east to Northern Norwold (F9).

272 BC:

The Kanastenid Empire collapses under hivebrood attacks (F6).

260 BC:

After less than a century of existence, the Alphatian Kingdom of Alinor in Norwold is destroyed by Wurmsteeth dragons (C, F9).

251 BC:

The gnome Glimreen Gemeye finds a Blackmoor Artifact and begins to build an aerial city (C).

250 BC:

Thyatian pirates plague southeastern Brun. Mealiden becomes an Immortal and creates the Egg of the Phoenix (C).

239 BC:

Tanagore from Skothar founds Gombar and Suma'a in the Arm of the Immortals (C, F6).

200 BC:

Orcs dominate most of the Steel Plains, Ethengar, the Southern Highlands and the Broken Lands. The elves of Alfheim help the humans of the Eastwind clan in the southern Steel Plain to resist orc power. The tritons arrive in the Sunlit Sea (C).

186 BC:

Hule allies with the humanoids of the Yazak steppes and conquer Bulzan. Antasyn submits a few years later (F6).

190 BC:

Alphatia occupies Thyatis (C).

160 BC:

Hule tries to control the Savage Coast but meets Lawful Brotherhood's fierce resistance (F6).

151 BC:

Nagpas and tabis help the gnomes who are building the flying city (C).

150 BC:

Tortles of the Savage Coast build the settlement of Zul and begin trading with other races (C). The Woraf Empire of the southern Arm of the Immortals fragments into 13 different kingdoms. Zaranasterism spreads from the Kanastenid Empire (F11).

138-7 BC:

First and second Kavkazian wars, Hule conquers Dvinzina and territories in the north (F6).

128 BC:

After centuries of divisions, Karlis recreates the Kingdom of Littonia (F9).

111 BC:

The troglodytes of Stygia attack the hresharhak of the archipelago of Kerminhae and conquer their mainland territories in the Endworld line (F6,7).

105 BC:

Kaarjala, the nation of the Saamari people, is created in the north after a conflict and a treaty with Littonia (F9).

100 BC:

The Church of Idris gathers followers in Northern Denagoth, preaching against the elves of Genalleth and Geffronell (F6).

99 BC:

Hulean forces try to colonise the Bylot hills but meet strong opposition (F6,7).

91 BC:

Some sphinxes discover the gnomish project of the flying city and decide to help (C).

53 BC:

Sendaryan tribes destroy Hulean colonies in the Bylot hills (F6,7).

44 BC:

The Hattasin empire defeats the hivebrood threat in the northern Arm of the Immortals and unifies the region (F6).

2 BC:

The red dragon, Kardyer, becomes a renegade and occupies the ancient city of Darmouk in eastern Rockhome (C).

New Empires and Nations, and Dorfin IV

0 AC:

Empire of Thyatis founded after successful rebellion against Alphatian rule (C). Gnomes arrive in Traladara (C). Denagothians raid against Lothenar and Geffronell (F9).

10 AC:

Lupin tribes unite in the central Savage Coast to resist Yazak humanoids (C). Thyatian explorers spread a pestilence in the nation of Sidsteland, Hyborea, which is eventually contained (F6,7).

12 AC:

Thyatians establish Cape Alpha (C).

15 AC:

Alphatian raid destroys Cape Alpha (C).

21 AC:

Kingdom of Darokin founded (C).

25-38 AC:

Rebellions in Bulzan and Antasyn are violently crushed by Hule (F6).

39 AC:

Flying city of Serraine launches (C). The dominion of Dorfin IV is rebuilt in Borea and many tribes and territories of central Brun slowly fall under its direct or indirect control (M).

42 AC:

Orc leader Telkan founds a new kingdom enslaving the Visi. The Neskayans are unable to take back their former territory (F6, M).

62 AC:

Hule's colonisation attempt in the Savage Coast fails due to the fierce resistance of the Lawful Brotherhood (F6,7).

83 AC:

Hule conquers the Slago dwarves' fortress and attacks the Lawful Brotherhood's colonies in the Gulf, conquering some territories (F7).

88 AC:

Orcs, defeated by Corwyn Attleson in Darokin, invade Nagpuri (C).

100 AC:

Humanoids invade the Savage Coast, destroying the turtle city of Zul and pushing lupins and rakasta toward Herath, who sends the gurrash gatormen against them. The gurrash then escape from Herathian control (C). Humanoids attack the Konumtali savannah but are driven away by the unified human tribes (C, F7).

110 AC:

Denagothians and orcs sack Nimbeth (F9).

120-158 AC:

Hulean expansion beyond the Black Mountain is eventually repelled by the Urduk tribes (F7).



Urduk village

150 AC:

Thyatis invades the southern Alaysian lands (C). Djikarti gnomes create the nation of Szekesh in the Endworld line (F6,7).

157 AC:

A great Hattasin armada is destroyed by the alliance of Gombar, Suma'a and the gyerians of Adilli (F6).

179 AC:

Putnabad now controls all the Asanda river in Sind and a part of the Salt Swamp (C).

175 AC:

Forced south by cold weather, the Yevo nomads found the dominion of Vyatka on the lower Yavu river (F6). Saamari and Kaalhii Valoin people instead go east in Borea and found Kainuu (F9).

184-207 AC:

Third Kavkazian War, Hule occupies part of Sarjikjian and Grouzhina (F6).

193 AC:

The troglodytes of Stygia begin attacking the gnomes of Szekesh in the Endworld line (F6,7).

199 AC:

The Chambahara Grand Mogul is overthrown in Sind and shapeshifters hunted (C). Lupins and rakasta are persecuted as well and many abandon the nation or hide (F2, M).

200 AC:

Barimoor moves into the Alaysian basin (C). The Denagothian Maggorath creates a barbaric kingdom of humans, brutes, goblins and frogfolk in the swamps and moors west of Norwold (F9). Koralgesh becomes an important port on the Western coast of Brun north of the Hattasin Empire (C, F6).

216 AC:

Hule's siege of Tashgoun is broken by the Ozungan elves, led by Cymorrak¹⁰ and Hule is forced to retreat (F6). The gnomes of Dorfin IV secretly promote the creation of the Crystal Alliance against Hule (M).

217 AC:

Humanoids backed by Hule conquer Dravya from the Hattasin Empire. The Chaotic Sisterhood is established in the city (F6, M).

230 AC:

The gnomes of Szekesh have limited contact with the hydrax of the closed society in the Endworld line (F6,7).

233 AC:

The Hattasin empire is threatened by Yevo nomads to the north and humanoids with Hulean allies to the east (F6).

235 AC:

The orcs of Telkan attack Neskaya but are defeated. The Visi revolt and Visneskaya is reunited, but the Visi remain second class subjects (F6).

250 AC:

Alphatians colonise northern Alaysia and the Isle of Dread. War between the two empires in the Isle of Dawn. Ylari refugees arrive in Darokin and Sind (C).

¹⁰ A crystal dagger of Cymorrak appears in the module X10: "Red Arrow, Black Shield", as the only way to destroy the artefact which gives invulnerability to the Master of Hule. The identity of Cymorrak is pure fan speculation. Marco Dalmonte imagined a mortal identity of Asterius, while Christian Constantin an alias of Emperor Dorfin of the Yalu Empire.

284 AC:

Minrothians and Alphatian clash on the Isle of Dread (C).

291 AC:

The Temple of Chaos is burned by the Crystal Alliance of the nations following the Way of the Law and the Second Hulean Empire crumbles. Bulzan and Antasyn are independent again (F6).

299 AC:

Following the implosion of the Hulean empire, the Hattasin Empire conquers Dravya and part of the Yazak steppes. The Chaotic Sisterhood remain in hiding in Dravya (F6,7, M).

300 AC:

After the last orcs are repelled from the Kingdom of Darokin, Corun's Glen is founded (C). Sol-Klor is founded by the Oghriz of the Adri Varma Plateau (F6,7). Denolas of Geffronell appoints the half-elf Wendar as governor of Genalleth (F6). Kingdom of Noxor unifies five kingdoms in the southern Arm of the Immortals and embraces Zaranasterism (F11).

308 AC:

The elves of Amoleth take back their long-lost city of Nimbeth in the north (F6).

308-327 AC:

Fourth Kavkazian War. Dvinzina and Grouzhina are at war over the Azardjian territory, resulting in Azardjian independence (F6).

313 AC:

Hattian rebellion defeated in Thyatis (C).

322-336 AC:

Witch Queen rules in Norwold¹¹.

323 AC:

Ellareth of Nimbeth declares himself king entering into conflict with Genalleth and Geffronell (F6).

333 AC:

Nimbeth falls to humanoids and its refugees go to Thalion (F6).

340 AC:

Alphatian Kingdoms of the West founded in the Yalu valley; in truth these are only pocket principalities of exiled Alphatian wizards (F6).

343 AC:

Thalion is destroyed by barbarians of the north and the moors (F6).

350 AC:

Crakkak Sharptooth leads the shark-kin to dominate several region of the southern seas (C, F4, M). Demogorgon's plan to dominate the Known World is thwarted when a group of good priests imprison her in her temple of evil in the south of the modern Orclands (F4).

365 AC:

Mountain gnomes found Portuei in the Endworld line (F6,7).

395 AC:

The Flaeams arrive in the Highlands and slowly dominate the human inhabitants of the Wendarian range (C, F6).

¹¹ See "[A Traveller's Guide to Norwold](#)" by Simone Neri in *Threshold* issue #7

398 AC:

After the death of Wendar, the League of Genalleth is renamed in his name (F6).

400 AC:

Yav returns and leads the Tanagoro back to Thanegia to save them from attacking humanoids, creating a new government of seers (C). Denagoth unified by the Church of Idris. Geffronell promotes the birth of Essuria to create a buffer territory (F6) Roagher tribes of Borea differentiate in Lower and Upper Roag (F7,9).

Migrations and lycanthropy

401 AC:

Lycanthropy epidemic starts in Alphatian lands and spreads (C).

403 AC:

Varellyan refugees from Davania arrive in the southernmost tip of the Arm of the Immortals and settle among the local lizardmen (F6,7).

410 AC:

Minroth traders spread Lycanthropy and Vampirism (C).

415 AC:

Zuygano is founded by the Yevo (F6).

425 AC:

Shapeshifter and Lycanthropes regain power in Sind (C).

429 AC:

Thyatian navigator and explorer, Niccolò Verazzano, makes the First Voyage to the Serpent Peninsula and the Gulf of Hule (F6).

430-437 AC:

The troglodytes of Stygia finally conquer the gnomes of Szekesh, but the varkha lizardmen arrive from the east and defeat the troglodytes, eventually founding the nation of Gournzee in the Endworld line (F6).

433 AC:

Persecution of lycanthropy in the Kavkaz nations forces many to escape to Borea (F7).

The anatids create the Golden City in the Endworld line (F6,7).

440 AC:

Carnuilh people settle the Central Savage Coast in the area of modern Bellayne, Eusdria and Robrenn (C, F2).

443 AC:

Silver purge against lycanthropes in the Isle of Dread (C).

445 AC:

Traladaran refugees from religious wars found Kladanovic, but most continue to the Gulf of Hule (F6).

450 AC:

Braejr is built in the Highlands (C). Traldars found Slagovich, Zvornik, Hojah, Zagora, Boyarski, Gonica and Nova Svoga in the Gulf of Hule and also spread towards the Savage Coast. They meet the goatlings in the Gulf region and establish some trade with them. (C) King Louis I is chosen as the first King of Renardy (F2). A new religion, the Asman faith from the name of its prophet, spreads in the

southern Arm of the Immortals embraced by two nations, Dutse and Zulbe (F11).

451 AC:

Mrikitat finds the great city of wererats under Thyatis (C, F4) The wizards of Sind defeat the shapeshifters (C).



Sindian depiction of a battle with shapeshifters

454 AC:

Traldar migrants create the nation of Olgar southwest of Hule (F6).

474 AC:

Three centuries of elven and human campaigns in northern Wendar end with humanoids, giants and other enemies repelled to the north, but the northern wildlands are lost and borders drawn that remain to the present day (F9).

475 AC:

Following a civil war, the Yezchamenid Empire of the Dars is born, replacing the Hattasin (F6).

478 AC:

Kingdom of Ostland founded (C).

488 AC:

Minrothad city founded (C).

492 AC:

Dragon attacks in the Eastern Highlands led to the gnomish abandonment of Torkyn Falls: Flaemish settlements are also attacked (C). Thelvyn "Fox-Eyes" journeys to Dragonwatch Keep in Western Brun and becomes the 2nd Dragonlord. Alphatia starts colonization of Norworld (C).

496 AC:

In Visneskaya the Visi rebel with the help of Zuyevo. During the civil war a group of Visneskayan led by Lord Brasov goes west and founds the Kingdom of Brasov on the western coast of Brun, obtaining lands from local centaurs, fairy folks and elves, with whom the humans establish peaceful relations (F6,7).

497 AC:

Dragons destroy the Alphatian colony in Norwold. The Dragonlord kills the red dragon Kardyer in Darmouk. Dragons attack the Highlands (C).

498 AC:

Armies of the Overlord attack Alphatia, Dengar, Ethengar and the Highlands after appearing in the Adri Varma region and Wendarian range. The Dragonking promotes an alliance of Known World nations against the Overlord and finally defeats him during a battle in the Northern Wildlands north of Wendar. The Dragonking becomes the Immortal dragon Diamond (C).

500 AC:

Thyatis and Alphatia fight in Alaysian lands (C). The creature Harrow is active in the

Hulean region and later attains immortality helping Hosadus and Loki unifying Hule (F4). The lupin Matin saves Renardy from a goblin invasion and attains Immortality (F4). Hulean armies push human tribes toward the Savage Coast where they found Robrenn and Eusdria, mixing with the local population. Bellayne becomes a rakasta nation after a plague hits the human population. Many humanoids are pushed to the west in the Dark Jungle (C).

501-4 AC:

Elfwar between Darokin and Alfheim (C).

502 AC:

Darius Glantri marries Solveig White Gold. Former companions of the Dragonking, they continue to be famous adventurers in the Highlands, Darokin, Traladara and Glantri for many years (C). Zuyevo intervenes in the Visneskaya Kingdom torn by civil war and conquers it with the help of the Talmavs, becoming the new power of the region (F6).

512 AC:

Kingdom of Olgar split from Bulzan (F6).

517 AC:

Zuyevo finally unifies all the Yevo, Vis, Neskaya and Talmav people. Some refuse the authority of the new empire and join the refugees of the Endworld line, eventually founding the Klagorst confederation near Brasov. The new colonists have some conflicts with local centaurs and fairy folks (F6,7).

523 AC:

Big Chief Sitting Drool's forces break into Corunglain and ransack the city (C).

529 AC:

Barazul the Allking founds the Kingdom of Nastoreth including Varellyan humans and lizardmen in the southern Arm of the Immortals (F6,7).

543 AC:

Kelsonath Primerider, chief of the Guymir tribe unites the Borean and Hyborean tribes in a plan to invade the rich lands of the south (F6,7).

546 AC:

Human insurrection in the Hearlands of Wendar, later pacified with a strengthening of the Wendarian League (F6). Cloud giants create the city of Cirrinembis in the Endworld line (F6,7).

550 AC:

The Lawful Brotherhood influences Bellayne and the rakasta nation abandons the Neutral Alliance (F2).

560 AC:

Alfheim defeats a Shadowelf invasion (C).

571 AC:

Thyatians and hin settle Ierendi islands (C). Jochor tribe settles on the Yalu region in southern Borea (F7).

571-5 AC:

Invasion of the Midlands by the Northern Barbarians. The tribes plunder the Douzbak and Sardjik cities. The Blue Temple of Kiteng is mysteriously spared. The Sendaryan tribes unite with the Northern Barbarians to invade Hule (F6-7). The gnomes of Dorfin IV drive the barbarians towards Hule (M).

580 AC:

The Kalgonchinian centaurs are cast off the Council of the Seven Tribes in the Endworld line due to their close relations with Brasovian humans (F6,7).

586 AC:

Thyatis conquers the Ierendi islands (C).

600 AC:

Mad Creeg's rebellion leads to Ierendi independence. Ralon introduces grapes to Renardy to fight the effect of the Amber lotus flowers (C, F4). The Empire of Moorkroft conquers the last pocket of resistance in the Sylvan Realm and the Feadil escape to Alfheim (C, F4). The Kingdom of Galannor and the barbarians of the Midlands raid Hule, Hosadus unites the nation, drives them out and becomes the Master. Monzag is founded (C, F6). Hosadus understands the role of the gnomes in the events of Brun and begins to plot how to destroy the dominion of Dorfin IV (M).



The Master receiving petitioners

609 AC:

Jaibul is founded by wizards as an independent nation (C).

610 AC:

Some elves from Sylvan Realm arrive in Graakhalia (C).

614 AC:

Vestland defeats Ostland and becomes a kingdom (C).

622 AC:

At the Battle of the Bayou the Yezchamenid Empire defeats colonists from Renardy and Bellayne (F6). Some elves from Sylvan Realm settle Borea and create the Gardener clans (F6,7)

630 AC:

Chaotic Sisterhood grows in Hule as an alliance of female clerics of Loki who resent the prominence given to men in the empire. In the Yazak steppes the Sisterhood is slowly infiltrated by other faiths (Hel, Valerias) and by aranea agents (F10, M¹²)

640 AC:

A coalition of Littonians, Kaarjalans, Vaarana, and Sarkan Goblins turn back humanoid hordes and Cruji (human and humanoid former followers of Pojaara) from the west (F9).

650 AC:

The Alphatian general Bemarris wins several battles against dragons in Norwold, gaining

¹² In "The Great Northway Lands" article in the next issue (#18) of *Threshold Magazine*, Matthew Fleet (Carillion) sees this date as the birth of the organization, while I prefer to have it as more ancient.

more space for Alphatian colonisation (C, F4, M). Nob Nar becomes a great hero in the Five Shires (C, F4). Saamari of the steppes from Kainuu rebuild the Kingdom of Isanmaa in Borea and its capital Kuusamo (F9). Wars between Brasov, Klagorst, Stygia and Chevalle in the Endworld line end without territory changes (F6,7).

651 AC:

Hosadus creates the Janizary lands in Hule for humanoids (F6).

665 AC:

Treaty of commercial alliance between Gombar, Suma'a and the Yezchamenid Empire (F6,7).

670 AC:

Kingdom of Essuria rises to power with the aid of Geffronell (F6).

687 AC:

Ierendian ships begin regular trade with Sind (C).

691 AC:

Honor Island mages enter into secret agreements with the Supreme Symposium of Gnomish Syndicates to develop the Ierendian navy (C). A contingent of evil wizards from Alphatia build a castle of ice in Hyborea, but they are killed by an earthquake a few years later (F6).

695 AC:

Ierendi invades Tyjaret and plunders Kladanovic (F6).

696 AC:

Avien of Essuria defeats his brother Gereth of Denagoth (F6).

700 AC:

The Erewan clan joins the Belcadiz in the southern Highlands. Rajah Yuvraj Narendra ul Nervi of Sindrastan encourages trade with Slagovich (C). Flaems now dominate all the human lords of the Wendarian range. Some, refusing submission, go to Wendar (F6). Sidhe lords create a realm in Borea defeating the Cruji of Pojaara, who escape into the Borean valley (F7,9). The Lawful Brotherhood conquers the ruins of Yazak with lupin assistance. The Neutral Alliance of rakasta and humans react by taking control of Bylot and the surrounding hills (F10). The seven tanagoro Sawabar colonies of the southern Arm of the Immortals free themselves from Gombarian domination and embrace the Asman faith (F11).

701 AC:

The Confederacy of Robrenn is founded (C).

706 AC:

The Yezchamenid empire is defeated by the Zuyevan in the north (F6).

707 AC:

Heldann "the Brave" creates the Heldann Freeholds and defeats trolls, but is murdered a few years later and the jarls fail to unify (C).

714 AC:

Kingdom of Sind is now unified under the ul Nervi dynasty (C).

722 AC:

Some elves rebel in Graakhalia with the purpose of subduing the gnolls, but are defeated (C).

728 AC:

The D'Ambrevilles arrive in the Highlands

and found Nouvelle Averoine. Many lupins flee the region as lycanthropy spreads and reaches Renardy in the Savage Coast. Thyatian refugees from Alphatian conquest in Alysia reach the region as well (C).

730 AC:

Morphail Gorevitch Wozlany leads traladarans to the Highlands. Ethengarian wizards settle the land as well. Conflicts with the Flaems (C).

732 AC:

Bulzan and Olgar are conquered by the Hulean armies (F6).

735 AC:

Essuria establishes colonies in several areas northwest of Norwold, founding Ghyr (F9).

747 AC:

The Braejr Council of Lords outlaws clerical teaching and magic (C).

750 AC:

Yav returns and helps create the Most Serene Divinarchy of Yavdlom (C). The Lawful Brotherhood rebuilds Kladanovic (F6).

753 AC:

Zuyevo manages to subdue the divided tribes of the Tunguska forest (F6,7).

760 AC:

Threatened by gator man raids, the lizard men tribes of Western Brun unite behind a single war leader, the Shazak (C).

765 AC:

The Haldis clan unifies the Haldisvall region in Heldannic lands (F9).

786 AC:

Thyatian hero Giovanni Porphirio, later emperor, unveils a plot of the Church of Idris in Denagoth. Essuria and the Wyrksteeth dragons destroy the Onyx Ring headquarters in Denagoth. Bensarian is chief historian of Geffronell (F6).

788 AC:

The Alphatian Halzunthram declares the Highlands a protectorate of Alphatia after intervening in the civil war between Flaems and new settlers, starting the 40 years war (C).

791 AC:

Tanakumba founded in Yavdlom (C).

795 AC:

Reign of the Blood Brethren begins in the Broken Lands (C). Halvan is King of Essuria. A friend of Bensarian of Wendar and the Thyatian Emperor Giovanni I, Halvan's reign is the Golden Age of Essuria (F6).

800 AC:

Humanoid attacks all around the Broken Lands, Blood Brethren imprisoned. Yavdlom expands its trade and secures its borders. Devilfish appear in the Sunlit Sea (C). Gnomes reach Ghyr (F9). Other gnomes found the Kingdom of Skritci in east Borea north of Ghyr (F7). Hulean colonies in Davania are abandoned and Caracasta rakasta are brought to Hule, where they join the army (F2,6).

802 AC:

Plague in the Highlands and persecution of dwarves and gnomes (C). Dwarves, halflings and humans from the Known World mass migrate to Glantri in search of gold. Some of these adventurers move as far as the Adri

Varma Plateau, constructing mines in the Moorfowl Mountains. Dead Mule, Thorhold, Gulluvia, Mere and Velders are founded in this period. Oghriz and Sandfolk natives are pushed into the wilderness (F6).

805 AC:

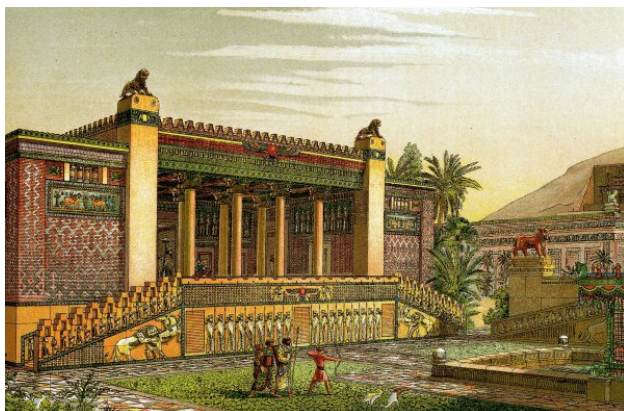
Dwarves fleeing Glantri settle the Khurish Massif in Sind (C).

810 AC:

The sage Bensarian gifts the Elvenstar to Gylharen, the town leader of Wendar, to protect the lands against raids from Denagoth. Wendar becomes an unified nation (C).

818 AC:

Denagoth attacks Essuria and King Halvan is killed. The Denagothians, however, are repelled and the King of Denagoth kills his mother, the High Priest of Idris, and himself, throwing the northern nation into chaos (F6). Yezchamenid Shah killed by Renardois pirates, decades of instability follow (F6,7).



The Royal Palace of the Yezchamenid Empire in Darsagades

820 AC:

Niflheim temple founded in the Endworld line by Brasovian followers of Hel (F6,7).

825-6 AC:

Suleiman Al-Kalim becomes a Sheik and unifies the Ylari (C).

828 AC:

Alexander Glantri captures Halzunthram and defeats the Alphatians. Braejr is renamed Glantri. Last dwarves expelled from the land, some settle Fortress island in Minrothad and Darokinian cities (C). Barony of Gulluvia founded in the Adri Varma Plateau, the Baron protects dwarven and halfling settlers from Glantri (F6,7).

830 AC:

Al Kalim drives the Thyatians out of Alaysia (C).

840 AC:

Realm of Wendar officially founded (C).

849 AC:

Ledeia, prophet of Vanya, is killed in Hattia, but her faith spreads (C).

850 AC:

Etienne d'Amberville becomes the Immortal Rad (C). Master's Fist is built guarding the Great Pass between the Black Mountains and Hule (F7).

852 AC:

Minrothaddan explorers reach Tanakumba in Yavdlom (C).

858 AC:

Principalities of Glantri are born and nobility reserved for wizards (C). Some Glantrian exiles escape to the Adri Varma. Princess

Aurielle claims Gulluvia in the Adri Varma Plateau and builds the Golden Palace, aiming to be recognised as one of the Glantrian Principalities (F6,7).

860 AC:

Al Kalim retires from public office and goes on his quest for Immortality (C). Duchy of Noapte founded in the Borean Valley by Boldavian refugees from Glantri (F7).

865 AC:

Golden Palace of Gulluvia destroyed by a green dragon, decline of the barony (F6,7).

867 AC:

Ierendian monarchs' annual selection begins (C).

868 AC:

Azlum Swith, one of Mystara's greatest explorers, begins his twenty-year trek through the Hyborean Reaches (F6,7).

870 AC:

Frost giants attempt a full scale invasion of Hyborea but are eventually repelled by humans, dwarves, humanoids and cryons (F6,7,M).

873 AC:

After more than a century of war, Monzag falls to Hulean conquest. Antasyn, allied with Hule, is incorporated into the empire (F6).

889-915 AC:

Hule attacks the north but is defeated by Dvinzina and Sardjikjian (F6).

896 AC:

Chateau d'Ambreville disappears (C).

890 AC:

Landryn Teriak betrays Geffronell and becomes king of Essuria and Denagoth in the name of Idris (F7-9,M).

898 AC:

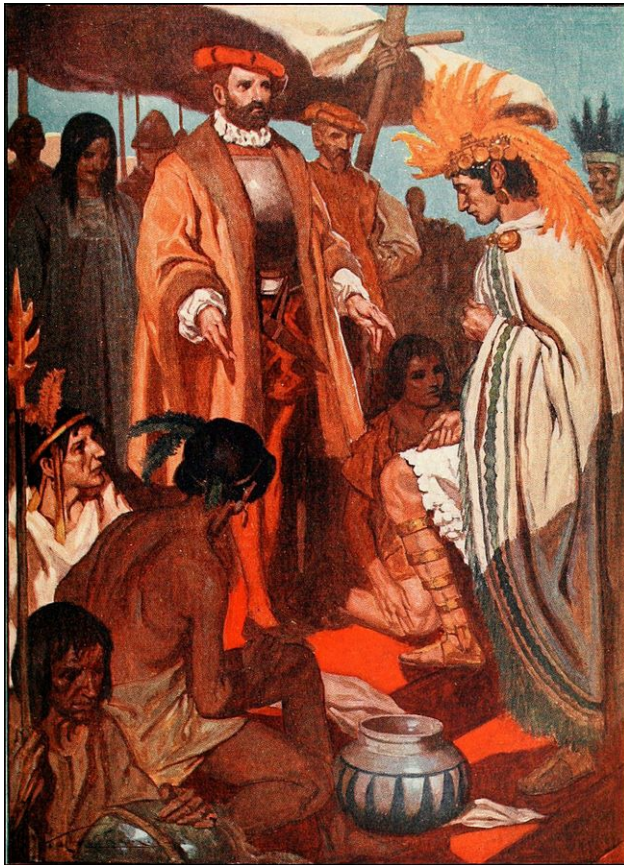
Henadin, leader of the northern tribes, and Geffronell destroy Essuria¹³, but Landryn is reborn as the Shadowlord (F6).

MODERN TIMES

900 AC:

Clebard leads a migration of lupins from Averoine to Renardy, helping the nation of lupins against a goblinoid invasion (C, F4). Thyatian immigration to Norwold and the Isle of Dawn, founding of Oceansend. Traladara is conquered by the Thyatian empire. The mad wizard Gargantua of Norwold creates the first gargantuan creature from a carrion crawler. The Ispans arrive in the Savage Coast. More humanoids of the Savage Coast are pushed into the Dark Jungle (C). The nation of Bedon begins its conquest in the southern Arm of the Immortals (F11). The Chaotic Sisterhood found the Crna League of free Traldars and goatmen to preserve independence from the city states of the Gulf (F6,7).

¹³ The exact date of the Fall of Essuria and the rise of the Shadowlord is not given in canon and debated in fan sources. Different dates can be found in the Vaults ([Wendar articles](#), [Denagoth articles](#), and [Northern Brun articles](#)), as well as the [GazF series](#) by JTR, and in [issue #7](#) of *Threshold* magazine.



Espans meeting Oltec natives

902 AC:

Ispans found the Barony of Narvaez, starting a century long creation and disappearance of new baronies (C).

903 AC:

Thyatis sends military aid and colonists to the remote Essurian colony of Ghyr (F9) First official contact between Bellayne and Myoshima (F2).

905 AC:

Landfall founded by Northmen, later falls under Thyatian control (F9).

913 AC:

Zuyevo defeats the Yezchamenid empire and

almost reaches the Yalu river estuary (F6). Order of Vanya founded in Hattia (C).

919 AC:

New Alpathian colonisation efforts in Norwold (C).

920-937 AC:

Agents of the Master of Hule take control of most of the Urduk and humanoid tribes of the Great Waste (F7).

927 AC:

The Great Merger forms the Republic of Darokin (C).

930 AC:

The Shadowlord leads Denagoth to destroy the elves of Lothenar and attacks Geffronell, but is repelled by Gylharen and Bensarian in Wendar (F6,9). Some Lothenar elves escape to Ghyr. Dead cities reported in the Borean valley, first descriptions of the Kingdom of the Dead (F9). Hulean plots and humanoid attacks have greatly weakened the dominion of Dorfin IV in Brun. Intertribal warfare rises in Borea (M).

931 AC:

Cinnabryl re-discovered in the Savage Coast (C).

934 AC:

Baron Rotrich of Gulluvia tries to rebuild the region in the Adri Varma Plateau (F6,7).

935 AC:

The Church of Idris is outlawed in Wendar. The Shadowlord besieges the elves of Geffron in Denagoth (F6).

937 AC:

Koralgesh, capital of Gesh, on the Western coast of Brun north of the Yezchamenid Empire, is destroyed by a volcanic eruption before falling to entropic pirates (C, F6).

940 AC:

Prism wars in Ghyr. Denagothian invaders repelled (F9).

942 AC:

Red steel weapons made in Torreon (C).

948 AC:

Smokepowder is discovered in the Savage Coast (C).

949 AC:

A Hulean expeditionary corps is defeated in Chengouch (F6).

950 AC:

League of Soderfjord created. Knights of Vanya invade the Heldann Freeholds (C). Hule conquers the city states of Gonica and Ostrozac in the Gulf. Boyarski falls under Verdian control and is renamed Babosas (F6). Free republic of Kalan founded by former slaves in the southern coast of the Great Waste (F6,7).

952 AC:

Heldannic order founded after conquest is completed (C).

955 AC:

A Neh-Thalggu vessel crashes in the Borean Valley and is found by the Othwa goblins (F6-7).

957 AC:

A floating island of Alphatians devoted to

Palartarkan arrives in the Yezchamenid empire (F6).

960 AC:

Alphatian conquest of Thyatis repelled by Thincol, who becomes the new emperor. Oceansend is independent (C), Landfall under Alphatian control (F9).

961 AC:

Heldannic order warbirds begin exploration of the world (C, F9).

963 AC:

Yazi gnolls attack the Baronies of Montejo and Aranjuez in the Savage Coast (C).

964 AC:

Ganto becomes King of Ghyr (F9).

967 AC:

Zuyevan forces are defeated by the humanoids in the Yazak steppes (F6,7).

968 AC:

First failed invasion of the Savage Baronies by Hule (F6).

970 AC:

Stephan Karameikos III establishes the Grand Duchy of Karameikos, obtaining the land of Traladara from Emperor Thincol (C). Wendar repels an invasion from Denagoth (C).

971 AC:

Hule conquers the Traldar/Verdan Barony of Babosa/Boyarsky in the Gulf (F6).

974 AC:

Minrothaddan and Thyatian merchants reach Littonia (F9).

975 AC:

King Thar unifies the Broken Lands. The wheel lock pistol developed in Cimarron, Savage Coast (C). Second failed invasion of the Savage Baronies by Hule, Hulean fleet destroyed by the Baronies and the City States (F6). Humanoids enter the forest of Geffron endangering the survival of the elves (F9).

976 AC:

The second Zuyevan campaign in the Yazak steppes is defeated by humanoids (F7).

979 AC:

The d'Ambrevilles return to Glantri and restore Nouvelle Averoine. Wulf von Klagendorf becomes High Priest of the Heldannic Order (C).

980 AC:

Baroness D'hmis is ruler of Gulluvia after the convenient death of her husband (F6,7).

981 AC:

Third failed Zuyevan campaign in the Yazak steppes provokes internal rebellions in the Empire (F7).

982 AC:

Vilaverdan navy defeats the Yezchamenid empire at the Battle of the Horn (F6).

984 AC:

Othwa goblins of Borea are attacked by Gronmak ogres but manage to subdue them and create a vast dominion (F6,7).

985 AC:

Alpha is built by Alphatia in Norwold (C).

986-990 AC:

Civil war in Zuyevo promoted by a Yezchamenid plot (F6,7).

990 AC:

Cimarron is the last Savage Barony to ratify the Treaty of Tampaicos (C). The Western Alliance establishes a vigilance against the Kingdom of the Dead to the west (F7, 9).

992 AC:

Third attempt by Hule to invade the Savage Baronies fails (F6).

993 AC:

Heldanners' revolt against the Heldannic Order, with Alphatian assistance, fails (C).

995 AC:

Goblins invaders repelled from Ghyr (F9).

996 AC:

Moglai is Khan of the Khans in Ethengar (C).

997 AC:

The death of the Shah Mayzar brings 4 years old Shah Zhoher to the Yezchamenid throne under tutelage of his uncle Quymmer, who alienates many satrapies (F6,7).

998 AC:

The Zuyevan empire conquers the estuary of the Yalu river, separating the Yezchamenid empire from Dradze, which becomes de facto independent. The Chaotic Sisterhood's power grows in Dravya (F6, F10, M).

999 AC:

First Inheritors in the Savage Coast (C). Nastoreth in the Arm of the Immortals welcomes foreigners to visit the realm (F6,7).



Portrait of the Zuyevan Emperor

1000 AC:

Duke of Noapte and Western Alliance ally to contrast the Kingdom of the Dead in the Borean Valley (F7).

1003 AC:

Zuyevan Talmav starts to colonize the Bylot hills, having finally defeated the local humanoid tribes (F8).

1004-1009 AC:

Events of the *“Wrath of the Immortals”* boxed set, Hule attempts an invasion of the Known World and occupies Sind. War among the Savage Baronies in 1005. Hule attacks the Savage Baronies in 1006 but is repelled in 1007 AC. Don Esteban ousted in Almarron and Yazak goblinoids attack the coast in 1007 and 1008. Chandra ul Nervi reinstated in 1009 AC as puppet of Hule. Yazak goblinoids sack the capital of Herath during the Week without Magic (C). Zuyevo builds fortresses in the northern Yazak to connect the empire to the Bylot hills (F8).

1009 AC:

Othwa goblins come to dominate all the humanoid tribes of Upper Urzud (F6).

1010 AC:

Elves from Alfheim free the Sylvan Realm from the forces of Moorkroft IV with the help of local fairy folk¹⁴. (C) The gnomes of Imlec have now secretly built several Earthshakers and are ready to march to the conquest of Borea and recreate the dominion of Dorfin V (M).

1010-1013 AC:

Events of the *“Poor Wizard’s Almanacs I, II and III”* and *“Joshuan’s Almanac”*. Heldannic knights attack Norwold and conquer Landfall. Humanoids attack in the Savage Coast. Hule conquers Nova Svoga. (C) Nouvelle Renardy founded by exiled Renardian followers of Pflarr near the reptile kingdoms. Zuyevo promotes a rebellion in Olgar and Sardjikjian attacks against Hule (F8).

1014 AC:

Events of the *Fan Almanacs*. Tension in Wendar between humans and Alfheim immigrants. Hulean humanoids attack Graakhalia. Eusdria menaced by Huptai hobgoblins and goblins. Hostilities between Eusdria and Renardy, Vilaverde and Bellayne and among the city states of the Gulf of Hule. Olgar rebellion quenched by Hule (F8).

1015 AC:

Elven army from Wendar invades Denagoth and conquers Drax Tallen. Persecution of the

¹⁴ Events of module CM7: *“The Tree of Life”*, which can be set in any year from 910 AC (as proposed by Roberto Roma in his Gazetteer) to 1019 AC as the DM prefers.

Afflicted in the Savage Baronies. Gold rush in Gombar and Suma'a. Yavdlom defeats Hulean pirates. New barony of Entroza founded north of Saragon and new gnollish Barony of the Grande Carrascal. The wizard Bensarian is kidnapped in Wendar and replaced with an impersonator by the Church of Idris (F8).

1016 AC:

Zuyevo conquers Richland. Rumor of the death of the Master brings provincial rebellions and an invasion from the north to Hule, but the Master re-appears and defeats the invaders, also beginning colonisation of the Bylot hills, where gold is found. Sind and Nova Svoga freed from Hulean control. Humanoids of the Great Migration from the Broken Lands reach Graakhalia. Afflicted granted lands in the northern part of Torreón. Narvaez invades Garguña. Slagovich battles Hoja. Ratlings settle in Dunwick. Cimarron and Carrascal repel a goblin invasion. Lupin followers of Pflarr settle in Carrascal among gnolls and hutaakans. Civil war in Bellayne. Robrenn repels orc attacks. King Gylharen killed in Wendar: Alfhelm refugees are blamed and imprisoned by regent Bensarian, secretly an impersonator sent by the Church of Idris (F8).

1017 AC:

Hule retreats from Sind but Gunjab, Kadesh, and Peshmir declare their independence. Hule promotes humanoid and demonic attacks against Zuyevo. Provincial rebellions in Hule are defeated. Zuyevan invasion of Douzbakjian repelled with the death of the czar's son Dmitri. Denagoth defeats the elven invaders and secretly influences Wendar government by controlling Bensarian, but some elves try to strike back at Idris and

eventually free Bensarian by the end of the year. Civil war in Bellayne continues. Narvaez continues its attack on Saragon but is eventually repelled and a truce is established. A Thyatian expedition to the west establish an outpost in Tyjaret and Kladanovic, northern Serpent Peninsula, then travels to Yavdlom, Slagovich and Hule. Clashes between Gournzee and Klagorst (F8).

1018 AC:

Heldannic civil war. Hule maneuvers Texeiran and Vilaverdan to attack Zuyevan and Renardois ships in the Yalu bay. Douzbakjian King killed by the White Orcs. The 24 year old Shah-an-Shah Zhoher of the Yezchamenid Empire assassinated. Zuyevan Tzar unmasks an Hulean conspiracy. Extremely cold winter in Central and Northern Brun. Gurrash raids on Nouvelle Renardie. Bensarian is again in control in Wendar and trying to repair the damages done by the Church of Idris, which promotes attacks by monsters and giants. (F8).

1019 AC:

Earth elementals attack Gunjab and Nagpuri in Sind. Hule secretly uses Texeiran pirates to loot Kladanovic but stipulates a commercial alliance with the Thyatian expedition to the west. The expedition then travels to the Savage Baronies, Robrenn, Eusdria and Dunswick. Don Marco (formerly Esteban of Almarron) becomes ruler of Gargona. King of Bellayne escapes assassination attempt (F8).

1020 AC:

Moorkroft V in the Endworld line tries to reorganise his forces and contact the clerics of Hel of Niflheim (F7, M).

The future:

All the above canon and fan sources can be used to create a very interesting future for the continent of Brun. The Law, Neutrality and Chaos theme can be used with many possibilities and implications as the gnomes of Dorfin, the Othwa goblins and empires such as Yezchamenid, Zuyevo and Hule compete to acquire new territories and influence in the vast expanse of the continent.

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- "*The Keep at Koralgesh*" in *Dungeon Magazine* #2

Main fan sources used:

- Comprehensive "[History of Mystara](#)" by Michael Diehm to which I did not give a fan production code because it is a list of canon events.

F1 - "[99,999985% Mystara history](#)" by Francesco Defferrari

F2 - "[A Timeline of the Oltec Man](#)" by Átila Pires dos Santos and Giampaolo Agosta , "[Ethnographic History of Mystara](#)" and "[Ethnographic History of Mystara, Neathar](#)", by Giulio Caroletti, Geoff Gander and Giampaolo Agosta , "[History And Evolution Of Rakastas](#)" by Simone Neri and "[History of the Lupins](#)" by Atila Pires dos Santos and Giampaolo Agosta

F3 - "[Lhomarr](#)" and "[Y'hog](#)" by Geoff Gander and "[The Age of Blackmoor](#)" by James Mishler

F4 - "[The Codex Immortalis](#)" by Marco Dalmonte

F5 - "[The 2300 BC setting](#)" by John Calvin, partially available at The Vauklts of Pannndious under "*Historical Areas of the Outer World*", on its own [forum on the Piazza](#) and mentioned already in several articles in past issues of *Threshold Magazine*, see also "*Engdyr's Game Adventure Path*" in issues #16 and #17.

F6 -

A lot of resources in the section [Brun](#) in The Vault of Pandius, especially [“The Dravish Civilisation”](#), [“Central Brun”](#) by LoZompatore, [“History of the Visneskayan people”](#) and [“Religion and Immortals in Klagorst”](#) by Giulio Caroletti, [“History of Great Hule”](#) and [“The Midlands”](#) by James Mishler, [“Hulean Timeline”](#) by Christian Constantin, Adrian Mattias, [“Adri Varma Plateau timeline”](#) and [“The Riesengard Ogres”](#) by Håvard and, [“Savage Coast Traladaran Timeline”](#) by Átila Pires dos Santos, [“Hyborean Timeline”](#) by Steven Wilson, [“What the Players Shouldn’t Know About Nastoreth”](#) by Geoff Gander, [“Sirlioin”](#) by Joseph Setorius, [“World in Flames: The Prelude”](#) By Bruce Heard

F7 -

The *Italian fan Gazetteers of Brun* developed by Omnibus, which cover all Brun by using material from the Vaults and updating it. The covers can be seen at his [website](#) and the content (in Italian) can be downloaded from this page (if you register on the site, also in Italian).

F8 -

The [Mystaran Fan Almanacs](#)

F9 -

The [Gazetteers F1-10](#) by Old Dawg/JTR *et al*

F10 -

“The Great Northways Lands” article by Carillion to be published in the next issue (#18) of *Threshold* Magazine.

F11 -

“The Southwestern Arm of the Immortals” article by Atila Pires dos Santos in this issue of *Threshold* magazine.



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CREATURES OF WESTERN BRUN

by Robin

This article describes several creatures that are new to Mystara, as well as expanding some that exist in canon Mystara publications. These creatures are as follows:

- **Barbarians** live in Central Brun, and are a nomadic race of humans. They travel together with the Great Herd.
- **Qauriks** live with the Firelords in an enclosed valley to the far north .
- **Stalwarts** are found in the Northern section of Brun. They follow the Great Herd until they reach mid-Brun, then travel slowly towards the Great Herd's normal spring destination, to follow them up north again.
- **Commoners** can be found all over Mystara, these are normal humans, living and thriving.
- **Natives** live in the jungles far south near the Arm of the Immortals. Some of them live on islands and are tribal or even cannibals.
- **Nomads** travel alongside the Great Herd, and they are remnants of old cultures splintered, obliterated or even forgotten.
- **Pilgrims** can be found all over Mystara as they have a holy goal to reach some legendary location. Many of these can be found on the western coast, as a religious cult/sect/faith has taken root there sending the pilgrims far south almost to the Savage Coast. The exact location should be determined by the DM, but several options are available: old Oltec ruins, humanoid temples, or cloisters (like those mentioned in module X9: "*The Savage Coast*").
- **Gigantopithecus** are actually extinct, but their remains can be found all over the western coast of Brun. Their offspring, **yeti** and **sasquatch**, have often taken their place. However, there are many rumours of Gigantopithecus being seen in the mountainous forests on the west coast. A DM could use this creature in such locations. There are rumours of a mage giant desiring to strengthen its gene pool anew by transporting Gigantopithecus from the far past.

- **Ettins** can be found in small groups along the continental side of the mountain range, all the way up to the polar circle.
- **Geonids** are numerous in the mountains and hills of western Brun, but can be found in many Mystaran mountain ranges. They can be used as PCs.
- **Galeb duhr** are another silicon-based (rock) race that also lives in the mountain valleys or caves.
- **Rockmen** live all over Mystara.
- The **wereraven** are a race of lycanthropes existing primarily on the west coast of Brun. They can be used as PCs.
- There are **gyerian** PCs in west Brun.
- The **urd** are an aggressive humanoid race living in the hills alongside the track of the Great Herd, often attacking passing barbarians or other races following the Great Herd.
- The **aurumvorax** (both versions) live in the temperate hills of west Brun, and some follow the Great Herd.
- Deep within several caves and dungeons underneath the mountains and coastal hills of the west coast, the humanoids have created such filth, that something evolved within this region that even they fear: the **oytugh**, and more recently a **neo-oytugh**.
- The **crowse** is one of the weirder animals following the Great Herd.

THE GREAT HERD

(Also called the Great Trek)



The Great Herd is made up of many large groups of animals following a distinctive migrational pattern, dictated not only by season and geology but also by ecology. The changing seasons, temperature and precipitation influence the growth of grasses and herbs - the predominant food of the herds. In winter, the herds congregate on the grasslands in south Brun, on the Shazak Steppes. The eastern herds congregate on the Great Plain and Gallannor, south of the Borean River.

In both locations, they encounter and are hunted by the local humans and humanoids. In summer these lush lands provide enough food for the whole season, but eventually food becomes scarce due to overfeeding, and the herd then moves onto better grounds. By this time newborns will have grown big enough to be able to follow the herd. It is not a single, gigantic herd that moves across the continent, but a combination of several large herds, following the same routes. All these herds invariably follow the same routes that have been used by previous generations. As such, the herds will move in spring along

the lines shown in pink on the continental map. The western horde moves to the northeast just north of Hule, passing over the Midlands, entering the Borean Valley and moving around the forests to the northwest, where they find their greatest barrier (the Borean River) to onward progress. Even though generations of herds have passed this way before, this hurdle is still a major barrier. Not all animals will survive, as not only the water, but many predators await their passing (crocodiles, dragons, great cats, wolves and dire wolves, lupin hunters, humanoid hunters). When they pass the river, they move further north and slowly break up into smaller herds spreading out over the lush lands there. The eastern herd moves in a similar fashion. Restricted by the Swamp of the Beast, they cross over the Borean River, through the small passage of the Western Forest, to reach the western edge of the Kingdom of Many Colors. Following roughly the western lookout trail north, they eventually reach their summer lands of the tundra.

The summer lands have a much slower migrational pattern, roughly leading west for the western herds, and east for the eastern herds. When the season ends, most western herds have moved to the south of the summer region, or the southwest. The eastern herds have moved onto the Horseplains by midsummer and spread out there in smaller herds. Eventually, they will regroup into larger herds moving west towards the hills.

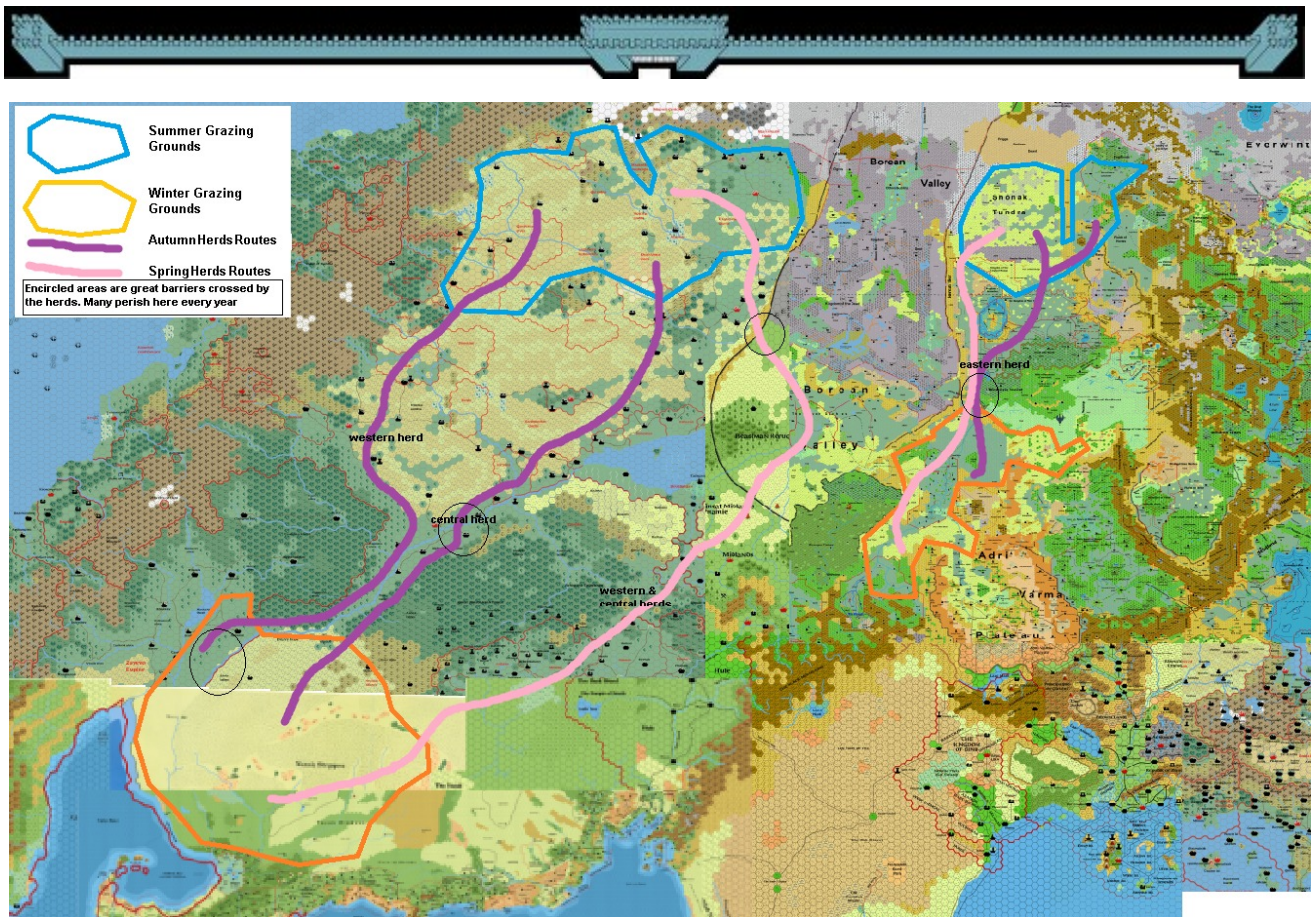
In autumn, the cold and the overgrazing forces the animals south, where the western herds are now following two major routes. A central group follows the river and forest

edges to the south, and a western group, goes along the western mountains. During this autumn trek, the males mostly fight for dominance and mates as per normal behavioral patterns. They follow a path curving eastward until they meet the great river southwest, which forces them to pass the forest until they reach the fertile lands of the Zuveyo Empire. Here, they eventually succeed in finding a passage over the river to reach the Shazak Steppes, where the new mating season takes place. Both the western and central herds follow the same spring route north of Hule towards the Borean Valley and turn west, just south of the Dead Lands, towards the summer grazing grounds. The annual circle is thus completed. The eastern herds move over the Seeping Hills and the Roangungal Hills (a.k.a. the Staircase) until they reach the Flatlands of the Kingdom of Many Colors. Here, the males fight for dominance and females. They slowly move southwest until they eventually reach the Borean River again and then spread out onto the Great Plain where the young will be born. The annual circle is thus completed.

The numbers for the herds are based on the average per season.

Western herds:

- Winter** 1.760.000 animals, orange on map
 - Spring** 1.750.000 animals, pink on map, same line as central herds
 - Summer** 1.740.000 animals, blue on map, same as central herds
 - Autumn** 1.725.000 animals, purple (left) on map
- The western herd consists of; 50% bison, 20% deer/elk, 15% horse, 15% other.



Central herds:

- Winter** 1.680.000 animals, orange on map
- Spring** 1.660.000 animals, pink on map same line as western herds
- Summer** 1.645.000 animals, blue on map, same as western herds
- Autumn** 1.630.000 animals. purple (right) on map

The central herd consists of; 40% bison, 30% deer/elk, 20% horse, 10% other. The central herd has many caribou deer from the far north.

Eastern herds:

- Winter** 490.000 animals, orange on map
- Spring** 485.000 animals, pink on map
- Summer** 475.000 animals, blue on map
- Autumn** 455.000 animals, purple on map

The eastern herd consists of; 20% bison, 45% horse, 25% elk/deer, 10% other. The horses of the eastern herd belong to the best wild horse breeds existing.

Other creatures in the herds are; mastodon, crowse, elk, all kinds of deer/gazelle and goat, boar.

Following behind and alongside all the Herds are migrating wolves, dogs, great cats, birds of prey, phororhacos, or the dominant predators (roc, dragon, etc). These predators have their reproduction period just before the herd comes, to ensure the young have sufficient food. Settled humans and humanoids rely more or less on these herds, and some have their whole dependence relying upon the Great Herd. These are barbarian tribes, following the herd, and

some other races and tribes awaiting them each year. Either way the Great Herd brings food and other products in the form of meat, pelts, bones, marrow, hair/wool, young animals, manure, and spell- and material components.

It is suicidal to try to pass through a herd. The best way to do this is on horseback, slowly ingratiating oneself into the herd and travelling within the herd slowly to the destination side, before they disengage. This takes at least a single day. Going around a herd might take several weeks. Waiting for openings to pass rapidly through might take a week. As such, the Great Herd is a very hard barrier to surmount. Waiting for the Herd to fully pass takes one and a half months. Similar herds exist on the Outer World continents Davania (mostly wildebeest/gnu, giraffe, elephant, rhinoceros, camel, etc) and Skothar (mostly caribou, oxen, deer/elk, dromedary, horse, llama, aurochs, baluchitherium, mammoth). The main continent in the Hollow World has its own herd versions (two dinosaur herds on the northern continent, and one huge pleistocene animal; the southern continental herd has mainly dinosaur herds with some pleistocene intermingling).

For statistics on these animals see my ["Mystara Monster Manual"](#) compilation chapter Animals pages 14-79

THE HUMAN RACES OF WESTERN BRUN

A note to all the following tables: the colour orange if given in the tables is used to depict the most commonly encountered example of this type of creature.

Barbarian (*HOMO ERECTUS*)

Barbarians are a primitive, nomadic people who inhabit cold, northern plains and tundra where they live by hunting and foraging. From the outskirts of civilization, these



warriors live in their own uncivilized tribes. The civilized people call them berserkers and blame them for the mayhem and destruction many of their kind have been known to bring. The barbarians do not feel any kinship towards other barbarians, unless of course, they belonged to the same tribe at one time or another. They can only breed within their own race.

Classes

Most barbarians are first level fighters, although their leaders are mostly of much higher level. Some barbarians are thieves or shamans, and druids are not unknown. They are limited in their clerical class and can only become 12th level. Fighters can become 20th level maximum, like thieves. They follow normal experiences for these classes.



Humanoid	Barbarian
Type	Humanoid
Climate/Terrain	Brun and Skothar
Frequency	Rare
Organization	Nomadic tribe
Activity Cycle	any
Diet	Omnivore (meat preferred)
AL	any non lawful
NA	0(3d10)
Size	M: 4'-7' tall
ST	1d10+10=10-20
IN	3d6-2=3-16
WI	3d6-2=3-16
DX	3-18
CO	3d6+2=5-20
CH	3-18
Languages	1 +1/IN adj.
Spellcaster Limits;	C16(Druid/Shaman)
AC	8
AV	0 or by armor
HD (9 max) or Level	1 2 3 4 5 6 7 8 9 by class 1 dice greater/hd
HP	120/40'
MV	by class
THACO	1 weapon
Attacks	by weapon
Damage	Rage
Special Attacks;	Cold damages -1/HD Saves +1
Special Defenses;	Dodge missiles
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	by class
ML	7-10
XP	by class
TT	a
Body Weight	1200-2300cn

Alignment

The barbarians cannot be of any lawful alignment; at best they are neutral or chaotic good, seeking only to live in freedom and fighting only against evil, as they see it. At worst, they are chaotic evil and seek to senselessly destroy the civilized world around them. Though barbarians do not do well in the civilized world, many have found their place by adventuring. Due to their tough and primitive background, they have no difficulty relying on nature to keep them alive and well, when a promising adventure is not in sight. Normally the barbarian would not abandon his/her tribe, without just cause. One may have once been a slave, captured from his own tribe, who escaped and came into the adventuring business, or perhaps seeks revenge on the rival tribe that destroyed his/her own tribe.

Faith

Barbarians are not usually religious, but if they do find an Immortal, they are more than capable of being very faithful and obedient. They tend to follow powerful Immortals of battle or nature; they have a distrust for all things they perceive to be unnatural (undead, magic, demons, etc.) and thus would not trust an Immortal of magic or the like. Some of those barbarians worship certain gods and goddesses of nature. These clerics (levels 1 to 12, called pagans) practice seasonal sacrifices which they believe to help maintain the cycles of the year. Characters captured by pagans are sometimes used as human sacrifices at these ceremonies held in isolated forest glades and grottoes and attended by large gatherings of barbarians.

Clothing and weapons

They generally wear thick clothing of skins and furs (AV1 or 2), or coarse cloth and rarely, if ever, use armour or shields. They arm themselves with bows, spears, slings, swords, daggers, knives and small axes, and so on. Some leaders have metal armour, obtained, like their metal weapons and other metal goods, by trading or warfare with civilized people. Some groups ride horses and may be expert riders.





Skills

The skills a barbarian uses most are Climb, Handle Animal, Intimidate, Jump, Listen, Ride, Survival, and Swim. The barbarian isn't necessarily a skilled class, and is often admired most for its brute strength and rage special ability.

Magic

Most barbarians have an inborn fear of anything magical, or unnatural (including most monsters) and prefer to stay away from it as far as possible. This is also the reason that they have no wiccans, sorcerers or any other magic user class. Their magic is solely from their shaman or druids and is derived from the Immortals or nature itself. That is what they understand and accept.

Adaptation

Barbarians have, however, adapted strongly to their environment and are not only sturdier and better in constitution and overall health. They also suffer less damage from cold (-1 point from each HD of cold damage and have a +1 to their saves against cold). They are also one die stronger in rolling hit points than that class originally would (a thief of 1d4 becomes 1d6 per HD, a shaman, druid or healer becomes 1d8 instead, and a fighter even 1d10). The extra hit points for constitution and above name level levels are as normal. The barbarian's heavier hit dice give him unmatched hit points, especially if he has a decent Constitution score.

The natural hardiness of his life in nature helps him resist most effects that attack his body, such as poison, polymorphing, and

energy draining. They get a +2 to all necessary saving throws, and get a saving throw -8 against level draining attacks if no such save was allowed.

Technology: Stone-age with magic

Lifestyle: Clan / family-like

Population:

Outer World (OW): 9000

all over and slowly declining.

Hollow World (HW): nil (so far).

Existing: OW: Since 13.000 BC

Greatest Expanse: OW: 3000 BC

Faith: OW: Ka, Ordana, Thanatos, Valerias, Ixion

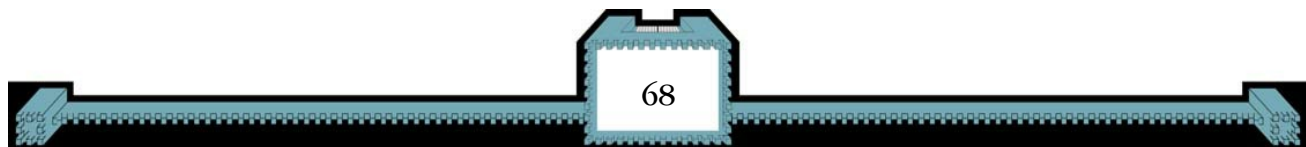
Language: 1 +1 / Int bonus (only if met other race)

Age	Human
Baby	0-3
Youngster	4-8
Teenager	9-11
Young Adult	12-16
Adult	17-25
Mature	26-35
Elder	36+
Death	50+2d12

Combat

A big, dumb fighter-type clad in furs who hacks up the enemy in a berserk rage - that's the quintessential fantasy image of the barbarian - or perhaps the stereotypical one. This particular image also portrays the barbarian as uncouth, uncultured, and generally uninhibited. Such a character appeals to all of us from time to time, but moving beyond the stereotype allows the creation of a character with great depth and a wide array of useful abilities.

Because he can use any simple or martial



weapon, a barbarian is a deadly opponent with just about any weapon in his hand. A barbarian is used to combat with light and medium armor and every kind of shield except a large or a tower shield. A properly equipped barbarian is no slouch when it comes to defense.

Barbarians are typically armed with swords, knives, bows, spears, and clubs. Armor is limited to shields, helmets, and chest plates. They tend to be hostile towards unfamiliar wizards. Barbarians are adept at surprising opponents; such opponents have a -1 penalty on their surprise rolls.

Dodge

At the 2nd level of any class, a barbarian gets a dodge missiles ability that keeps him from suffering the usual ill effects, except when he is surprised or otherwise caught off guard. He must make a successful Dexterity check for each missile directed at him (except magical missiles, they have their own saving throws or not).

Rage

Any barbarian of any class can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level, and every four levels thereafter, can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself.

Although they retain the hands and eyes of men and continue to wield weapons in this state, they lose all fear of death and enter a killing rage - they must attack any enemy they see and cannot be given orders. Thus,

any hope of coordinating an attack is completely lost. Due to their blind rage, they suffer a -4 modifier on ability checks involving Intelligence, Wisdom, or Charisma, but receive a +2 bonus to all saving throws vs. spell. While the rage lasts, they are immune to the following priest spells: all *Charm* spells, *Protection from evil*, *Protection from Evil 10' radius*, and *Dispel Evil*. They are also immune to the following wizard spells: *Protection from Evil*, *Protection from Evil 10' radius*, and *Repulsion*, and all enchantment / charm / illusion / phantasm spells.

They get a +2 bonus to Constitution. This increase in Constitution may increase the barbarian's hit points over the maximum allowed, but these hit points go away at the end of the rage when his Constitution score drops back to normal, and any damage is from these extra hp first.

While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any weapon mastery abilities.

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for 1 Turn (10 minutes).

Barbarian fighters (i.e. not thieves, shamans, scouts, rakes, bards, and druids) receive a +4 adjustment to their Strength score, with the accompanying modifiers to their attack and damage rolls, and their AC is modified by a +2 (so that, for example, AC 4 becomes AC 2). A berserk rage frees the warriors from having to make a morale check, and renders them immune to fear. A barbarian who becomes lawful (through magic or actions) loses the ability to rage.

Weakness

They suffer a penalty against magical attacks of -2 on their saves.

Habitat/Society

So long as they are allowed to lead their lives and roam where they will, barbarians would rather hunt than wage war. They have a strong sense of honour, however, and fight fiercely if this is offended. They are fond of wrestling, and will form strong alliances with those who prove their might and worth either in a wrestling match or otherwise.

For most of the year, barbarians live in scattered groups and tribes in tents and huts of fur and cloth. At the time of the summer solstice, however, these groups gather for a short time into massive hordes which can be a considerable threat to outsiders.

They differ, however, in that they have never developed civilization—or, if they did so, it collapsed long ago. Most barbarians are primitive people, tribal and nomadic, making only small, temporary settlements, often in remote places. Their technology will often be

poorly developed (stone-age or bronze-age), and they may rely on the outside world for more advanced technology, such as iron weapons. These will often be gained by trade or war. Since primitive people live close to nature, their societies and cultures reflect the limitations imposed on them by their environment and way of life. They arose as another human species together with the Neanderthal and were the main cause for their demise on the Outer World.

In uncivilized, temperate areas (forests, moorlands, etc.), tribes of barbarians may exist, hiding from their more advanced neighbours. Groups of these wild men are generally small (10 to 20 individuals). They are nomadic, living by hunting and gathering, and leaving only scant traces of their temporary camps. Some wild men use portable tents of animal skins. Their encounters with outsiders (who call them “wild men”, “men of the woods” etc.), are brief - whether for trade (often in skins) or combat.

Barbarians do not automatically know how to read and write. A barbarian who gains a level in any thief, druid or shaman class automatically gains literacy. Most barbarians remain illiterate for life. Illiteracy usually isn't a deadly flaw, but it can prove embarrassing or inconvenient.

Ecology

Barbarians are nomadic humanoids. They prefer to follow the large herds of animals following their own migratory routes along the seasons. They follow bison, caribou, horse and even sheep. Some small tribes may maintain the same locations where they

temporarily settle (until the horde continues). Others settle wherever possible. There are even those solitary tribes which settle on a semi-permanent basis (until something goes wrong, they stay). Barbarians belong to primitive cultures that possess rudimentary skills such as animal husbandry and simple manufacturing (weaving, carving). They may live in villages of simple buildings or in portable structures like tents, tepees, yurts, or wagons. In aquatic regions, they may live on watercraft like canoes or rafts.

Qauriks¹
(HOMO SAPIENS QUARICUS)

Qauriks are of above normal height and are very strong (strength scores of 15 to 18 are common). Their skins are dead-white, their eyes and hair pale-blue. At the corners of their mouths are two protruding fangs. Their feet are hairy with sharp downward curving claws which are used to grip the ice. They appear more primitive than other human species. They appear to be a creature that has devolved back towards Neanderthal, but with evolutionary traits that allow them to live in the cold area. Outside the city they wear heavy furs and ride ice wolves. In cities, they favour garbs of warm colours like red and orange. Qauriks wield mostly two-handed swords, large battle axes and lances. They do not use shields. They can achieve levels of experience in the fighter, mage, thief and cleric class (others do not exist among them) as normal humans, but when they reach 20th level they are summoned to the Firelords (to never return).

¹ Quarik and Firelords are expanded from AC9: "Creature Catalogue".

Humanoid	Quarik
Type	Humanoid
Climate/Terrain	North Pole Domed city
Frequency	Very Rare
Organization	tribe
Activity Cycle	any
Diet	Omnivore
AL	N
NA	20d10
Size	M; 4'-6' tall
ST	12+1d8= 13-20
IN	3-18
WI	3d6-2= 3-16
DX	3-18
CO	2d6+6=7-18
CH	3-18
Languages	Quarik
Spellcaster Limits;	C20/MU20
AC	6
AV	0
HD (9 max) or Level	1 2 3 4 5 6 7 8 9
HP	by class
MV	90'/30'
THAC0	by class
Attacks	1 weapon
Damage	by weapon
Special Attacks;	by class
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as; Class	1 2 3 4 5 6 7 8 9
ML	10
XP	by class
TT	F
Body Weight	1000cn



The qauriks live in a domed crystal city within the polar regions (exactly where is generally unknown as of 1016 AC). They are a hardy race that takes great pride in their culture and achievements. The qaurik city lies in the midst of an icy valley, somewhere on the Brun continent (originally further north than former Blackmoor). The city was cut off many millennia ago by huge avalanches which blocked the mountain passes and have since frozen solid. This happened in 3000 BC with the Great Rain of Fire.

Habitat/Society

The qauriks are led by a group of 8 magic users (levels 8 to 15) known as the Firelords. The Firelords control all the aspects of the

city and ensure that its inhabitants survive the harsh conditions of the region. The Firelords live in a majestic palace in the heart of the crystal city, from where they control the powerful fire elementals which provide heating for the city. The city itself is a gigantic steel and glass (specially treated to indestructibility) dome, and a gigantic underground cave area. In fact, the dome only covers four miles of the valley (about 15%), while the rest is topped off with stone, wood and other materials to block the outside world. The temperature outside is between -50° and -30° Fahrenheit with lots of wind (7+) and precipitation (blizzards, snow, ice, hail). The inside varies between -40° and -5°. However, there is no wind; any precipitation comes from molten ice snow frozen to the roof, due to the fire elementals. Near the Firelords the temperature rises to a more comfortable 5° or inside the palace to 25°. This temperature is very uncomfortable to the qauriks, causing them to suffer heat exhaustion as a normal person might when walking in a desert.

The Firelords keep the qaurik in awe through the use of their *Phantasmal Force* spells to appear as mighty supernatural beings. The qaurik willingly die for their leaders, believing that in doing so they become supernatural beings themselves. The Firelords exploit their subjects' fanaticism by actively preying on them. It is considered a great honour to be called to the Firelords' palace, where it is believed the person dwells in ecstasy forever. What the qaurik do not realise is that those entering the palace are consumed alive by the cannibalistic Firelords. No qaurik (of any level of experience) can ever be made to doubt the wisdom of their leaders and they are fond of pointing to the warmth and majesty of their city as proof of

the Firelords' power and benevolence (even under the influence of magic, charms or similar) - this is an inbred obedience created by the Firelords and is now a natural trait. They see themselves as a people blessed, for their gods live among them. Any evidence to the contrary will be dismissed - it is not their place in life (or death) to doubt the actions of their gods. (Other gods are dismissed as being uninterested in whoever, for being faraway or even nonexistent). Without their knowing, they follow Zugzul indirectly by following the Firelords. Spells gained/prayed for are transferred from the Firelords to the clerical qaurik

History

The descriptions of these lost humans would indicate that they evolved to survive their habitat. These Yanifey humans were explorers from ancient Blackmoor, researching the discovery of a unicorn haven in this valley. Then the Blackmoor disaster struck and the Great Rain of Fire and the tilting of the planet caused the cold climate to increase its effects. The city was cut off many millennia ago by huge avalanches which blocked the mountain passes and have since frozen solid. Isolated for so long from other peoples, they have magically interbred with local sasquatch. Of course, some of them probably became frost mages (elemental magic-users) at some point during their isolation. Together this gave them 4000 years to evolve and adapt to their environment, and become a truly different human race. This race can't breed with any human race anymore except their own. Their number is now about four thousand, and roughly stable. They do not know any transportation or communication spell.

Firelords (HOMO erectus FURENS)

The eight Firelords are seemingly of a different race or species altogether from the qauriks. The qaurik, as assumed by researchers, could very easily be some kind of degenerate Yanifey, while the former seem something else entirely.

The Firelords have an unimposing appearance; they are short and thin, seeming a bit oriental in appearance, with straggly grey hair and small needle-like teeth. None of the qauriks are aware of the Firelords' true appearance, due to the continuous illusions. These humans are pure carnivores, and live a very prolonged life, as they drain life from their victims. They do so not by an ability but by using special equipment and a special necromantic spell. They feed regularly on any prey caught by the qauriks for them, but also regularly feed on qauriks themselves, stealing their life. The Firelords have about 500 unicorn horns left, and like the qauriks they have no knowledge of transportation spells. They know many fire and cold related spells, but nothing that could lead them out of their valley. In all other respects they are equal to normal human magic users of their level.

Firelords of Quarik										
Name	sex	age	ST	IN	WI	DX	CO	CH	AL	level
Ozai	♀	755	7	16	11	13	10	15	CE	MU8
Azula	♂	893	8	17	12	12	11	14	NE	MU14
Iroh	♀	506	6	15	9	13	16	13	CE	MU16
Azulon	♂	1997	9	18	12	14	4	16	LE	MU18
Sozin	♂	1672	10	13	8	12	6	18	CE	MU11
Zukal	♂	908	9	15	15	11	17	17	NE	MU13
Carthos	♂	887	6	18	11	14	9	15	CE	MU10
Ashack	♂	1263	9	17	16	12	5	12	CE	MU12

Given the decadence of the Firelords and their mountainous kingdom, their origins likely lay in the Duchy of the Peaks. At some point, the Afridhi² took over the Duchy of the Peaks and instilled some of their ways among the decadent rulers and citizens of that realm. The Afridhi worship of Zugzul was based in fire and ice as well, and was introduced amongst them. After the Great Rain of Fire (3000 BC), their descendants ended up lording over a group of Yanifey, only to find their valley cut off by glaciers and themselves locked away from the rest of the world for millennia. Many of them have died, and their number is reduced to only eight, six males and two females. They cannot breed with one another, as they are all family, and they are unable to produce offspring now that the genetic stock has completely depleted. They are currently 500 to 2000 years of age, and desperate to survive. They do so by stealing life regularly from the qauriks which they also feed upon. Some explorers coming upon them have discovered that once inside the valley, no transportation or communication spell works (Fly, Levitate, Teleport, Dimension Door, Gate, Contact Outer Plane, Commune, Crystal Ball, and similar). It is rumored that this was a magical area protected from the outer world by some unknown (Immortal) and now forgotten influence. What these sages do not know is that this is indeed the truth. The valley was a safe haven for fairies and unicorns living inside its lush forests. Now everything is frozen and dead except for some polar bears, foxes, hares or sasquatches, the qaurik and Firelords.

² [Afridhi](#) appeared as opponents of the rising Kingdom of Blackmoor in the DA series of adventures, set in the past of Mystara

Sometimes a white dragon or remorhaz passes by, but they refuse any interaction with the local flora and fauna except by eating them. The extremely rare quarik that succeeds in escaping the valley always falls prey to the surrounding environment and creatures living there.

When the Firelords finally die out, the qauriks will be freed from their genetic bond of servility and obedience; no other could fill this void, as they are not genetically equal to these Firelords.

Year Stealing spell

Necromantic spell

Range: special
Duration: special
Effect: special
Save: halves

Component:

Blood from victim + caster, a special prepared glass screen, water, a Unicorn horn, a black and a white candle

With this spell a Necromancer can steal years from a victim's life and add them to his or her own life. But draining of a life force demands special preparations; it is an arcane art, lost for hundreds of years except for the Firelords. This spell is the reality behind the old wives' tales that a demon or evil mage could steal a man's life.

Before attempting to steal years, the caster must gather blood (about a pint) from the intended victim, which is mixed with the caster's own and water, then the liquid is placed in a special glass screen

made for this purpose. The glass screen must be at least waist high, formed of two panels with a thin channel between, and a hole bored through the center. An unlit black candle is placed on the victim's side of the glass pane and a white candle is lit on the caster's side. This is reversed if the spell is reversed (then life is drained from the caster and added to the victim).

A unicorn horn (the Firelords have several - as the valley originally was a haven for unicorns, prior to the disaster) is stuck through the glass pane in the hole left for this purpose, and this acts as a conduit for the magic. When the the spell is cast, the glass screen glows with the light of the candle and the light builds in intensity until a flash of light envelopes all components, including the people. When the light recedes, the white candle has blackened and is blown out, while the unlit candle is now streaked with gray and burns with a blue flame. The caster becomes 2d12 years younger, and the victim the same amount older. The unicorn horn has a 25% cumulative chance per use to turn to dust, becoming useless. All other equipment can be reused. When this spell is expended it drains double the amount of magic from the victim. This spell can't be made permanent, not even by a Wish. Note; this spell is normally of 8th level of casting, but the Firelords use it as a 4th level spell. The use of this spell is a chaotic act and costs 10 piety points to followers of non-entropic Immortals¹.

The spell could have found its way

¹ See the Author's blog "[Breath of Mystara](#)" for more ideas on Piety

outside the valley by several ways: 1 - escaped qauriks with the components (collecting them for the Firelords) perished outside the valley. Mages found/studied ancient hints and descriptions and recombined the spell, 2 - old scrolls/books from the Blackmoor Era, 3 - visitors from about 1000AC returning through time (Comeback Inn) with the spell, or 4 - an Immortal or demon (they know the spell too) shared the basic knowledge. The mages (like the Glantrian Aendyr) did the rest, 5 - the Yanifey sold the spell to the early Alphatians.

Stalwart³ (*Homo sapiens Malovens*)



Fallen Stalwart

Stalwarts are a race of tall (about 7 feet), grey-skinned muscular humanoids, obsessed with the idea that they are physically superior to other races. They were created by some obscure mages in the last years of the era of Blackmoor, prior to the Great Rain of Fire (estimated 3040 BC), to be supreme soldiers against the increasing humanoids. They infused several giant genes (hill, mountain, cloud) into human soldiers.

They were sent primarily to the regions where these creatures lived, and thus they can be found on both Brun and Skothar. Their largest population is, however, on Brun. These creatures were genetically imprinted to be superior to the

³ Stalwarts are expanded from AC9: "Creature Catalogue".

Humanoid	Stalwart									
Type	Human									
	Biological Construct(reproductive)									
Climate/Terrain	Brun and Skothar									
Frequency	Rare (exists since 3040 BC)									
Organization	nomadic family									
Activity Cycle	day									
Diet	omnivore									
AL	N									
NA	0(1)									
Size	M; 7' +2d6" tall									
ST	1d8+15=16-23									
IN	3d4=3-12									
WI	3d4=3-12									
DX	1d8+15=16-23									
CO	3d8=3-24									
CH	3d6-2=3-16									
Languages	1d2+1/IN. Adj.									
Spellcaster Limits:	nil									
AC	5									
AV	by armor									
HD	7	8	9	10	11	12	13	14	15	
HP	7d8	8d8	9d8	10d8	11d8	12d8	13d8	14d8	15d8	
MV	120'/40'm									
THAC0	13	12	11	10	9					
Attacks	1 weapon									
Damage	by weapon									
Special Attacks:	Wrestling (WR+2)									
Weapon Mastery BS	4	5	6	7	8	9	10	11	12	
Weapon Mastery SK	1	2	3	4	5	6	7	8	9	
Weapon Mastery EX	0	1	2	3	4	5	6	7	8	
Weapon Mastery MS	0	0	0	1	2	3	4	5	6	
Weapon Mastery GM	0	0	0	0	0	0	1	2	3	
Special Defenses:	(by weapon Mastery & Weapon)									
Immune to:	0									
Extra Vulnerable to:	0									
AM	0									
Save as:	F7	F8	F9	F10	F11	F12	F13	F14	F15	
ML	11									
XP	450	650	900	1100	1350	2000				
TT	Nil									
Body Weight	1500-1600 cn									

chaotic beastmen, and because these creatures had such variant appearances, they soon learned to be superior to all races, except giants, from which they were created.

Combat**WEAPON MASTERY**

These creatures are so supremely trained to become the best with any type of weapon, that they gain weapon mastery by level as in the table. That means a common 9 HD stalwart has six weapons he can fight in basic weapon mastery, three in skilled, and two in expert.

To test its superiority, a stalwart will challenge any group of humanoids of similar stature (5-9 feet) it meets to appoint a champion for a physical competition of their choice (see below). If the stalwart wins, it will demand a tribute of half the opposing group's non-magical wealth.

If it loses, it will serve them for one month in any way that does not involve danger. If the humanoids refuse the challenge (or to pay up if they lose) the stalwart becomes increasingly angry and will eventually attack (usually with a large club +1 HD over normal - that means if a club in Basic Weapon Mastery would cause 1d4 damage, it would now cause 1d6).

To determine the outcome of a competition, roll d10 for each competitor and add the competitor's strength (eg. for arm-wrestling or rock hurling), dexterity (eg. for log-balancing or archery) or both (eg. running or jumping), as appropriate for the type of competition. The highest total wins.

Habitat/Society

These creatures refuse to mingle with other species, and even amongst their own kind there is much resistance to cooperation.

Only in the case of mating will they form a family group for a short time. But as soon as the child is born, the male leaves and takes any male children with it. If there are female offspring, they stay with the mother. If there are failed offspring (stillborn, handicapped, etc.), the offspring will be killed and the parent will put the blame on each other, until this will become a fight to the death to determine who was right. Strength makes might and right is their saying.

They mostly speak Alphatian or Thyatian, as they have learned that most creatures know one of these languages.

Children develop as humans until the age of 16, in the midst of their puberty, then they have a growth spurt of a year to reach their adult size and strength, equivalent to 7 HD. Before this, they are as strong commoners: Baby - as human, Youngster - as human 1 HD+St+1, Teenager - as human 2HD+St+2, Puberty - as human 3HD+St+3.

Ecology

As nomadic creatures, stalwarts have a very low impact upon nature. They sleep outside, or in caves, (location and weather depending), eat primarily what they can find, forage or hunt. They often make use of string and other traps to catch animals. These are eaten roasted. They refrain from using traps or magic in any combat. In fact they do not know how to, since none of them are spellcasters - they greatly dislike cowardly magic - but healing magic by a winning opponent applied to them doubles the duration they serve him or her.



COMMONERS OR NORMAL MEN

These are the common people found everywhere on Mystara. They have their Hit Dice (hit points) determined by the profession they have. (the levels 1 to 3 are 75-90% of the commoners, depending on culture).

They acquire experience through working and thus they are more experienced when older. In a population center, the chance to encounter higher levels of experience is much lower than the lower experience levels. Mostly only levels of 1 to 3 are found. For any population center, the DM should roll once to see the highest level available. Check no more than once a month per same population center. There will never be more of any level than the percentages given in a given population, except levels 1 to 3.⁴ Always round population numbers down, and treat every 0 as being non-existent. As age enables experience to be gained for each level of profession, there is a minimum age for each level. As such, it is easy to determine the average age of such an individual, these are mostly above the level of average age given according to their level of expertise/profession.

Most commoners only have weapons of opportunity (farming or other tools), or

⁴ Thus never more than 1% of level 12, 2% of level 11, 3% of level 10, 4% of level 9, 5% of level 8, 6% of level 7, 7% of level 6, 8% of level 5, 9% of level 4, 15% of level 3, 15% of level 2. Any remaining commoners are of 1st level. A population with, for example, level 4 highest will have up to 9% of level 4, up to 15% of level 3 and of level 2, and the remainder are 1st level.

Level	HD	*	Hp Low	HP Normal	Hp Strong	Base XP	*XP	Total XP	Encounter %	Average age
1	1	0	1d4	1d6	1d8	10	3	10	1-25	12+
2	2	0	2d4	2d6	2d8	20	5	20	26-40	18+
3	3	0	3d4	3d6	3d8	35	15	35	41-55	22+
4	4	0	4d4	4d6	4d8	75	50	75	56-64	26+
5	5	0	5d4	5d6	5d8	175	125	175	65-72	29+
6	6	1	6d4	6d6	6d8	275	225	500	73-79	32+
7	7	1	7d4	7d6	7d8	450	400	850	80-85	35+
8	8	1	8d4	8d6	8d8	650	550	1200	86-90	38+
9	9	1	9d4	9d6	9d8	900	700	1600	91-94	41+
10	9	1	+1	+1	+2	1000	750	1750	95-97	43+
11	9	1	+2	+2	+4	1100	800	1900	98-99	45+
12	9	2	+3	+3	+6	1250	875	3000	100	48+

Commoners

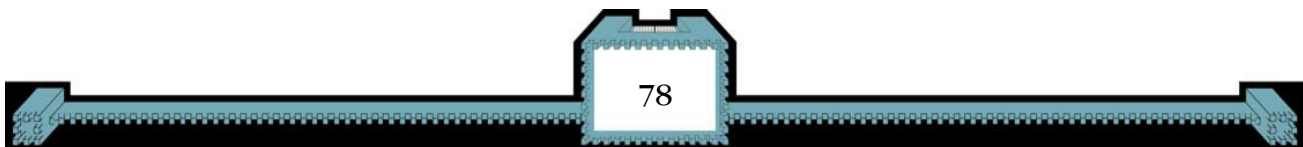
daggers, clubs, quarter staves, slings, short bow, bola, or at the most a short sword. Anything bigger is reserved for the higher classes (noble, adventurers, warrior, etc.). This is also the case with armor; anything better than chainmail (AV4) is reserved for the upper classes, while the lower classes use, cloth, leather or chain.

Low Commoners

Low commoners are mostly peasants, serfs, but also gentry, and middle class.

PEASANT, SERVANT, OR SERF

Peasants are farmers, herders, and simple tradesmen of low social class. Unlike serfs, peasants are freemen. Serfs are totally subject to the local lord; they are the lowest of the social classes. They farm and perform the brute labor functions on large agricultural holdings. Serfs, really, are little more than slaves. Servants are mostly better of than serfs; they are paid, often live on or near the ground of their employer, are mostly free of will, but can be fired if not doing what the employer desires. Payments can be very low though, but servants are free to find a new employer.





Peasant dance

Both peasants and serfs may be armed with daggers, clubs, quarter staves, and farming tools. They never have any treasure except under the rarest of occasions when they are able to hoard scavenged goods.

MIDDLE CLASS

These are travellers journeying on personal business. They are found primarily in civilized regions, although pioneers may be encountered in relatively peaceful frontier regions. Middle class travellers may be armed with knives, daggers, and short swords.

Gentry

These are the upper classes. They are not the ruling nobility, but their wealth and connections make them nearly as powerful. Each member of the gentry encountered may be accompanied by guards (1d4-1) and 1d6 servants. The guards are mercenary fighters of 1st to 6th level and armed with sword and spear. The servants might fight, but are more likely to panic. The gentry themselves might be armed with daggers and short swords.

Low strength professionals

These citizens use their brain more than their strength. They include; apothecary, sage, scribe, tax-official, advocate, astrologer, astronomer, architect, banker, artisan, judge, navigator, tattooer, and candlemaker.

Normal commoners

People engaged in the trades and crafts will be doing their business when encountered. They may be operating a shop, acquiring materials for their business, or traveling to or from a client's location. They are willing to do business with adventurers, provided they are properly paid. They will not attack except to defend themselves. Note that 1% of all trades folk may be retired adventurers. Tradesmen may be armed with knives, quarter staves, and tools. About 90% of their treasure is merchandise or equipment.

Normal commoners are mostly farmers, fishermen, or workers. They also include professionals such as; doctor, dentist, engineer, falconer, farmer, gemcutter, hunter, jeweler, moneylender, shipwright, tailor, taxidermist, papermaker, mason, smelter, weaver, ropemaker, thatcher, paint/inkmaker, potter, undertaker, tanner, boatwright, broom maker, carpenter, canvas maker, cook, cobbler, dairy worker, healer, drover, finesmith, freighter, furniture maker, gemcutter, harbormaster, leatherworker, glassblower, geologist, netmaker, carter/hauler, porter, animal trainer, cooper, locksmith, cartographer, fletcher, etc. most professional classes belong to this group.

SAILOR/FISHERMAN

Men of the sea are usually found on or near open waters. If encountered inland, sailors may be ferrymen on streams or rivers. Fishermen will either be putting out to a fishing site, fishing, or travelling afar and returning with their catches. Sailors may be armed with knives, short swords, cutlasses, or belaying pins (1 point of damage).

FARMER/HERDER

These are simple people involved in the production of agricultural goods. About 65% of all encounters will be with farmers tilling their land. Encounters with herders may occur anywhere there is grazing land or a market for their herds. Encounters with herders also involve the herd animals, whatever they are.

SAILOR

Non-merchant sailors are the seagoing armed forces of the local government, acting as police or soldiers. They may be patrolling their home waters, pursuing a waterborne criminal, or on their way to or from a mission in other waters. Each ship is commanded by a captain (6th level fighter) and a first officer (5th level fighter). Sailors are armed with swords, knives, bows, and polearms. They may also be armed with heavier weapons such as catapults and ballistae.

SLAVER

Slavers are usually found in control of a band of captive slaves; if no slaves are present, the slavers may be mistaken for mercenaries or brigands. The slavers' leader might be a thief,

fighter, or fighter/thief (6th - 11th level), assisted by a lieutenant one level lower. Each leader is accompanied by 1d12 guards of 1st or 2nd level. For each 50 slaves and slavers, there is a 10% chance of a wizard (6th - 8th level) and a 5% chance of a priest (5th - 7th level); these work for the slavers.

There are 10 slaves present for each 1d10 slavers. Slaves are treated the same as serfs. They may be recently acquired captives being taken from their homelands or long-time slaves being moved to a new market. Such slaves will be on foot and linked together in strings of 10-100 by ropes or chains. They will be willing to help any adventurers who try to rescue them, although they will be limited in the help they can provide. Slaves may be any class or type, but only 1% of captives belong to one of the character classes.

Profession	Frequency	Alignment	L/N/S	Na#	Treasure	ML
Peasant	common	any	Low	1d100	P, Q	7
Serf	common	any	Low	1d100	P, Q	6
Slave	Uncommon	any	Low	1d20	P	5
Gentry	common	any	Low	1d20	J, K, L, M, N, Q	7
Middleclass	common	any	Low	2d20	J, M, N	6
Farmer	common	N, NG	Normal	1d20	P, Q, R, S	7
Herder	common	N, NG	Normal	1d20	P, Q, R, S	7
Sailor	common	any	Normal	4d20	L, M	8
Fishermen	common	any	Normal	2d20	P, Q, R, S	7
Slaver	Uncommon	non good	Normal	1d100	L, M, N	7
Tradesmen	common	any	Normal	2d6	J, K (Q, R)	5
	Uncommon	any	Strong	2d6	J, K (Q, R)	6
Craftsmen	common	any	Normal	2d6	J, K (Q, R)	6
	Uncommon	any	Strong	2d6	J, K (Q, R)	7
Other Commoners	common	any	Low	1d100	J, K (Q, R)	5
	common	any	Normal	1d20	J, K (Q, R)	6
	Uncommon	any	Strong	1d20	J, K (Q, R)	8

Strong commoners

Strong commoners are mostly those who use their muscles more than their brain, and this reflects in their hit points. They mostly belong to hard-working classes like the;

miner, weaponsmith, saddlemaker, wagonmaker, stonecutter, blacksmith, butcher, laborer (they may also belong to the normal commoners depending on average use of strength (DM),lumberjack.

Native, Cannibal, Tribal



People of the steppes of Brun

The term “native” may be applied to those who live in jungles or on islands in tropical areas. The warriors of the more warlike tribes (including cannibals) are all first level fighters, but the natives of more peaceful tribes are mostly normal humans who have a few higher level leaders.

Most natives wear scant clothes and no armor (AC 9), but some wear the equivalent of leather armor (AV2), made from bark, hide, leather or even insect carapaces, and the tribal chiefs may wear special armor of hardened bark or lacquered wood (AV 4 or 5). Their most common weapons are spears, daggers, knives, axes or javelins, although some may use nets, tridents, bolas and/or blowguns. Natives may also carry shields.

Humanoid	Native
Type	Human
Climate/Terrain	any
Frequency	common
Organization	tribe
Activity Cycle	any
Diet	Omnivore or carnivore
AL	any (cannibal any Evil)
NA	2d4 (3d100)
Size	M; 4'-6' tall
ST	3-18
IN	3-16
WI	3-16
DX	3-18
CO	3-18
CH	3-18
Languages	1d2+1/IN. Adj.
Spellcaster Limits;	nil
AC	8 to 6
AV	0 to 2
HD (9 max) or Level	1 2 3 4 5 6 7 8 9
MV	90'/30'
THACO	19 17 15
Attacks	1 weapon
Damage	by weapon
Save as; Thief	1 2 3 4 5 6 7 8 9
ML	8
TT	(U) A

Natives may be encountered in groups of 10 to 30, although their villages may contain up to 300. Leaders can range from 4th level (war leader) to 9th level (great chieftain). A tribe may also have a shaman who is a magic user or cleric of at least 5th level.

Some natives are farmers and/or animal herders, but most live by hunting, gathering and/or fishing. Some live by preying on other tribes. Their dwellings are simple wooden huts or tents often protected (in the case of settled groups) by a wooden stockade. They are fighters, thieves, scouts, rarely wicca, but mostly commoners.

NOMAD

These groups of wandering tribesmen may be peaceful or warlike, and may have any alignment. Most of them are first level fighters, but shaman, scout, thief, rake, bard, cleric (any), or magic user (hakomon, any) may also be possible.

Small bands encountered hunting or foraging in the wilderness usually make use of a base camp nearby. Nomads are keen traders and often have knowledge of faraway places, though they tend to be superstitious. Nomad bands are organized as shown in the table. Examples of Nomads are the Ethengar, which have a nomadic existence within their own land.

Nomads typically all have riding (horse) skills and often use group tactics, missile fire etc. For every 25 nomads, an additional 2nd level fighter leader is present. For every 40 nomads there is a 4th level fighter as leader. Nomad tribes may have up to 300 fighting men gathered together in a camp of temporary huts or tents. In addition to the leaders given above, there is one 5th level fighter for every 100 men and an 8th level fighter as the clan or tribe chief. At the main camp, there may (50% chance) be a 9th level cleric, and possibly (25%) an 8th level magic-

Humanoid	Nomad
Type	Human
Climate/Terrain	Desert / Steppe
Frequency	Uncommon
Organization	tribe
Activity Cycle	any
Diet	Omnivore
AL	any
NA	(0)1d4 x 100
Size	M; 4'-6' tall
ST	3-18
IN	3-16
WI	3-16
DX	3-18
CO	3-18
CH	3-18
Languages	1d2+1/IN. Adj.
Spellcaster Limits:	nil
TT	(U) A
Body Weight	1000cn

Organization of Desert Nomads	
All Riding horse or camel	
Weapons/ armor	% of men
Lance, Leather armor, shield	50%
Bow, leather armor	20%
Lance, chain mail, shield,	30%
Organization of Steppe Nomads	
All Riding Horse	
Lance, Leather armor, shield	20%
Bow, leather armor	50%
Bow, Chain mail	20%
Lance, Chain mail, Shield, Warhorse	10%

user. These are average numbers and levels, for Nomad groups; in practice, they may range differently from these figures. Xp by class see footnote 1.

Pilgrim

Pilgrims are groups of the devout on their way to or from a holy place. They can be found anywhere. Pilgrims are either commoners or low level clerics.

A group of pilgrims will always be accompanied by priests and other character classes. These people may be acting as leaders, guards, or pilgrims. Groups of pilgrims always include one to six 2nd level priests, one to four 4th level priests, one or two 6th level, and one 8th level priest (accompanied by one 3rd and one 5th level assistant). For every 10 pilgrims, there is a 10% chance of 1d8 fighters (1st-8th level) and 1d6 thieves (2nd -7th level). There is a 5% chance per 10 pilgrims of a wizard of 6th -9th level. The average alignment over the Good-Evil axis of the group is mostly equal (as every Immortal accepts its own alignment of followers and less easily accepts other alignments). Followers in a single group may (DM; see The Immortals Rules box set) be different, some Immortals accept others along the Lawful-Chaotic axis. This alignment also dictates the alignment of the fighters that will accompany the group. If the party is neutral, the priests will be druids. If the pilgrims are lawful evil, they all fight as berserkers, although armed only with daggers. About 75% of pilgrim bands encountered are on foot. There is a 5% chance that a high level priest will be carrying a religious artifact, carefully hidden and protected by traps and magic.

Humanoid	Pilgrim
Type	Human
Climate/Terrain	any
Frequency	uncommon
Organization	group
Activity Cycle	any
Diet	Omnivore
AL	any
NA	10d10
Size	M; 4'-6' tall
AC	9
AV	0 or by armor
HD (9 max) or Level	1 2 3
HP	as cleric class
MV	90'/30'
THACO	19
Attacks	1 weapon
Damage	by weapon
Special Attacks;	as cleric class
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as; Thief	1 2 3
ML	7
XP	as cleric class
TT	L,M
Body Weight	1000cn

1d100	Alignment		Fighters
01-25	LG	Lawful Good	LG, NG
26-35	NG	Neutral Good	LG, NG
36-45	CG	Chaotic Good	NG, CG
46-55	LN	Lawful Neutral	N, LN
56-65	N	Neutral	LN, N, CN
66-75	CN	Chaotic Neutral	N, CN
76-85	LE	Lawful Evil	LE, NE
86-95	NE	Neutral Evil	LE, NE
96-00	CE	Chaotic Evil	CE

Police/Constabulary

These are the duly appointed representatives of the local government, concerned with upholding the laws, maintaining the peace, and carrying out their superior's will. They are easily recognizable, as they always wear a uniform, or a badge designating their rights and purpose.

They are mostly of any lawful alignment, but some individuals (about 1d30% of the force) might be corrupt, and have a link to a local thieves guild or is actually aligned to another force

If constables are encountered in the wilderness, they might be pursuing a fugitive (50%) or investigating a case on the outskirts of their jurisdiction (50%).

Constables are the equivalent of fighters of 1st -5th level. Wilderness encounters include a 25% chance that the constables are accompanied by a mob. The mob is composed of citizenry temporarily deputized to assist the police; they fight as commoners. XP as Fighters see footnote 1.

Humanoid	Police/ Constabulary				
Type	Human				
Climate/Terrain	any				
Frequency	common				
Organization	Group				
Activity Cycle	any				
Diet	Omnivore				
AL	any (mostly lawful)				
NA	2d10				
Size	M; 4'-6' tall				
AC	9				
AV	by armor				
HD (9 max) or Level	1	2	3	4	5
MV	90'/30'				
THACO	19				17
Attacks	1 weapon				
Damage	by weapon				
Save as; Fighter	1	2	3	4	5
ML	9				
TT	10-60sp				

THE GIANT RACES OF WESTERN BRUN

Gigantthropithecus (*Gigantthropithecus Blackii*)

Before the age of the humans and even before the Empire of Blackmoor, Mystara saw the rise of the Age of the Giants, when some of the Garl suddenly (by Immortal influence of Ouranos) evolved into the Gigantthropithecus. Some of these creatures evolved further into three giant sub races and some other After that time, the giants were divided into people of the plains (Cloud, Fog), ice (Frost and Hill) and sea (Sea)⁵.

Gigantthropithecus (meaning; gigas "giant", and pithekos "ape") is an extinct genus of hominoid ape. The fossil record suggests that the Gigantthropithecus Blackii species were the largest apes that ever lived, standing up to 9 to 10 feet, and weighing up to 1200 lbs. The genus has claims that gigantthropithecus survives in remote parts and has further evolved into the yeti, the yeren, the mande-barung, the sasquatch, and the skunk ape. Actually only two of these species (yeti and sasquatch) evolved from it, the others are just no more than local name versions of these creatures.

The dominant view is that it walked on all fours like modern gorillas and chimpanzees; however, a minority opinion favour bipedal locomotion, but this assumption is based only on the very few jawbone remains found, all of which are U-shaped and widen towards the rear. This allows room for the windpipe

⁵ See the "[Giant Evolutionary Timeline](#)" for more information

Humanoid	Gigantthropithecus			
Type	Giant humanoid			
Climate/Terrain	Arctic Hills and mountains			
Frequency	Very rare (extinct since 6500 BC)			
Organization	Clan			
Activity Cycle	Day			
Diet	Carnivore			
AL	N			
NA	1d6 (1d20)			
Size	10-25%	26-75%	75-90%	7' + 2d12"
BM	1	1	1.5	3
ST (PR)	-8	-4	-2	12+2d4=14-20
IN	-3	-2	-1	3d4=3-12
WI	-5	-3	-2	3d6=3-18
DX		+1	+1	2d6+1=3-13
CO	-5	-3	-2	8+2d4=10-18
CH				6+2d4=7-14
Languages	Own primitive tongue 25% understand 1 local			
Spellcaster Limits:	Shaman 4			
AC	6			
AV	1 fur			
Levels: Fighter	Whelp	Youngster	Teenager	Adult
HD	1+1*	2+2*	3+3*	4+4*
HP	1d8+1	2d8+2	3d8+3	4d8+4
MV	150/50'			
THACO	18	17	16	15
Attacks	2 fists			
Damage	1d2 each	1d3 each	1d4 each	1d6 each
Attacks	or 1 weapon (Rock, club)			
Damage	by weapon			
Special Attacks;	Hug +2 to bite			
hug damage/round		1d4	1d6	1d8
Bite only when hug		1d2	1d3	1d4
Special Defenses;	0			
Immune to;	0			
Extra Vulnerable to;	0			
Hindrances	-1 To Hit small creatures			
AM	0			
Save as:	F1	F2	F3	F5
ML	9			
XP	19	35	75	200
TT	I			
Body Weight	10-25%	25-75%	75-90%	300 LBS

to be within the jaw, allowing the skull to sit squarely upon a fully-erect spine like modern humans, rather than roughly in front of it, like the other great apes.

The majority view is that the weight of such a large, heavy animal would put enormous strain on the creature's legs, ankles and feet if it walked bipedally; while if it walked on all

four limbs, like gorillas, its weight would be better distributed over each limb. Based on the fossil evidence, it is believed that adult male Gigantopithecus Blackii stood up to between 9 and 10 feet tall, and weighed up to 1200 lbs. making the species two to three times heavier than modern gorillas and nearly five times heavier than the orangutan. Large males may have had an arm span of over 12 feet. The species was highly sexually dimorphic, with adult females roughly half the weight of males.

The species lived in Brun and Davania and probably inhabited bamboo forests, since its fossils are often found alongside those of extinct ancestors of the panda. Most evidence points to gigantopithecus being a plant-eater.

Its appearance is not known, because of the fragmentary nature of its fossil remains. It is possible that it resembled modern gorillas, because of its supposedly similar lifestyle. Some sages, however, think that it probably looked more like its closest modern relative, the orangutan. Being so large, it is possible that gigantopithecus had few or no enemies when fully grown. However, younger, weak or injured individuals may have been vulnerable to predation by tigers, pythons, crocodiles, hyaenadon, hyenas, bears, and Homo erectus.

Combat

These creatures pummeled their opponents with their strong fists. They rarely used weapons, and if they did, they were nothing more than tossed rocks and branches. Although the ranges of these thrown objects doubled (20'/40'/60'), the damage remained the same.

Bite

Due to the fact that the gigantopithecus did not have fangs, it will only bite on a victim that it is currently hugging.

Hugging

If any hit with claws is made with a natural 8 or more than needed to hit, the victim is pulled in for a squeeze (similar to a bear hug)..

Diet

The jaws of gigantopithecus are deep and very thick. The molars are low crowned and flat and exhibit heavy enamel suitable for tough grinding. The premolars are broad and flat and configured similarly to the molars. The canine teeth are neither pointed nor sharp, while the incisors are small, peg like and closely aligned. The features of teeth and jaws suggest that the animal was adapted to chewing tough, fibrous food by cutting, crushing and grinding it. Gigantopithecus teeth also have a large number of cavities, similar to those found in giant pandas, whose diet, which includes a large amount of bamboo, may be similar to that of gigantopithecus. In addition to bamboo, gigantopithecus consumed other vegetable foods. An examination of the microscopic scratches and gritty plant remains embedded in gigantopithecus teeth suggests that they ingested seeds and fruit as well as grasses, and bamboo.

Habitat/Society

Although the gigantopithecus is of average intelligence, it has no civilization. They can use simple tools, including man-made

weapons, but will not make any themselves. Of course, giganthropithecus prefer to dwell only in cold climes, it being much more comfortable since their normal body temperatures are much lower than most warm blooded living creatures. Their peculiar internal biological processes require cold atmospheres to maintain life, and in turn produce an even colder one. They will live in plains, hills, or other areas of extreme cold. They are hard to spot in the snow-covered plains due to their white fur. They also seem to be smart enough to learn to use this to their advantage, and so gain surprise when they hunt. They also like shallow caves. Giganthropithecus live in ice caves in hills and mountains. Sometimes these are natural; sometimes they are excavated by the giganthropithecus or enlarged to accommodate the family. Most giganthropithecus treasure consists of items recovered from the bodies of explorers.

Life is harsh in the arctic, and friends and food are hard to find, making survival and reproduction the giganthropithecus' only goals. The giganthropithecus will associate only with its immediate family, the young leaving to fend for themselves as soon as they mature. A family usually consists of an adult male with one to three females and a 50% chance of 1-6 young if females are present. In an attacking group, the largest giganthropithecus is the male; the next largest ones are his mates. Any others are small males or females that are due to leave the family soon.

The creature often clashed with the primitive human species, especially the Neanderthal.

Ecology

There is no knowledge about the ecology of this creature, though it is assumed that it had a lifestyle similar to that of the orangutan and garl together. It did not wear clothing or use self made tools. It knew fire but was afraid of it, but it also knew scrapers and cutters in stone splinters. They however, never fashioned these things themselves.

Yeti⁶ (*HOMO gigas Glacialis*)

Sometimes confused with the abominable snowman, the yeti is a distant cousin to the great carnivorous apes of warmer climates. Taxonomists have typically associated the yeti with the primates, but the creatures also appear to share certain characteristics with giants. Their ancestry may be of one or the other, or possibly a mix of both. The yeti seems to have the instincts of the carnivorous ape and hill giant, both of which may be distant relatives.

An adult yeti stands 8 feet tall and is covered in long, white fur. Their feet and hands are wide and flat, which helps to disperse their great weight (about 300 pounds) on treacherous snow fields. They travel on all fours like the apes, but fight very comfortably standing erect. Unlike most apes and gorillas, the yeti does not have an opposable toe on its feet. They wear no clothing or ornamentation. The spoor, or smell, of a yeti is very subtle in cold climates, but in confined or warm areas, they have a strong,

⁶ The Yeti is adjusted to BECMI D&D and expanded from the *Rules Cyclopedia* with the help of some AD&D2e sources.

CREATURES OF WESTERN BRUN

Humanoid	Yeti			
Type	Giant humanoid			
Climate/Terrain	Arctic Hills and mountains			
Frequency	Very rare			
Organization	Clan			
Activity Cycle	Day			
Diet	Carnivore			
AL	N			
NA	1d6			
Size	10-25%	26-75%	75-90%	7' + 2d12"
BM	1	1	1.5	3
ST (PR)	-8	-4	-2	12+2d4=14-20
IN	-3	-2	-1	3d4=3-12
WI	-5	-3	-2	3d6=3-18
DX		+1	+1	2d6+1=3-13
CO	-5	-3	-2	8+2d4=10-18
CH				6+2d4=7-14
Languages	Yeti, (understands 50% of local tongue)			
Spellcaster Limits:	na			
AC	6			
AV	1 fur			
Levels: Fighter	Whelp	Youngster	Teenager	Adult
HD	1+1*	2+2*	3+3*	4+4*
HP	1d8+1	2d8+2	3d8+3	4d8+4
MV	150/50'			
THACO	18	17	16	15
Attacks	2 claws			
Damage	1d2 each	1d3 each	1d4 each	1d6 each
Attacks	or 1 weapon (Rock, club)			
Damage	by weapon			
Special Attacks;	Hug +2 to bite			
hug damage/round		1d4	1d6	1d8
Hug Chill damage		1d6	1d8	2d6
Bite only when hug		1d2	1d3	1d4
	Cause Fright			
Boulder Throwing		10% chance Hurling/Boulder Throwing		
Catch large Missiles		10%		
Ranges boulder		3'-40'-80'-120'/240'		
Boulder damage		2d4+2		
Boulder Averages:		1 ftØ 10-12 LBS		
				Smash
				Sweep
				Slam
Special Defenses:	invisible in snow and ice			
Immune to:	Normal cold			
Extra Vulnerable to:	0			
Hindrances	-1 To Hit small creatures			
AM	0			
Save as;	F1	F2	F3	F5
ML	9			
XP	19	35	75	200
TT	I			
Body Weight	10-25%	25-75%	75-90%	300 LBS

musky odor. The eyes of a yeti are icy blue or almost colorless. Their claws and flesh are ivory white.

Unlike many arctic creatures, the yeti does not have a thick layer of body fat to keep it warm. Instead, it relies upon the special properties of its thick, warm fur. It has a transparent second eyelid, which allows the creature to see in blowing snow, and prevents its eyes from freezing in extreme temperatures. It has 60' Infravision.

Female and male adults have the same game statistics. The yetis are quite strong and are not ones to be toyed with by the careless. The physical strength of the average yeti is comparable to that of a hill giant, which is greater than that of any human alive.



Drawing of Yeti or Sasquatch

It seems that the yetis are quite fierce and aggressive in their disposition, but among their own kind they are said to be quite congenial. Should they happen to encounter any other beast or being, they respond fiercely, to ward away the threat before they attack. They beat on their chests, hurl stones, strut about, flail their arms, and hoot loudly in a manner which echoes for great distances. If the intruders do not leave, they are soon surrounded and attacked. If they do leave, they are stalked and attacked soon enough. Any meeting with these creatures is bound to end in conflict.

Snow/Ice invisibility

The yeti is a fierce hunter of the Polar Regions. It stalks its prey and lays an ambush, attempting to gain surprise. A favorite trick is to get ahead of its prey and lie in a depression in the snow, or dig a shallow pit and cover itself with snow. Such works can be detected only by natives of the arctic regions, and then only 25% of the time. Against the snow, the yeti is invisible due to its coloration until its prey is 10 yards away. It is completely invisible under a thin layer of snow..

Fright

They have a special talent for inducing great fright in their opponents. More than a few who have survived yeti encounters have testified to an unnatural sense of horror upon gazing into the pale eyes of a snowman. The majority agree to the description of it as a mind-chilling sensation, leaving the blood as water and the skeleton as jelly, though not everyone is affected in

exactly the same manner. The most experienced of fighting men seem to have some resistance to this power.

Any opponent surprised by a yeti must save vs. paralysis or go rigid with fright for three rounds, indicating that he has looked into the icy blue depths of the yeti's eyes. Any opponent that is paralyzed in this way can be automatically hit by both claws and squeezed. This effect does not take place against creatures which are normally immune to fear of any sort, including cavaliers, most undead, and generally mindless creatures. It is believed that the unusual crystalline colouring, together with a strange and faint pulsating of light within the creature's eyes, is responsible for this effect. Such pulsating dies when the yeti does, thus ending any more fear striking gazes from the creature.

Bite

Although the yeti does have fangs (1d4 points of damage), it does not usually attack with them, preferring to use its formidable claws. It will only bite on a victim that is dead or prone (it tries to eat it) or one that it is currently hugging.

Hugging

If any hit with claws is made with a natural 8 or more than needed to hit, the victim is pulled in for a chilling squeeze. The creature's fur actually absorbs heat, making it extraordinarily cold if contacted (2d8 points of damage if squeezed).

Heat absorption

Since the yeti is a cold-blooded, cold-dwelling creature, heat would not please one. The human body temperature is fairly high, and when sick it can be just a little too high and the human will perish in a specific time. But though the yeti's internal temperature is much lower, it can still get a fever. A yeti seems to radiate cold around him. That ugly thing feels colder than Hells' eighth plane. But a creature cannot actually radiate cold. Cold is not really a presence of something, it is an absence of something: heat, actually energy of a sort. Nothing can radiate a lack of something, cold is not radiated. Still, because of its low body temperature, if a yeti were to find itself in surroundings where the temperature was higher than its own, it would pick up some of the heat. Heat energy travels from areas of greater concentration - warm areas - to areas of lesser concentration - cool areas - like any other diffusing action. This means that the yeti does not radiate cold, but that, by way of a kinetic vacuum of sorts, it absorbs the heat. The temperature of its surroundings drops, losing energy, while that same energy is absorbed by the yeti, whose internal temperature rises slightly. Not necessarily body heat; the heat energy can come from virtually anywhere. How well are your homes heated? Not all that well, really. The yeti would dare not get close to a really warm area. Maybe a heated metal fence would help guard the rest of the town better than a big wooden fence. If you are very careful about its design and construction, that is. Most metals are wonderful conductors of heat. But keep in mind, a heated wall will not be foolproof by any means. It is more of a general deterrent. You will still have to keep

on your toes.

Yetis absorb heat from their surroundings. If grabbed by a yeti, a victim suffers hugging and cold damage. After a yeti has caused chill damage equal to its own hit-point total, it begins to feel weak, suffering -1 on 'to hit' rolls and an additional -1 for each additional 8 hp chill damage caused. This chill damage is actually causing the yeti to warm up internally, disrupting its metabolism. When this 'to hit' penalty reaches -6, the yeti passes out, becoming feverish and remaining unconscious for 2d6 turns. At -9, the yeti dies from severe overheating. Generally, it takes about three turns for a yeti to recover from each -1 of 'to hit' loss suffered, providing the creature is still alive.

Fire vulnerability

The yeti is particularly vulnerable to fire, as it sustains 150% damage from any such attacks. The heat-absorbing property of the yeti's fur can work against it. This also applies to any other form of heat-based attacks. Yetis are not particularly bright nor fearful, but usually stay away from fire and other obvious sources of heat, for they realise this weakness and take pains to avoid it.

This heat absorption condition may also be inflicted by absorbing heat from sources other than people. Greater sources of such heat contribute more than the hp drained from humans, just as relatively cooler sources contribute less. Heat or fire attacks contribute half their unadjusted (prior to the addition of the extra 50%) damage value in addition to the 150% damage taken. This cold radiation fades away gradually after a yeti dies. The internal biological and

chemical functions which maintain such an extremely low body temperature eventually cease within a dead yeti, and the body then begins to approach the temperature of its surroundings, thus decreasing the effect of the radiation of cold. In terms of hit points, the damage inflicted is typically reduced by 10% for every two turns that the yeti has been dead (this may be adjusted up or down in unusually warm or cool air temperatures). Consequently, two turns after death, cold damage from a yeti will be multiplied by 0.9, by 0.8 after four turns, 0.7 after six, etc. After 20 turns, the yeti's internal temperature will be close enough to the surroundings, the cold damage will be nil, and the body may be safely investigated.

Weapons

The only weapons a yeti will use are hurled rocks, which gain bonuses to damage from this great strength. A hurled rock does a base of 2d4+2 hp damage, has a maximum range of 120 yards, and is about 6" in diameter, weighing about 10-12 lbs. The yeti hurls them with one hand like shot-puts.

Habitat/Society

Although the yeti is of average intelligence, it has no civilization. They can use simple tools, including man-made weapons, but will not make any themselves. Of course, yeti dwell only in very cold climes, it being much more comfortable since their normal body temperatures are much lower than most blooded living creatures. Their peculiar internal biological processes require cold atmosphere to maintain life, and in turn produce an even colder one. They'll live in plains, hills, or other areas of extreme cold.

They're hard to spot in the snow-covered plains due to their white fur. They also seem to be smart enough to learn to use this to their advantage, and so gain surprise when they hunt. And they like shallow caves. Yetis live in ice caves in hills and mountains. Sometimes these are natural; sometimes they are excavated by the yeti or enlarged to accommodate the family. Most yeti treasure consists of items recovered from the bodies of explorers.

Life is harsh in the arctic, and friends and food are hard to find, making survival and reproduction the yeti's only goals. The yeti will associate only with its immediate family, the young leaving to fend for themselves as soon as they mature. A family usually consists of an adult male with one to three females and a 50% chance of 1-6 young if females are present. In an attacking group, the largest yeti is the male; the next largest ones are his mates. Any others are small males or females that are due to leave the family soon.

Young

Yetis are actually biological relatives of both the lower primates and the giants. They are most closely related to the

m o u n t a i n gorilla, to which many of the yeti's typical habits and instincts might be compared. Yeti mate and bear young much as do

Age	Yeti
0-2	Baby
3-4	Youngster
5-6	Teenager
7+	Young Adult
15+	Adult
30+	Mature
50+	Elder
75+2d10	Death

any other lower primates. After that, the young stay with the parents for only two years after birth; they don't stay dependent on their parents as long as most other primates do. Any young encountered with a group of yeti will typically be just old enough to fight effectively on their own. This early separation and independence from the parents causes them to hunt for food at a relatively early age, limits their population growth to those strong enough to survive, and accounts for part of their racial ferocity.

Unlike most other primates, the yeti does not care much for their young long after the whelp stage. Usually, these young must fend for themselves at an early age, looking and fighting for food and such. This makes them strong, fierce, and rare as well.

Yetis become adults at seven years of age. Young yetis do less damage with their claws. Chill damage from young yeti amounts to 1-6, 2-8, or 2-12 hp damage. The power to frighten opponents by gaze only comes with full adulthood. All yetis are immune to cold attacks because of their thick fur and fat layers, as well as from their unique biology. If a yeti is captured at an early age, cared for, fed properly (they have voracious appetites) and kept in a suitable arctic climate, the creature could be tamed and raised in much the same manner as any other domesticated animal. Usually, such domesticated yeti will follow their instincts and leave 'home' after a few years for the icy wilderness. As a result of their early domestication, however, these yeti are often less ferocious than the average abominable snowman. These yetis that stay at home (30%) grow up to be very loyal to their caretakers.

Ecology

Any living creature not of its family is considered potential food, including other yeti. This does not make them foolhardy; only a starving yeti will attack an obviously stronger party. Their typical diet consists of herd creatures, such as caribou, bears, wolves, and other creatures inhabiting the snowy mountains in which they live. The yeti may turn to scavenging in hard times. They roam across a wide area in search of food, usually 15 miles in all directions from their lair. Yeti claws and teeth have value only because of the rarity of the creature. They sell for about a gold piece a tooth or claw in the open market. Yeti fur is another story. It is prized by those living in cold climates for its extraordinary ability to keep its wearer warm. A full grown yeti pelt can fetch up to 300 gold pieces in the open market.

These beasts are not particular about what meat they eat, though one of their favorite meats is human flesh. Yeti have Low senses(see table under Crowrse).

Sasquatch (*HOMO GIGAS SYLVESTRIS*)

The sasquatch⁷ are a very shy race of low intelligence who dwell deep within dark woods and in high mountains. The creature is tall and ape-like, standing 6 to 9 feet in height and weighing between 350 and 500 lbs. It has a crested head, large feet, and a thick mat of hair (dark brown in woods, white in mountains). It is omnivorous, occasionally slaying animal prey but usually

⁷ Sasquatch is used both for the Single and Plural form.

eating plants and berries. Every sasquatch shows their ability to intimidate any other who has the weakest of heart. It has a smell so strange that only those living in the forest can withstand.

Males tend to be heavier and taller than females. They age the same as half-elves, and have the muscular strength of an orc. All sasquatch have human-like bodies that have a bear's nose, an ape's arms and face, and most sasquatch have brown colored fur, but it can range from yellowish-brown to black.

It is normally covered in dark brown or deep black hair. However, it is important to note that fur colouration will change dependent on their habitat. Those that dwell in swamps will have dark reddish hair (often called skunk-apes). Regardless of their habitat, they all share the same statistics. They have large eyes, a pronounced brow ridge, and a large, low-set forehead; the top of their head is rounded and crested, similar to the sagittal crest of the male gorilla. Sasquatch have a strong, unpleasant smell that can nauseate the strongest stomachs. They have huge oversized feet that leave enormous footprints which have earned them the nickname bigfoot. They are mainly nocturnal and omnivorous.

Humanoid	Sasquatch		
Type	Giant humanoid		
Climate/Terrain	Woods, Forested Hills, mountain		
Frequency	Very rare		
Organization	Clan		
Activity Cycle	Day		
Diet	Carnivore		
AL	N		
NA	1d6		
Size	10-25%	75-90%	7' + 2d12"
BM	1	2	3
ST (PR)	-8	-2	8+2d6=10-20
IN	-3	-1	3d4=3-12
WI	-5	-2	3d4=3-12
DX		+1	3d6=3-18
CO	-5	-2	6+2d6=8-18
CH			1d8=1-8
Languages	Sasquatch, (understands 50% of local tongue)		
Spellcaster Limits:	Druid 6 Wicca 4		
AC	6		
AV	1 fur		
Levels; Fighter	Whelp	Teenager	Adult
HD	1+1*	3*	5*
HP	1d8+1	3d8	5d8
MV	150'/50'		
THACO		17	15
Attacks		2 fists	
Damage	na	1d4 each	2d4 each
Attacks		or 1 weapon (Rock, club)	
Damage		by weapon	
Special Attacks;	Hug 4d6 +2 to bite 1d4		
Boulder Throwing		25% chance Hurling/Boulder Throwing	
Catch large Missiles		10%	
Ranges boulder		3'-10'-25'-50'/100'	
Boulder damage		2d8	
Boulder Averages:		1 ftØ	40 LBS
			Smash
			Sweep
			Slam
Special Defenses;	invisible in Woods/Forest		
Immune to;	Normal cold		
Extra Vulnerable to;	0		
Hindrances	-1 To Hit small creatures		
AM	0		
Save as;	NM	F3	F5
ML	6 (11 in lair)		
XP	19	50	300
TT	I		
Body Weight	10-25%	25-90%	300 LBS



Combat

A sasquatch's appearance will scare most people who have never seen one. (Save vs. Fear to negate.)

Although not aggressive, it will defend itself and its cavern lair ferociously (morale 11), attacking with club like fists. In combat, it can also throw boulders up to a 50' range (damage 2d8 points). Also, if both hands hit one victim, the sasquatch hugs for an additional 4d6 points of damage. Sasquatch, or bigfoot, act almost animal like with their fur covered bodies and animal sounding language. Sasquatches are the most misunderstood race of all. Those who get to know them call them a gentle beast because they only wish to play with the young ones of any race. Sasquatch rarely attack another person unless threatened, whereby they then conform to their basic animal instincts. No one has been known to beat a Sasquatch in either a wrestling match or a fist fight. (WR +12)

Name confusions

Common names for sasquatch include "Bigfoot" (the woodland variety) and "Yeti" or "Abominable Snowman" (the mountain folk). Most people make no difference between the two species, but sages know they may be related but are different races, and no longer genetically compatible. Snow apes (q.v.) are also often called by the latter two names, while these creatures are of a completely different race, belonging to the apes instead of the humanoid.

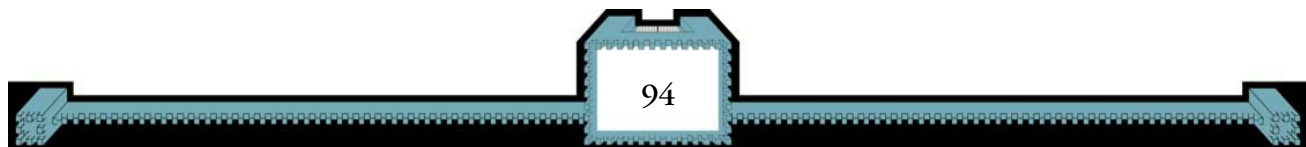
Habitat/Society

Sasquatch are big lovable creatures, and will interact with all who are willing to try to understand them (mostly elves, gnomes, and halflings), but other races just see them as a beast of burden (like orcs and goblins). Because of their gentleness, any young will not be harmed by them no matter the race. All Sasquatch look to protect others in any way they can so they go more to the good side and they hate living by laws of the humans so they tend to be chaotic. Sasquatch can be found in thick, dense forests of the most temperate climate where they can hide their villages with ease. Their love for nature always draws them to these areas where they live their lives with fewer worries.

Language

Sasquatch speaks Sasquatch. This language is based on barks, humming, whistles, growls, and groans as the dialect. Sasquatches can only speak Sasquatch because their vocal chords can only make animal sounds and they lack the ability to speak other languages; however they have a basic understanding of the local tongue spoken near their territories, and know about 50% of all words spoken in the local languages. They can't, however, repeat these words, but when a Sasquatch learns another language, they can read and write it. Sasquatch have their own alphabet. Sasquatch names are complicated to say in Sasquatch to a person from another race so most sasquatch give themselves nicknames to be called by befriended members of other races.

Sasquatch have empathy towards animals from the same environment that they are





from; they sense their emotions and thus are often alerted of impending danger.

Faith

No one knows for certain what the sasquatch religion is. Some elven philosophers believe that the Sasquatch religion is based on nature and that they worship all animals as if they were gods or spirits of their dead family.

There can be sasquatch spellcasters; mostly these will be druids of up to 6th level, or more rarely wicca of up to 4th level.

Ecology

Sasquatch are always looking for food and keeping an eye out for danger. Therefore, will see hidden persons or objects sooner than most other creatures. They have a basic 30% chance to see hidden objects and persons, but this is adjusted by its intelligence and wisdom adjustments.

Sasquatch have the Survival Forest skill as an extra skill. Often they also have a survival Mountains, but then they use a skill slot as normal creatures.

Sasquatch are experts at moving fast but silently, and never being seen, they have Move Silently and Hide in Forest as a thief of level equal to their Hit Dice.

Sasquatch Lore

Age	Sasquatch
0-4	Baby
5-7	Youngster
8-11	Teenager
20+	Young Adult
17-21	Adult
62+	Mature
93+	Elder
93+3d20	Death

A character knows the following information with a successful Nature or Monster Lore check:

Although normally peaceful, sasquatch are highly territorial and protective of their families. If they feel threatened, or find intruders within their habitats, they will attack to protect themselves and their families. Sasquatch dislike most other hominids, and build their homes far away from them. Many generations still tend to remain in the same areas, and if other humanoids move into these places, they soon find themselves in conflict with them. Sasquatch will continuously observe intruders before determining it is a good time to attack and drive them off. Often people will find evidence of these observations in the form of huge footprints and tufts of stray hair. While sasquatch are not highly intelligent, they are adept at remaining hidden. They will make their homes in secreted caves or woodland nests, that they can easily conceal when needed. Also they will eat their own dead, and then bury what remains deep beneath the ground in order to hide their presence. Sasquatch live in small family groups of up to half a dozen members. Sometimes they will be captured (or dominated) and kept as wild guardians in certain natural locations.

They are most prominent in the Denwarf Spur of the Rockhome mountains and the mountain chain on the west coast of the continent of Brun. A few hundred live spread over an area near a semi-active volcano, where the terrain is too wild and barren for other creatures. Sasquatch have Medium Senses (see table under Crowrse)



Ettins⁸
(HOMO GIGANTICUS MINOR-HYDRAE)

Ancient lore, speaks of the Ettins: legendary two-headed giants. As with all legends, there is a kernel of truth in this. Ettins do exist on Mystara, but they are not recognized as a strongly distinct breedable race. Rather, ettins are seen as a particular form of conjoined-twins unique to hill giants. The ontological development of the ettin's second head is akin to polyp budding – completely unlike twinning in humans. This may have been the reason for their creation during the Great Rain of Fire radiations. Their number remained low, as they have difficulty breeding, single headed offspring are still about 50% of all births. These children are eaten, chased away at a specific age or abandoned near a hill giant enclave.

The Great Rain of Fire nearly obliterated the hill giant race, genetically corrupted by the radiation, several new evolutionary offspring arose. One of them was the ettin, of which later a single entity

⁸ [Ettin](#) are adjusted to BECMI D&D and expanded from AD&D2e sources and *Dragon Magazine* #92: "Ecology of Ettin".

Humanoid	Ettin					
Type	Giant humanoid					
Climate/Terrain	Subarctic to Temperate Hills/Mountains/Underground					
Frequency	Very Rare					
Organization	Solitary					
Activity Cycle	any					
Diet	Carnivore x4 (each head requires x2)					
AL	CE					
NA	1 or 1d4					
Size	10-25%	26-50%	51-75%	75-90%	H; 10+1d4'+1d12"	
BM	1	1	1	1,5	2	
ST (PR)	-8	-6	-4	-2	12+2d4=14-20	
IN	-3	-3	-2	-1	2d4 (left/Right)	
WI	-5	-4	-3	-2	3d4-2=3-10	
DX			+1	+1	3d6-2=3-16	
CO	-5	-4	-3	-2	6+2d6=8-18	
CH					3d6=3-16 (left/Right)	
Languages	Hill Giant (Bratak), Gunderrim(Fire Giant), Ogrizz (Ogre)					
Spellcaster Limits:	na					
AC	10	9	8	7	6	3
AV	0 Hill Giant Fur (AV1), Hill giant leather (AV2)					
Levels	Whelp	Young	Teen	Y. Adult	NM	1
HD	1	3	5	7	9	10
HP	1d4	3d8	5d8	7d8	9d8	10d8
MV	120'/40'					
THACO	na	18	15	13	11	
Attacks	2 or 1 Fist/Kick and weapon					
Damage	na	R: 1d6 L: 1d4	R: 1d8 L: 1d6	R: 1d10 L: 1d8		
Attacks	or 2 or 1 weapon and fist/Kick(Large Club)					
Damage	by weapon x3 (right) x2 (Left) (=1d8x3 or x2)					
Special Attacks;	Hurling/Boulder Throwing					
Catch large Missiles	0					
Boulder Throwing	3'-20'-40'-60'/120' for 2d6					
Boulder Averages;	1-2ftØ 150 LBS					
						Smash Sweep Slam
Special Defenses;	Surprised 1 on 20 only					
Immune to;	only affected by charm, sleep, fear, hold if two spells used					
Extra Vulnerable to;	0					
Hindrances	Chicken Pox					
	Save -1 to illusions per head					
	-4 To Hit small creatures					
	Small World problems					
	Phobias					
AM	0					
Save as;	NM	F1	F2	F3	F4	F5
ML	7					
XP	10	20	75	275	650	775
TT	E +5000gp					
Body Weight	10-25%	26-50%	51-75%	75-90%	1200-2200 LBS	

(Grolanthor) was responsible for creating the ubue. Since 300 AC, these creatures diminished in number due to encroaching humans and their killing adventurers. It is rumored that some unknown immortal placed some of these individuals on an island in the Hollow World.

Ettins can detect and identify living creatures by scent alone at a range of 30 feet. The most commonly accepted reason for the "ettinization" in hill giant offspring today is an imbalance of nutrients and exposure to radiation effects (wild magic zones, etc.) given to the child during gestation, but some maintain it is caused by a peculiar sickness or avariciousness of one or both parents.

One out of 1000 births yields an ettinized child. Healthy, separate twins are unheard of. The physiology of the ettin does not always align properly during development, and half of all ettin babies die within the first month of life. Another 25% perish by their teenage years from compromised health. Those which survive are always sent away, and often conglomerate with others of their mutated kin. Sometimes these babies are dropped by the hill giant mother near an ettin enclave; they are never killed or eaten (in opposition of the ettin who do this). The remaining ettins are capable of surviving into their adulthood, though they are afflicted with disabilities. Ettins stand two feet shorter than their peers, and suffer -2 adjustments in dexterity, wisdom, and constitution. Each head has its own intelligence, charisma and personality. Wisdom is "joint" in the sense that the body-mind intuition must work together to do anything.

An ettin at first appears to be a hill giant with two heads. On closer inspection, however, the creature's vast differences from the relatively civilized hill giant become readily apparent. An ettin has pink to brownish skin, though it appears to be covered in a dark brown hide. This is because an ettin never bathes if it can help it, and is therefore usually encrusted with a thick layer of dirt and grime. Its skin is thick, giving the ettin its low armor class. An ettin's hair is long, stringy, and unkempt; its teeth are large, yellowing, and often rotten. The ettin's facial features may strongly resemble those of an orc - large watery eyes, turned-up piggish snout, and large mouth, but often it seems reasonably humanlike.

The race is a two-headed hill giant and possibly due to their origin, is more evil and chaotic than even the hill giant they originate from, but ettins, on average, are substantially taller and thinner than hill giants. They are not able to rise in levels like other giants, and can't learn nor understand any form of magic, technology, culture, tribal knowledge, hygiene, family, or anything else. Their Intelligence is rolled on a 2d4 instead of that of a normal hill giant. Furthermore, they seem to resemble a common hill giant, in behaviour. They have many miscarriages - due to the two heads, but mate a lot with the females who do survive. Young are not brought up, they are reared until they can walk (8 months) and then they must learn all this themselves.

An ettin's right head is always the dominant one, and the right arm and leg will likely appear slightly more muscular and well-developed than the left. An ettin wears only rough, untreated skins, which are dirty and

unwashed. Obviously, ettins smell very bad, due to their complete lack of grooming habits – good or bad.

Combat

An ettin is a nasty brute - murderous in a face-to-face fight if one is unlucky, injured, or weighed down; but easy prey to a well-armed band of three or more who keep their wits about them and meet the monster on grounds of their choice.

Having two heads is definitely an advantage for the ettins, as one is always alert, watching for danger and potential food. This means that an ettin is surprised only on the roll of a 1 on 1d10. An ettin also has infravision up to 90 feet, which enables it to hunt and fight effectively in the dark. Though ettins have low intelligence, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, ettins usually fight furiously until all enemies are dead, or the battle turns against them. Ettins do not retreat easily, only doing so if victory is impossible.

In combat, an ettin has two attacks. Because each of its two heads control an arm, an ettin does not suffer an attack roll penalty for attacking with both arms. An ettin always attacks with two large clubs, often covered with spikes. Using these weapons, the ettin causes 2d8 points of damage with its left arm, and 3d6 points of damage with its right. If the ettin is disarmed or unable to use a weapon, it attacks empty-handed, inflicting 1d10 points of damage with its left fist and 2d6 points with its right.

Capable of dealing massive amounts of damage, the ettin delivers a healthy dose of terror to the average adventurer. With two clubs that can strike an average of 13 points per hit, the creature's full attack can reduce even a raging barbarian to tears. As such, ettins make effective encounters on their own or good minions for tougher giants and powerful warlords.

The ettin have cave bears, orcs, goblins, and rarely a green dragon as allies.

But even though its weak points can't be completely overcome, a tougher-than-normal ettin can still put a serious fright into its opponents. Just keep in mind that its power comes in short bursts - it doesn't have the staying power for a long-term fight, but if it can survive for even a couple rounds of melee, it has done its job. Thus, enhancing its short-term effectiveness is often the best bet for keeping it potent.

Ettins, commonly known as the 'two-headed giants', are brutish, aggressive carnivores who dwell in caverns, disused mines, and the like, emerging to raid the upper world only by night. They hunt prey well in darkness and subsist on raw flesh of all sorts; however, only rarely do they fight among themselves, and an ettin will only eat the meat of its own kind if it is badly wounded or sorely in need of nourishment, and no other food supply is readily available. As befits their crude and cruel behaviour, ettins will typically hammer their food to a pulp, either with a weapon or by flailing the carcass against rocks, before eating it.

Habitat/Society

Ettins like to establish their lairs in remote, rocky areas. They dwell in dark, underground caves that stink of decaying food and offal. Ettins are generally solitary, and mated pairs only stay together for a few months after a young ettin is born to them. Young ettins mature very quickly, and within eight to ten months after they are born, they are self-sufficient enough to go off on their own.

On rare occasions, however, a particularly strong ettin may gather a small group of 1d4 ettins together. This small band of ettins stays together only as long as the leader remains alive and undefeated in battle. Any major defeat shatters the leader's hold over the band, and they each go their separate ways. Typically, ettins collect treasure only because it can buy them the services of goblins or orcs. These creatures sometimes serve ettins by building traps around their lairs, or helping to fight off a powerful opponent. Ettins have also been known to occasionally keep 1-2 cave bears in the area of their lairs. The sloppy caves of ettins are a haven for parasites and vermin, and it is not unusual for the ettins themselves to be infected with various parasitic diseases. Adventurers rummaging through ettin lairs for valuables will find the task disgusting, if not dangerous.

Language

These creatures are not especially fluent in any single language, but use a smattering of words and expressions from whichever tongues are most predominant in their vicinity - usually orcish, goblin, and the local

common speech. Most of them know at least a little of the Bratak (hill giant language), and ettins often consider this their 'own' language. In some areas of the world where ettin populations have established themselves and resided for a long time, the creatures have developed a debased dialect of the orcish tongue into a language that can truly be called their own.

Any creature who is conversant in orcish will be able to understand 60% of what is said in this 'ettin tongue'. Ettins often howl and slobber in bestial rage when in pain or frustrated by nimble foes.

Some humanoids have enlisted these misfits as powerful "tools", where they learned their mismatch of humanoid tongues (Orcish-Goblinoid-Bratak). Any adventurer who speaks orcish can understand 50% of what an ettin says.

Ettins are generally stupid, but can be cunning in matters of chasing, ambushing, and fighting prey. They are wary of all other creatures - even other ettins - and slow to trust.

Senses

Ettins have keen senses, well adapted to night hunting, infravision up to a 90' range, and a sense of smell sufficiently developed to distinguish animal, unusual, and specific, known-to-be-dangerous scents from those of the surroundings within 30'. They dislike sunlight or any other strong light (continual light, but not a torch or a light spell) immensely, but it does not harm them or impair their fighting abilities. Their dislike comes from habit and conditioning, and their

self-preservation instinct; they inhabit darkened, hidden places because of their solitary nature. They greatly prefer to hunt at night so as to take full advantage of their keen senses, and to reduce the chances that they themselves will be set upon by adventurers or other adversaries.

Two Heads

One fact known by everyone, of course, is that ettins have two heads. This strange property affords them some obvious benefits in combat situations; unfortunately, however, their low intelligence prevents them from taking full advantage of this 'blessing'. The head on the right-hand side of an ettin's body is always dominant; and despite folktales and ballads to the contrary, an ettin never argues with itself.

The ettin derives some unusual protection from its dual brains. Spells of mental control, such as *Sleep*, *Fear*, and any *Charms* or *Hold* spells, will not completely affect an ettin unless two spells of the same type are cast upon it, either simultaneously or one after the other so that both spells are in effect at the same time. Of course, both spells must succeed; for magics of this sort against which a saving throw is allowed, each head is entitled to a save against one of the spells. If one but not both spells succeed, the unaffected head will assume control of the body without pause or internal struggle, and the affected head will be held powerless until it regains its normal state (at the expiration of the spell's duration). If the affected head is the dominant (right-hand) one, it will immediately resume 'control' after returning to normal. During this time of powerlessness, the arm closest to the

affected head will hang limp and useless; it will not drop anything it is holding, but it can't consciously use or wield such an object and could (under the right circumstances) be easily disarmed or disengaged from the object by the application of some force (a list or weapon blow, for instance) against either the arm or the object.

Note that mass charm, psionic domination, and other 'group-effect' magics and powers will affect both heads of an ettin upon a single application; if a saving throw is allowed in such a case, the creature is only entitled to one. If the ettin's dominant head is destroyed or severely damaged in a fight, the creature will be confused for 1d6 rounds, after which time the single functioning head will gain control of the 'opposite' arm, but that arm will only be capable of wild (empty-handed) flailing until the ettin learns to control both arms with its single head. This process takes 1 to 2 months to run its full course, after which time control is perfect and both arms can attack normally.

Damage figures for both arms will not change, regardless of which head is controlling both of them. Because of its low intelligence, an ettin saves against all types of illusions at -1, but each head is entitled to a saving throw, and if one or both of them are unaffected by the illusion, the ettin will be enraged at such a trick, not bewildered at its occurrence, and will angrily seek out its perpetrator.

Also contrary to certain legends, an ettin cannot regrow a lost head; however, a one-headed ettin is well able to survive its loss and carry on a normal life, albeit without the aforementioned combat advantages and most

probably without receiving any trust or respect from its fellow creatures, which will look upon the one-headed ettin as deformed. The former disadvantage is minimal in most cases, since even a one-headed ettin is a formidable foe in physical combat. The latter disadvantage is not considered important either, because such creatures generally do not solicit or value the trust of their fellows in any event.

Ecology

Because ettin society is so primitive, they produce little of any value to civilized creatures. Ettins tolerate the presence of other creatures, like orcs, in the area of their lair if they can be useful in some way. Otherwise, ettins tend to be violently isolationist, crushing trespassers without question.

Ettins collect treasure only because it can buy them the services of goblins or orcs. These creatures sometimes serve ettins by building traps around their lairs, or helping to fight off a powerful opponent. Ettins have also been known to occasionally keep 1-2 cave bears in the area of their lairs.

A female ettin will bear a single offspring seven months after mating, and such young typically grow to full size in little more than a year. The offspring of a pair of ettins has no combat ability until it attains six months of age. From that time until it reaches one year old, the young ettin is size M (5' tall) with 3 HD and does roughly half damage on an attack with either arm. In the period of one year, an ettin grows to 5 HD, is quite independent and will either be abandoned by its parents or simply treated as another

member of the group. It will grow to 7 HD in two more years and finally reaches 9th HD after about another four years; it is truly adult at 10th HD after another four years.

Female ettins are always longhaired, and generally more full-bodied than the males, whose frames are relatively gaunt and wiry except for the exceptionally broad shoulders which are (for two obvious reasons) a hallmark of the species. Neither the male nor the female takes any care of personal appearance, but females like to wear jewelry as a status symbol, perhaps to display their hunting prowess and thereby prove themselves attractive to a prospective mate. Females may gain their finery from prey they vanquish, or as gifts from male ettins during the crude courtship ritual they practice. Aside from the uses described above, ettins keep treasure to bargain with and to purchase the services of others for specific tasks, such as hiring a band of orcs to build a wall or a trap near an ettin lair.

An ettin has pink to brownish flesh, with calloused hands and feet that carry a yellowish tinge. Its complexion often looks darker than it actually is, because the creatures are habitually covered with dirt and filth. The clothing of an ettin, if such a term can be used, comprises of nothing more than scraggly, filthy animal-skins. The creatures care nothing for the appearance or odor of such garb, and wear it only for the warmth and comfort it affords them when sleeping on cold, rough stone. Such garments never have sleeves or other accessory parts, for ettins don't want to be hampered in a chase or a battle by mere sleeping-furs. The skins worn by an ettin are uncured and rotting, and typically carry parasitic diseases. Ettins are not immune to these diseases but ignore

it totally. They will, however, never suffer damage from it or die by it.

Ettins have no finesse, or the desire to have any, when it comes to physical combat. They fight with crushing and battering weapons such as spiked clubs and iron bars. They have been known to throw rocks if no other weapon is immediately at hand, and they will not hesitate to rip apart furniture or uproot small trees to fight with. Their outlook on combat is as crude as their tactics; Ettins know nothing of honor, fairness, or truces. Boulders or rocks thrown by an ettin cause 2d6 points of damage per hit, with range figures of minimum 3 feet to maximum 120 feet; each arm can throw one rock per round. Note that this is not an ettin's preferred attack mode, and the monster will always use some sort of hand-held weapon if one is available.

But the Ettins are not imprudent, and will not take on obviously superior foes if escape is possible. They will bargain with all intelligent prey if they think more food will be gained by doing so, but if the bargaining gets unpleasant or frustrating, they may abruptly decide that a snack in the hand is worth a feast in the bush. At any rate, Ettins do not feel bound by agreements reached by bargaining. They seek only to get what they want, and as much of it as possible, while incurring the least risk to themselves.

Well known Ettin

GRUSH: THE ETTIN BARBARIAN

Grush is a run-of-the-mill ettin barbarian. He works equally well as a lone opponent (perhaps a hunter cast out from his colony,

or the last survivor of a dwarf-giant battle) or as part of a group. With two mouths to utter his raging howls, he makes quite a racket during a fight. To stage a particularly terrifying combat, add a couple more just like him and watch the blood fly.

Grush:

Male ettin, Large giant;

HD 10d8+20 plus 2d12+4; hp 82;

MV 120'/40' AC 3,

THACO 7,

Att; large club right; 1d6 x3 or 1d6 x2 left; or javelin 1d8 x3 right or 1d8 x2 left,

SA Berserk rage 1/day; infravision, AL CE;

SV Str 20, Int L/R 6, Wis 10,

Dex 8, Con 15, , Cha L; 11 R; 9.

Skills:

Hide in shadows DX Hear Noise IN, Find Traps IN, Alertness.

Possessions: +1 breastplate, two large clubs, four javelins, potion of cure serious wounds, 600 gp.

GROLANTHOR, THE CRIMSON ETTIN

Ettins worship an Immortal-like being that is similar, or identical, to the one the hill giants know as Grolanthor, though they usually do not call the Immortal by this name. He is usually known by a slightly different name, such as 'Grolettinor' or 'Grelinor', among the ettins that revere or worship this figure. They view their Immortal as a gigantic ettin of great intelligence and wisdom (as well as superior fighting prowess) whose two heads enable him to maintain an eternal vigilance against all who would seek to subjugate or destroy the ettins. The similarity of their immortals suggests the link ettins and hill

giants have, but the two species have no affinity for each other nowadays. Very few ettins rise in service to their Immortal to become 3rd level shamans. In order to cast spells, a Shaman must have a Wisdom of 9 or better.

Children of the Kingdom of Many Colors have long been scared by the tale of Grolanthor, the Crimson Ettin, a fearsome creature of unbridled hunger and cruel intellect. Unfortunately, the nightmare is true.

The Crimson Ettin is unique: a three-headed giant who was so ravenous he ate through his mother's womb. The creature bred with several ettin and thus became responsible for the creation of the race of Ubue, of which he was the progenitor. The beast was finally subdued by other giants and somehow trapped within a fairy-built prison plane.

Grolanthor:

AC-3, AV by armor (max 4), -4AC for 4 attacks each round, Deflect two attacks each round if SV DR success.

HD 26****, Hp 152,

MV 150'/50'

THAC0 Primary target +8,

Secondary Target +6,

AT 2 giant clubs Grand Master P; (1d6+6)x2 S; (1d4+6)x2, Or two spells (By spell MU or CL),

Morale 11,

AL CE, ST 20, IN 16, WI 16,

DX 13, CO15, CH 8,

XP 20,000

The Crimson Ettin quickly conquered his new home (the Prison realm) and remade it in his image. He learned arcane and clerical abilities (his right and left heads,

respectively) in addition to his martial development. He has the capabilities of a 27th level magic-user and Cleric. The giant gets his spell from an unknown Entropic Immortal (Hell is assumed). He is thus influenced by its dark Immortal so that it seems as though he is the one mortal able to give spells to its few followers. In effect, the Immortal gets its due, but uses Grolanthor for its own purposes. The giant now awaits his release and return to the Dale. The Prison Realm of the Crimson Ettin is filled with two-headed beasts. Each head bears four horns. These animals charge trespassers, but those who can show no fear (treat as a cause fear spell) will go unmolested.

In melee, the Crimson Ettin attacks with a large club in either hand. This is coordinated by his central head. From a distance, his left and right head cast appropriate spells. The Crimson Ettin has learned how to intertwine his hand motions to cast spells simultaneously.

His prized possession is his silver wand. This wand can put victims into suspended animation, turn them to stone, or disintegrate them.

Only a prismatic stone (the Yellow Diamond of Release), left at a particular hill-lock in the Flatlands on the night of the full moon, will break the seal on the ettin's realm. From that point forward, he will be able to freely merge his fairy realm with Mystara on nights of the full moon.

The Crimson Ettin enjoys playing games with his food, and he might engage in riddling before devouring someone.

ROCK RACES (OR SILICIUM BASED LIFE-FORMS)

Nobody knows where these creatures came from. Sages speculate that they've been created by several Earth/Matter based Immortals, or those trying to become Immortal, others debate if these creatures are adapted forms of existing creatures, who living underground for millennia must have become stone themselves, or are creatures created by the magical energy of the planet itself.

Whatever the cause, these creatures came into existence thousands of years before the legendary rain of fire. The rockmen were first (around 550.000 BC), followed by the geonids (around 350.000 BC), then the stone giants (around 225.000 BC) and as last the galeb duhr (in the last ice age 80.000-60.000 BC).

Some people say that the several constructs, like gargoyles, statues, golems are mere reflections of mortal mages trying to create what was created better prior to their existence. But these creations not even resemble the rock-based creatures in any way other than their appearance. They are free-willed, creatures of viable races, with many special abilities, powers, societies and cultures.

Rock altering spells will inflict damage to these creatures. This damage will be as a Cause Wounds spell of similar level or lower (this will be 1d6/level of the spell).

Somehow gems seem to be Important to the lives of these creatures, as are the gem grounds where diamonds, rubies and other gems are created by different chemicals under the immense pressure of the rocks above and after immense long time periods. It may even be that these creatures actually were created much longer ago, maybe even before any other intelligent life, but took so long to hatch or become free from the rock they have been created from.

Neither of these creatures will be really fast or hasty, some like the stone giant and geonids can be hasty but rarely do so.

Their material bodies resist time in such a way that they often become very old, or at least very resistant to erosion. They also become slow, powerful, constructive, and mostly good and even Lawful due to this process. They love the earth and things of creation. Although the changing of ores into metals goes too far according to them. Stone cuttings and creations, gems and rare ores are always appreciated to get, or to create.

All Rock-based creatures despise water. Water creatures will view and be viewed in hostility, what means a -4 reaction modifier (doubled if also alignment opposite). These creatures are more or less affected by the material they are made from. The geonids are the least affected, therefore the fastest, followed by the stone giant, galeb duhr and rock men, respectively, of which the last is the slowest, and most rock/stone like. Only an Earth Elemental consists of more pure Earth/Stone matter.

All rock-based creatures have gem-based hearts, mostly rubies but stone giants have bloodstones. Rumors exist that these magical hearts are needed for the creation or conjuration of the dreaded Tarrasque.

Almost all known life on Mystara is built upon carbon and carbon-based compounds. Yet some life has a different chemical foundation—one based on the element silicon. The inert magic of the planet itself gives these creatures mobility, and sentience. The creatures exude the silicium hydroxide (opposing to oxygen and carbon hydroxide in carbon-based lifeforms) not by breathing, but it exudes it through their skin. The building up of silicium-hydroxide makes the creature harder (Higher AV) over a period of time. The movement of the creature does prevent solidifying. The geonid does it though their shield, the rockmen and galeb-duhr through their overall skin. The sand-folk does it through crystallization of their skin, which is eroded by movement. (Keeping statistics the same).



Rockman Family

Legends

“Urt; the Living Planet, Her Veins are of Magma, Her Sinews of Ore, Her Skin of Earth, Gems Her Blood, Stone Her Bones, Water Her Sweat and the Air Her Breath. When She Dreams the Earth shakes, when She Awakes the Earth rocks, and Her Skin opens to let the angry Blood out. We’re no more than Fleas upon the Skin of a very lazy Dog”,

Maybe there is a truth behind this ancient dwarf saying when seen in the same context. Maybe this is the reason the ancient dwarves have named the planet Urt, instead of Mystara like the humans and other demihumans did. Whatever the truth, dwarves have the best connection with these creatures and at the same time the worst, due their fixation upon rock and stone, and their greed for gems and ores.

GEONID (*Granitus hominoides Basaltum*)

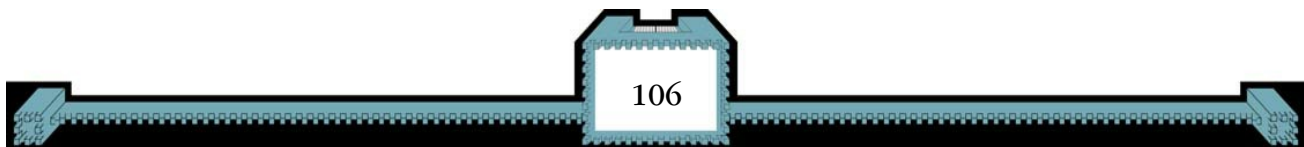
The bipedal geonids have two arms ending in sharp, three-part claws dexterous enough to wield weapons and tools. The fingers are totally opposable to each other, with no thumb needed. The three toes are pointed

⁹ This section detailing the Geonid uses material from TSR2501 AD&D2e “Mystara Monstrous Compendium”, TSR91273 AC9: “D&D Creature Catalogue”, TSR9438 DMR2: “D&D Creature Catalog” and TSR9069 Module X5: “Temple of Death”. This section details information different from these sources in adding more abilities and enabling it to be a Player Character race.

Creatures of Western Brun



Humanoid	Geonid																																											
Type	Rock Creature																																											
Climate/Terrain	Mountains, underground																																											
Frequency	Rare																																											
Organization	Clan																																											
Activity Cycle	Night																																											
Diet	Omnivore																																											
AL	CN, CG																																											
NA	2d6 (town 6d6)																																											
Size	32"+2d8"diameter (fitness 3d3)																																											
ST	3d6=3-18																																											
IN	3d6-1=3-17																																											
WI (PR)	3d6-1=3-17																																											
DX	3d6-1=3-17																																											
CO	3d10=3-30																																											
Max CO	3	5	7	9	11	13	15	17	19	21	23	25	27	29																			30											
CH	3d6-3=3-15																																											
Languages (OW)	Rockborn																																											
Spellcaster Limits:	C36, MU36 (Earth Elementalist only)																																											
Spell level Limit Cleric							0	1	2	3	4							5	6							7							7 (Quest allowed)											
Spell Level Limit Mage																												9																
AC	8	4	2	-2																																								
AV	By constitution																																											
Levels	Whelp	Youngster	Teenager	NIM	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36				
HD	1/4	1/2	1	2	3	4	5	6	7	8	9	9d9																												9+	+1 or +2			
HP	1d2	2d2	1d2+1d4	2d8	3d8	4d8	5d8	6d8	7d8	8d8	9d8																																	
MV	60/20'																																											
Roll Ability: MV	0	0	0	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200																200						
Roll Ability: Roll Up Roll Ability: Dm	0	0	0	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	84	88	92	95	99	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200
THACO	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2																									
Attacks	2 claws																																											
Damage	1	1d2	1d4	1d8	1d10				2d6				2d8				3d6				3d8																							
Attacks	or 1 weapon																																											
Damage	By Weapon																																											
Special Attacks:																																												
Special Defenses:	Infravision 45'																																											
Weapon Mastery Slots	1	2	3	4	5	6	7	8	9	10	11	12	13	14																														
Max WM one weapon	UN	BS					SK					EX					MS																											
Skills	1	2	3	4	5	6	7	8	9	10	11	12	13	14																														
Weakness	0																																											
Immune to:	0																																											
Extra Vulnerable to:	0																																											
AM	0																																											
Save as F	NM	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36							
ML	8																																											
XP	5	10	20	35	75	175	275	450	650	900	1000	1100	1250	1350	1500	1650	1850	2000	2125	2250	2375	2500	2750	3250	3500	3750	4000	4250	4500	4750	5000	5250	5500	5750	6000	6250								
TT	C36, MU36																																											
Body Weight LBS	Size x Con																																											



forward, ending in shorter but sturdier claws (to set off when using their rolling ability).

A geonid's tender flesh is protected by a mottled gray stone outer shell, which also gives the creature its unusual appearance and supreme protection. When standing up, the body cannot be seen unless standing directly in front of it with a light source. Normally only the clear white eyes with black pupils can be seen, piercing through the darkness inside its shell. These creatures have infravision, but their eyes seem to be void of reflective ligament. Underneath its shell, the body and face are dark haired, whereas the arms and legs are hairless, making it virtually Impossible to see a geonid's face.

Its arms and legs protrude from the singular opening in the bottom of the shell and can be withdrawn for either protection or camouflage. Their sickly yellow brown legs and arms can easily fold in. The head is then curved forward closing the hole completely. With its limbs retracted, a Geonid cannot be easily distinguished from a normal boulder. This way it can still move by rolling down hill, and at greater experience levels, even up hill. This ability allows it to easily surprise others.

They have three small hollows inside their shells, one on either side next to their bodies (5"x 12"x 8" deep = 300cn each), and a smaller one between the legs at the back (5"x 10" x 7-8" deep = 220-250cn). These hollows are used to hold their small belongings. If they ever acquire a Bag of Holding, it would always be placed in one of these holes.

Tapping

Beyond their clicking language they also use a ticking and tapping of rocks on rocks to speak over greater distances, especially in tunnels and caverns where this works best due to the echoes there. They can use specific melodies to lure giant worms from far away.

Combat

Beyond the basic combat abilities it must be said that they hunt Purple Worms for giant worm glands and meat food.

Due to their resemblance to boulders when hiding, opponents are surprised 1-6 on 1d8 when encountering them.

A trick used in groups is to roll against opponents legs (especially) from different sides. For each 5 hp damage thus given, the victim must make a constitution check or suffer a broken leg (or other body part if hit). All these rolls need normal hit rolls at +4.

Constitution

CO	Adj.	AV
1	-4	1
2-3	-3	23
4-5	-2	4
6-8	-1	5
9-12	0	6
13-15	+1	7
16-17	+2	8
18-19	+3	9
20-21	+4	10
22-23	+5	11
24-27	+6	12
28-32	+7	13

With more HD, they gain a better constitution limit, and therefore potentially extra hit points. This reflects the hardening of their bodies. (See table)

Weapon Mastery

Geonids can never become grand masters in any weapon. Instead, they can become skilled, expert or master in one weapon only. Other weapon slots are used to become known with a new weapon, or with their claws.

The roll ability number for damage also gives the maximum adjustment to its THACO on claw attacks, when a weapon slot is sacrificed for each adjustment possible.

Rolling

They are able to roll down a hill as a form of self-propelled missile, rolling uphill thereafter, possibly triggering an avalanche, yet somehow always landing on top of it. They can move downhill at double their rolling speed, and will cause impact damage to creatures and non-solid structures as given if succeeding a Hit roll at +4 (see table). If they hit solid objects, or fall down a steep slope (60°+), they may cause themselves impact and maybe falling damage (as normal -AV).

On a successful dexterity check, they can divert their rolling course by up to 45° sideward, or stop completely at the end of that round (thus after the rolled distance, which is normal speed x2). When falling down less than their normal movement distance, they may make a successful dexterity check on 1d100 to minimise damage to 1 per die needed to roll falling damage. Any breaks are always cracks in their shells, resulting in a -1 AV until healed (1 break per week can be naturally healed).

They later also learn to roll themselves uphill at angles of 50° or less, at their rolling speed, but can't give impact damage there (see main table). This can be done to the maximum uphill distance (+10'/Str adjustment). A dexterity check is needed there to stop, else the geonid will roll down again. (DM keep in mind the curvature of a slope and up/down hill angles -diagonally up will also go diagonally down, with the top as the mirror point). Only by stopping can the geonid change his course, or steering at the end of each round to come close to that chosen course (no greater change than 45° sideways). Every 10° increase in the distance achieved in a round decreases the upward speed and distance by 20%.

A character rolling can make one attack at full speed at a penalty equal to its normal Impact damage with one claw, but then can't steer or stop his rolling movement in any way - gravity and momentum/speed will then be in control.

Classes

The character can be played from child level to the given restrictions by age or by the table, whichever is the lowest. They can be of any class, but suffer a 20% experience penalty, as Fighter only 10%. They often have a child-like style of thinking, with all its flaws, mistakes, ideas, and actions. Whatever their class, they will keep their HD/Hp/Claw Dm/Weapon Slots-Limits/Skills as in the table above. Even if their class implies other statistics.

Fighter classes get 2 hp after name (9th) level, other classes only 1hp.

Thief and **mage** classes exist but are

extremely rare. Mages are always earth elementalists¹⁰, without the debilitating side effects and mostly live a single life. Geonid **thief classes** (scout, bard, thief, and rake) can't climb walls but have learned to roll in such a way that they can roll any angle upward, but no higher than 10% of their movement rolling. A successful dexterity check on 2d20 can be used to stop somehow (if possible - i.e. grabbing a ledge, or a branch).

Spellcasters can only cast spells of a spell level lower or equal to their limit. But when they achieve this level, they may instantly pray for all spells normally available to them. This means that a 6th level geonid mage (normally capable of two 1st, two 2nd, and three 3rd level spells), could cast no spell at all, but as soon as it reaches 7th level it could cast three 1st level spells (normally three 1st, two 2nd, two 3rd, one 4th), and when it reaches 8th level it could instantly cast three 1st, and three 2nd level spells (normally three 1st, three 2nd, two 3rd, two 4th), and when it reaches 9th level it could instantly cast three 1st, three 2nd, three 3rd level spells (normally three 1st, three 2nd, three 3rd, two 4th, one 5th), etc. It is clear that spells of higher levels only become available when the specific level is reached. This also counts for clerics.

Clerics can only be clerics, no other clerical classes are available.

Mages can only be earth elementalists, even without entering the secret craft of Glantri¹¹. They will suffer double damage from fire elementals or elemental fire magic, and will

¹⁰ as the Secret Craft of Earth Elementalism of Glantri.

¹¹ See GAZ3: "The Principalities of Glantri" page 72 or "Glantri - Kingdom of Magic" page 110-112

themselves inflict double damage to air elemental based creatures. They dislike water-based creatures, implying a -4 to reaction rolls (-8 if also of opposing alignments).

Habitat/Society

Geonids live underground in tunnel complexes and in natural caves. Their lairs are normally filled with rocks, stalactites, and stalagmites.

These social creatures usually live in clans of 30-80 individuals mostly. However, some locales, often near their birthing or death grounds, harbour thousands of geonids, rockmen, and even stone giants and the rare galeb duhr. Three of these locations are known to exist; one within the Plains of Denagoth, one in the Black Mountains in the Great Pass between Sind and Hule, and one in the Elven Kingdom Mountains on the western shore of the continent of Brun. Three others are not yet located by other species (Arm of the Immortals, and two in the western mountains of Brun). They have not yet been found on other continents, but they would be as rare as on Brun. Skothar only has 4 of these areas, Davania has 6 (of which 4 are in Vulcania - which could easily become a main rock nation), Alpathia has 1, Bellisaria has 1, and there are no more. Up to 1000 AC, only the stone giant and galeb duhr have spread further over the world. The few outsiders who have stumbled upon a geonid lair/village are often surprised by their numbers and organisation, since most adventurers encounter them in hunting parties of 2-12 individuals. They could (and sometimes do) live in Norwold, but they dislike the cold, snow and ice (water).

The most holy grounds of the geonids are their birth-burial grounds of the mineral corborundurum. This - the most holy to the rock-based creatures - mineral is the basic layer where rubies, emeralds, and diamonds can be found. The mineral itself has no value to most creatures even when it still holds many tiny gems. However, its hardness and the unstable consistency of the surrounding stone, limits miners to mine only at the surface level. Even then, they still find the largest of gems. The costs and dangers never outweigh the income from their finds, even if digging deeper than a few feet. It also absorbs the dead geonids, without a trace after three full months. Here the ovarious females lay their eggs to hatch in the ground. The grounds are most magical when exposed to the sun, and a geonid hatched and grown there is adept to become either a cleric or a mage. Natural magical wells often reveal a layer of corborundurum beneath, just like the Moon well in the Great Pass.

When living together with other rock-based creatures, they also have above ground homes of either brick or stone. They use plates of curved metal through which water is led, to make solar heated warm water, waterwheels, and mechanical energy. Many contraptions are attached to these wheels to create an environment where most creatures like to live in or near.

Geonids are monogamous and form small coherent family groups. Young geonids hatch from 2d3 eggs in the corborundurum layers or within a mother's shell if no such layer is near (these geonids are the weakest of their kind), and ripens out¹² for the first few

¹² Ripening out for a geonid child is similar to a chestnut, not only does it grow from a tiny spawn, its outer shell also hardens while

months of life. For several months thereafter, the child stays with the mother, clinging to the safe parental shell, often hiding beneath it when threatened.

They enjoy using distractions like the lair of an underground monster or piercers. Once the piercers have attacked the outsiders, the rolling boulders and geonids overrun the victims. If the creatures have mangled the outsiders, the geonids finish off any remaining monster or outsider. They sometimes use a variation of this tactic in hunting. They attack both the fallen piercers and the prey.

They also hunt giant worms (purple worm, burrowers, etc), by tapping with several geonids together in special rhythms which can lure a worm. For each tapper more than four they can attract a worm a mile away (at the normal speed this can still take hours, and a tapping hunt rarely lasts more than 8 hours). These large and dangerous creatures are attacked en masse. Some geonids even allow themselves to be swallowed whole, whereby they proceed to damage the creature as long as they can resist its stomach acid (this damage is modified by the geonid's Armor Value). Geonids favour the different glands of these worms, but also feast upon its sandy meat. Their cooks can prepare it in such a way that even humans will find it palatable, yet sandy. Multiply each hit point of such a beast by its HDx3 to find how many standard day rations¹³ it yields (a 90 hp 15HD worm would be $90 \times 15 \times 3 = 405$ standard day rations). These rations remain fresh for, 8

it grows.

¹³ A standard day ration is all the food a human, humanoid or demihuman needs to function daily.

days, edible for 3 weeks, and if salted can even last up to 12 weeks. Beyond that, they are used to attract new prey.

Geonids are related to galeb duhr, but they rarely live in close proximity, unless in the greater rock-cities mentioned. They trade with stone giants and rockmen alike, and sometimes with dwarves and gnomes (the last preferred for their less greedy, less violent lifestyle).

Geonids recognize each other by the colouration of their shell. To other creatures these colourations are unclear, no more than hues, if noticed at all, but to geonids they are as clear as the striped patterns of zebras, and no two are alike.

Ecology

Geonids cultivate mosses, plants and fungi by warm water gulleys. The shells of adolescent geonids, fashioned into strong and durable helms, grant AV protection to the wearer. They are also hunted by evil mages for their ruby hearts, which according to their obscure knowledge, are the basic component to create the heart of the dreaded Tarrasque. Whatever is done with geonid remains, surviving geonids will always be severely upset and can become very violent, unless the remnants are given to them to be buried in corborundurum.

Shadowelves sometimes enslave geonids for their ability to sense gems. Geonids therefore hate or at least utterly dislike shadowelves (they “hunt” crystals, and use dangerous Earth Magic.)

Faith

The strange shrine in their lairs is dedicated to their Immortal Avalanche. It is an Immortal offense to take these treasures and will always be ‘rewarded’ by the geonids or other rock-based creatures or their friends - including some Dragons (Avalanche informs his followers worldwide).

A clan usually follows a geonid priest who, though often lacking spells, remains an exceptional and powerful specimen. Higher level priests can cast spells normally.

The faith is known as “Krrak” - as the sound of a starting avalanche, is based upon Matter and thus Earth, and owned by the geonid Immortal Avalanche¹⁴.

Followers Alignment: Any Called; Silærr (Sands) - *sounds like sliding sand over a paper.*

Followers under the Rock creatures gain thief abilities at 2 levels higher than their Hit Dice (or level).

Clerics Alignment: Lawful/Neutral Called; Dåkk (Rocks) - *sounds like a rock bouncing of a stone.*

Healers Alignment: Neutral Called; Thøng (Stones) - *sounds like a heavy stone falling on the ground.*

These priests can cast *Cure-all* once a week, and *Detect Lie* at will no matter what level, on natural Gem grounds containing diamonds, rubies, and such (called corborundurum).

¹⁴ See [“Immortals of Mystara”](#) page 78-79.



Geonid age

Age	Geonid
0-20	Baby
21-30	Youngster
31-50	Teenager
51-100	Young Adult
101-160	Adult
161-250	Mature
250+	Elder
575=2D100	Death

The holy symbol is a pure, clear diamond on a thin chain of platinum, rare and expensive but easily obtained by rock-based creatures from corborundurum. (Poor clerics may also use a glass and copper at 1/4 effect, or crystal and gold at 2/3 effect,)

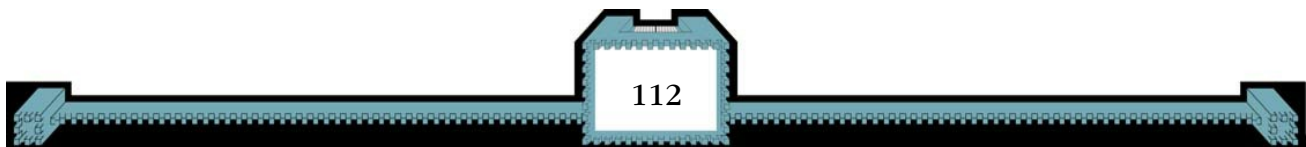
Galeb Duhr¹⁵
(Uldisset Granitus Arcanum)

The very rare temples are large round shaped caves, Tokk..owowwowww (Høllow - *sounds like an echo of a stone tap*) with a lot of alcoves around the central area at all levels. The alcoves are connected to small corridors in the back, so that their open end overlooks the central cave where the ceremonies are held. The walls are adorned with gemstones and metals of many kinds, and the floor is always a base of natural corborundurum. There are smaller and larger alcoves, provided for all rock-people and guests (called; Fluff (dust) - *sounds like a band of fine sand dumped on a flat stone*) in different sizes, including sometimes giants and dragons (In Denagoth at least). The latter have their own access into the temple, as a safety measure for the other followers or guests, due their immense size. Living centres are built all round the temple for all these creatures, often grouped together by species, but always facing the temple. The temple is used as an area to honour Avalanche or make requests to him, as a market to sell and buy goods, and as a hall of justice where justice is dealt swiftly but mostly fairly (due to the special spells of the clerics). Here are the many family shrines constructed of boulders, with the offerings, circled along the walls.

The galeb duhr is a curious boulder-like creature with two appendages that act as hands and feet. These intelligent beings are very large and slow-moving. They only live in rocky or mountainous areas where they can feel the earth power and control the rocks around them. When stationary, these creatures look like part of the terrain they're in.

The stony body of a galeb duhr always matches the predominant stone of the area. Granitelike stone is most common, but marble, quartz, and all other igneous or metamorphic types are possible. No galeb duhr have bodies matching sedimentary rock, such as shale, sandstone, or limestone. Galeb duhr are monolithic in appearance, for these beings are formed entirely of stone. They look like huge boulders or outcroppings of rock, with stony humanlike features positioned on the broadest of faces. They have two limbs, which act as both arms and legs. A galeb duhr walks with a slow,

¹⁵ The Galeb Duhr appears in the AD&D2e TSR2103 "Monstrous Compendium Volume 2". This section differs from these sources by providing additional abilities and enabling it to be a NPC race. Use these sources for more information.



Creatures of Western BRUN

Humanoid	Galeb-Duhr													
Type	Rock Creature													
Climate/Terrain	Mountains, underground													
Frequency	Very Rare													
Organization	Family													
Activity Cycle	Day													
Diet	Special													
AL	NG, N, LN													
NA	1d4													
Size	90"+5d12"diameter (fitness 6)													
ST	12+2d6=14-24													
IN	8+3d4=11-18													
WI (PR)	3d6=3-18													
DX	3d6=3-18													
CO	12+2d6=14-24													
CH	2d4=2-8													
Languages (OW)	Rockborn													
Spellcaster Limits:	na													
AC	8	6	4	2										
AV	By age and CO adj.													
HD	2**	4**	6**	8**	9**	10**	11**	12**	13**	14**	15**	16**		
HP	2d8	4d8	6d8	8d8	9d8	10d8	11d8	12d8	13d8	14d8	15d8	16d8		
MV	60'/20'													
THAC0	20	19	18	17	16	15	14	13	12	11	10	9		
Attacks	1 body slam													
Damage	1d4	1d6	1d6	2d8	3d6	4d6	4d8	5d6	5d8	6d6				
Attacks	or 1 weapon													
Damage	By Weapon													
Special Attacks:	Spell-like powers at 20th level each once a day.													
	Stoneshape, Rock Door, Dig Transmute Rock to Mud, or Mud to Rock Move Earth, Pass Wall, Wall of Stone													
Special Defenses:	Infravision 45' +4 vs saves magical fire													
Skills	1	2	3	4	5	6								
Weakness	0													
Immune to:	gasses or lack off Lightning, Normal Fire, Poison													
Extra Vulnerable to:	0													
AM	20%													
Save as F	NM	1	2	3	4	5	6	7	8	9	10	11	12	
ML	8													
XP	30	175	725	1750	2300	2500	2700	3000	3250	3500	3750	4050		
TT														
Body Weight LBS	Size x 13.5													

ponderous steady gait, the digits of its appendages gripping the ground steadily. A galeb duhr can't walk while holding something in its "hands," though the digits are capable of fairly delicate manipulation. A galeb duhr that is dormant or wishes to remain hidden can merely close its eyes and mouth, draw its appendages close to its body, and sit still; in such a state, it can't be distinguished from a normal boulder.

Combat

These creatures are fairly solitary, preferring to live with a few of their kind or with related creatures like geonids and rockmen. Even earth-elementals are shunned. When approached, a galeb duhr is liable to avoid the encounter by sitting down, closing their eyes and withdrawing their appendages, sometimes even rapidly digging themselves partially into the ground. If chased or otherwise irritated, however, they don't hesitate to fight the intruder. They are not harmed by lightning or normal fire, save at +4 vs. magical fire with normal damage.

Animate Rocks

They can animate 1 or 2 boulders of 5-10' high within 60 yards, like a treant controls trees. The game statistics for these animated rocks are: AC 0, AV11, MV 30'/10' HD 9, Hp 9d8, THAC0 11, Dm 4d6. In fact, the stones are temporarily possessed by the spirit of fallen earth elementals

Resistances/Weaknesses

Galeb duhr are naturally resistant to certain extremes. Fire does little harm to them, for it takes a great deal of heat to harm stone.

Magical fires, which have such intense heat, are more dangerous to these beings. Galeb duhr easily shrug off electrical attack, being nonconductive, and they are completely immune to any and all poisons. However, all stonemasons know that there is nothing like cold to bring out cracks or faults in stone. Intense cold does considerable damage to galeb duhr, and they are often dormant during wintertime, but this may not be the case in areas of strong earth power (like corborundurum fields, gates to or from Plane of Earth, or other natural energy fields).

Galeb duhr are very sluggish after more than three days of sub-freezing temperatures. They are hard to rouse in such times and act as though under the influence of a slow spell when active at all. Those who are resistant to cold may move and act normally. (Caverns at least afford protection from the winter's chill.) Galeb duhr suffer double damage from cold and water based spells (not acid) and save at +4 vs. these attacks.

Spells effects

Wizards knowledgeable in elemental matters have discovered that certain spells affecting rock will also harm a galeb duhr, though details on these effects are not clearly known. The following effects of wizard and priest spells should be noted when such spells are used against galeb duhr:

Animate rock, if it can affect a stone the size of the galeb duhr, it effectively charms the galeb duhr (who receives no saving throw) and causes it to obey the caster's every command; however, the galeb duhr greatly resents such treatment and always attacks the spell-caster after the spells duration ceases.

Dig, Move Earth, Passwall, Dissolve/Harden,

Stone Shape, and *Transmute Rock to Mud (Lava)* have no effect if cast upon on galeb duhr.

Earthquake, if cast directly at the galeb duhr, causes death and shattering if a saving throw vs. death magic fails, or 3d10 hp damage otherwise.

Stone to Flesh causes the galeb duhr's body to become fleshy (AC 8) if it fails a saving throw vs. spells; a condition that distresses it greatly and causes it to lose all of its spell-like powers and immunities; *Flesh to Stone* reverses this effect. Always consider the galeb duhr's 20% magic resistance when figuring spell effects.

Spellpowers

Galeb duhr can conjure powers copying the following spells (actually, mages created these spells based on the powers of the galeb duhr); they are all cast at 20th level of power.¹⁶

Stone Shape

Alteration

Range: Touch
 Duration: Permanent
 Effect: 20 cubic feet
 Saving Throw: None

This spell enables the caster of this spell to shape solid stones as though it were soft clay. It can be shaped, reshaped, and corrected for as long as the spell lasts. This spell is most often used to make stone sculptures, but an artist skilled in this field is needed to make

¹⁶ SFP = Seismic Force Points. This is the effect the spell will have on the cellular structure of the Megalith. On itself not really important, but on long terms these can and will affect the region. More see *Dragon Magazine* #265 "Earthshakers" page 34-41 by Jennifer Tittle Stack.

objects as finely statuettes, or other sculptures. SFPs 0. The galeb duhr can cast this at will once a day - one world rotation = Mystara; 24 Hours. This spell is sometimes used at 12th HD to create a pair of arms for themselves. This can't be done earlier as the link is too weak to enable usable arms.

Rock Door

Evocation
 Range: caster only
 Duration: 10 Turns
 Effect: Opens a path through packed rocks.
 Saving Throw: None

For the duration of this spell, no rocks can prevent the caster's passage, no matter how dense. Even stalagmites will bend or magically open to allow the caster to pass. A solid mass of stone will be closed however, but cave-ins and stalagmite-forests open freely. The caster can freely carry equipment while moving through such barriers, but no other creature can use the passage (except when it is carried by, or holds on to the caster). Note that a caster can hide inside a large rock after casting this spell. The caster can't see what is happening while he is in the rock. SFPs +5. The galeb duhr can cast this once a day — one world rotation = Mystara; 24 Hours.

Transmute Rock to Mud or Mud to Rock

Alteration
 Range: 160 yard
 Duration: Permanent
 Effect: Turns hard rock to soft mud.
 Saving Throw: None

This spell turns natural rock of any kind (even Magical) into an equal volume of mud.

The most that can be transmuted is a cube of 400' on a side. The depth of the mud can never exceed one-half its length and breadth (the rest will flow to the side, until the above circumstances are met). Once cast, the resulting mud acts like normal mud in all situations. SFPs +50 The galeb duhr can cast this once a day - one world rotation = Mystara; 24 Hours.

Dig

Evocation spell

Range: 30'

Duration: 1 Hour per level of the caster

Effect: A hole of 100ft³ will be created, by magically digging material out.

Saving Throw: None

Material	State	Collapse	Safe Depth
Sand	Loose	10%	5 feet
Sturdy Mud	Loose	5%	2 feet
Paked Earth	Packed	20%	10 feet
Quicksand	Liquid	100%	unsafe
Gravel	Loose	15%	5 feet
Dust	Loose	40%	5 feet
Other Materials	Loose	30%	5 feet

Various material pit effects

When this spell is cast, it will start digging in the earth and excavating the material out of the hole. The caster can direct the dimensions of the hole as he wants. There is a chance that the pit collapses, as per table. These percentages will rise by 5% for every 5 feet depth beyond the safe depth. These chances will be doubled if a large amount of water mixes with the material. If this spell is used to make tunnels, the safe depth will be halved. The collapse chances are reduced to normal if the tunnel is supported with beams

and stouts (and planks if the material is loose) at every distance equal to the safe distance dug. (SFPs -20).

This spell will not work in solid materials (like rock, or stone), nor in liquid or low viscous materials (like magma, lava, or quicksand) since these materials are either too hard to dig through or would collapse immediately. The excavated material is placed directly next to the hole and will slide back in if the amount becomes higher than 5 feet. To prevent this from happening, the material has to be moved away, either magically (another Dig or Move Earth) or manually, or the material has to be blocked from sliding back by walls or rocks. A being running toward the caster while the Dig spell is directed in front of it must make a saving throw vs. spells or fall in. Immediately a collapse check has to be made by the caster. If the pit indeed does collapse, then anybody in the hole must make a saving throw vs. Death Ray or be buried alive and suffocate in 1/3 of the victims Constitution in rounds. If the victim does make a save, however, he will still be partially imbedded in the material. This spell can also be used against earth elementals, but galeb duhr doesn't know or refuses to use this effect. SFPs +50 The galeb duhr can cast this once a day - one world rotation = Mystara; 24 Hours.

Move Earth

Alteration spell

Range: 240'

Duration; 6 Turns

Effect: Moves soil

Saving Throw: None

Reading /Casting Time;6

This spell causes soil (but not rock) to move. The caster can use the spell to move earth horizontally, or vertically, to open a large hole (one up to 240' deep, unless it reaches solid rock). The spell moves the soil up to 60' per turn, and at the end of the duration, the moved soil remains where it is put. This spell is helpful for constructing castles. Remember, however, that the soil put down always responds to gravity, especially during rain, or heavy wind. Any earthquakes or tremors will also slope down the accumulated earthen hill. Any hill with a slope of lower than 45 degrees will remain in existence "permanently". SFPs +50 The galeb duhr can cast this once a day - one world rotation = Mystara; 24 Hours.

Pass-Wall

Alteration spell

Range: 120'

Duration; 3 turns

Area of Effect: Creates a hole 10' deep.

Saving Throw: None

This spell causes a hole 5' in diameter and 10' deep to appear in solid rock or stone only. The stone will reappear at the end of the duration, and anything still in the hole will be disintegrated and becomes part of the wall. No resurrection in any form will be possible on the victim (if more than 1 pound of flesh stuck out of the wall, the victim could be Cloned though). The hole may be directed horizontally, vertically or diagonally as the caster wishes at the moment of casting. SFPs +0. The galeb duhr can cast this once a day - one world rotation = Mystara; 24 Hours.

Wall of Stone

Conjuration spell

Range: 60'

Duration; Special

Area of Effect: 1000 cubic feet of stone

Saving Throw: None

This spell creates a vertical stone wall exactly 2' thick. Any dimensions and shape may be chosen by the caster, but the total size must be 500 square feet or less (10'x50', 20'x25', etc.), and the entire wall must be within 60' of the caster. The wall must be created so as to rest on the ground or similar support, and can't be cast in a space wholly or partially occupied by another object (it can't be cast through a room and so encasing the table in the middle of the room). It lasts until dispelled or physical broken, whereupon the created material will disappear into nothingness. SFPs +50. The galeb duhr can cast this once a day - one world rotation = Mystara; 24 Hours.

Habitat/Society

Planetary Link

These creatures seem to be earth elementals or at least related, but they are pure Prime Plane material, infused with (remnants of) life energy from the planet's World Shield. This energy can escape only in mountainous areas where they came into existence.

A galeb duhr lives out its life in a mountainous environment; they are almost never encountered elsewhere, for good reason: loss of contact with the natural mountainous environment progressively weakens a galeb duhr, and it will die if kept from areas of stone for too long a time, much as a plant will die without sunlight. If a galeb duhr is removed by any means from its natural surroundings, its physical condition

will slowly begin to deteriorate, as the life-giving connection to the elemental Plane of Earth slowly fades. In areas where they are not totally cut off from their mountain origins, such as plains or farmland, this deterioration will be slow: the galeb duhr will lose 1 hp every day it is away from mountain regions. Such loss is permanent until it returns to an area that is predominantly rock and stone, at which time it recovers the lost hit points at a similar rate. In an area totally removed from its normal habitat, such as a desert or an ocean, a galeb duhr will lose 2-5 hp per day, but will regain them at the above rate if returned to its home. When a galeb duhr falls below 20 hp due to loss of contact with its natural habitat, it loses its powers to control stone. Such powers return at once upon renewed contact with a rocky or mountainous environment. Should a galeb duhr fall to zero hit points due to environmental deprivation, the connection with the elemental Plane of Earth is considered to have vanished completely, and it becomes nothing more than a normal boulder. A full *Wish* is required to revive a galeb duhr from this state.

Earth Power

Galeb duhr are often found in underground caverns as well, though they are rarely recognized there in the jumble of rock. Galeb duhr rival treants for slowness of speech. The galeb duhr are very strongly connected to the elemental Plane of Earth. This link is unconscious for the most part, and it exists in each of them. Since they are so well attuned to that plane, they are able to consume the rocks themselves and magically control stones without the use of spell-casting, as we understand it. Earth power is

simply a measure of a place’s “connection” to the plane of Earth; places of strong earth power include mountain ranges, deep caverns, or rocky lands prone to severe earthquakes. Galeb duhr greatly prefer such places, for away from them their endurance and powers wane.

All mountains contain the “earth power” to some extent, though some less so than others. Generally, the younger and less eroded by air or water the rocky surroundings are, the stronger the elemental link possessed by that place. In very new mountains or places where the natural elemental link has been heightened, such as by magical alteration, a galeb duhr’s power is said to become greater still. Tales tell of whole colonies of stone men dwelling there, and only the foolish would contest their power. A galeb duhr’s powers over the rocky environment of its home are similar in form to known earth- and stone-affecting spells; such powers may be activated with but a moment’s thought (a warning to wily mages who might think to best these creatures at their own game!). The very old galeb duhr or those dwelling in highly magical areas are stronger than ordinary galeb duhr, and may command additional powers.

1d20	Benefit	Effect
1-4	Armor	AV +1 (max 10)
5-8	Fire Resistance	+4 vs magic fire -1 dm/HD done
9-12	Corporeal Strength	+1 CO (max 30)
13-16	Resist Cold	as spell
17-18	Stonetell	as spell
19	Stone barrier	As blade barrier spell
20	Strong Animate	animate 2d2 boulders

Galeb Duhr power

For every 100 years that a galeb duhr has lived in its own territory, it gains one of the following advantages (see benefits table). This reflects the galeb duhr's ever-strengthening connection with its territorial surroundings and the Plane of Earth. In areas where the natural elemental influence has been heightened, galeb duhr may obtain these additional powers more quickly (DM's decision). If duplicate powers are obtained on rolls of 13-20, roll again.

Galeb duhr are very territorial creatures. Once they have settled into an area, it is nearly impossible to move them. A galeb duhr usually spends much of its time either sitting in one place, watching and thinking, or slowly patrolling its environs for signs of disturbance. A galeb duhr's territory usually encompasses an area of about 1-4 square miles. It is invariably protective of its mountain home, vigorously defending it as its own against uninvited or hostile intruders. It will often ally itself with those of like mind against potential despoilers; in wooded mountain ranges, galeb duhr and treants often work together, and alliances between galeb duhr and bands of geonids are not unheard of.

A galeb duhr is intimately familiar with the layout of the land in its territory and will usually have traps set in various areas of access (paths, natural ascents, etc.). Such traps are usually features of the landscape, either natural or created by the galeb duhr, which can be triggered by one of the galeb duhr's earth-affecting powers; an outcropping at Truman's Pass¹⁷ that changed

¹⁷ Truman's Pass is one of the passes through the western mountain chain connecting the western coast with central

to mud was one of these. A galeb duhr will typically watch invaders for some time, determining if they are of violent intent or not. Peaceful travellers are allowed to pass unmolested. Should the intruders be deemed hostile, the galeb duhr will attack from hiding, using its powers to harry and waylay the intruders (note that "hiding" to a galeb duhr often means simply closing its eyes and mouth and sitting still).

If a galeb duhr can't persuade invaders to leave its territory in this way, it attacks openly, usually in a steep or narrow area so its foes can't retaliate easily. In combat, a galeb duhr animates normal boulders and rocks around it and commands them to attack; this action is similar to the way a treant animates trees. Earth-affecting powers will be used in the most effective way possible: walls of stone may be raised and collapsed on intruders; earthen embankments may be moved to hinder movement or cause an avalanche, and so forth. If any foes come within striking distance, the galeb duhr will attack physically with a crushing bite or a smashing blow from one of its appendages.

Galeb duhr social structure is practically nonexistent. They have no castes or classes, leaders or followers. They are, for the most part, solitary creatures, each of whom will stake out and watch over its own mountain territory. Occasionally, a number of galeb duhr will dwell in the same area, as do those at Truman's Pass, but this is unusual.

Brun. On [Sturm's map of Brun](#) I placed it along the route between Anzhero and Kharkav



Reproduction

Nothing of their religion, if any such exists, is known; the galeb duhr show little interest in the subject. Galeb duhr are extremely long-lived; an average specimen could live to be 2000 years old.

Age	Galeb-Duhr	AV
Youth		
0-12	Baby	0
13-25	Youngster	1
26-50	Teenager	2
Adulthood		
51-70	Young Adult	3
71-375	Adult	4
Seniority		
376-600	Mature	5
Veneration		
601+	Elder	6
700+1d100	Death	

They do not mate; indeed, they have no genders at all. When a galeb duhr dies naturally (that is to say, not from combat or the loss of contact with its earth power), it slowly cracks and crumbles away over a period of 2-7 days. At the end of this time, all that remains of the original galeb duhr is stone dust, gravel, and 1d4-1 large chunks of stone. These chunks of stone are young galeb duhr. They remain immobile for a period of approximately one century, slowly growing and developing, during which time they are completely indistinguishable from normal rocks. At the end of this time, they awaken as young adult galeb duhr. The largest (most hp) then usually takes control of the surrounding territory. The smaller ones usually move off to stake out their own areas, though they sometimes remain (15% chance) and share the area between them. In such cases, the largest does not rule the others, and they take little note of each other in day-to-day activities, though they do not hesitate to aid one another in a crisis.

Armor Value is not only a case of time by age as per table, but also by constitution. Add the

constitution adjustment to the AV given by age, to find the current Armor Value.

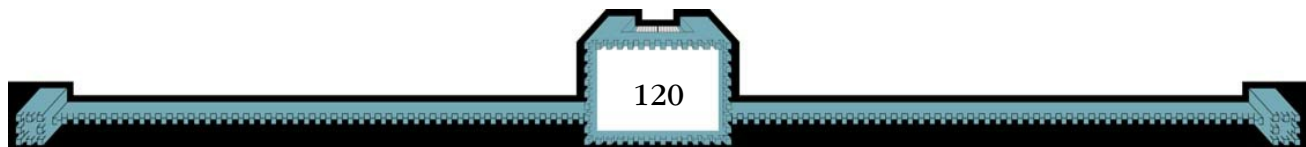
Culture

While they seem to have no visible culture above ground, they're known to collect gems, or to sometimes take magical items into their possession, mostly taken from those who attacked them on the battlefield. The 'music' of the galeb duhr often provides the first evidence that these creatures are near - and usually the only evidence, as the unsociable creatures are quick to pass into the ground when they feel the vibrations of approaching visitors (a range of HDx100 yard on stone, HD x 100' on earth).

Sitting together in groups, they harmonise their gravelly voices into eldritch tunes; these tunes can balance SFPs by 1 per HD sung per day. This can either ease or pump up the tension that causes earthquakes or eruptions. The low rumbling is also used to communicate to other galeb duhr miles away (1 mile per HD sung). Sages know of these uses, but never found any conclusive evidence.

Ecology

They have no natural enemies, other than those craving the gems they collect, and the magma of the planet. These creatures seem to eat rock, especially granite, which becomes part of their bodies, once every two or three months. But this is actually not eating, as these creatures need no sustenance. Instead, it is a way to prevent natural erosion - which as mobile creatures of rock they suffer from. This is the reason they only eat non-sedimentary rock. It would



be more accurate to say that they draw sustenance from rocks, for a galeb duhr does not eat, at least not as we understand eating. They also neither sleep nor breathe. Galeb duhr have no need for oxygen or any other inhaled gas for survival; accordingly, they suffer no damage from harmful gases (poison gas, Cloudkill, green dragon breath, etc.) or immersion in any liquid except acid. Instead, they gain nourishment simply from continual contact with their stony surroundings. Galeb duhr take their sustenance from the earth in much the same way a plant grows in the sunlight; the more sunlight, the stronger and healthier the plant. In the same manner, a galeb duhr is strongest and healthiest in areas that are predominantly stony in nature. In some strange way, they feel responsible for the smaller rocks and boulders around them - in much the same way a treant feels responsible for "his" forest section. A traveller who disturbs the area near galeb duhr does so at their own risk.

Besides the gems they carry with them, they are likely to know where many other gems are, as well as veins of precious or metallic ores but they have no real interest in them. Galeb duhr have no difficulty in escaping from harm if inclined to do so. They are very territorial, and are irritated at any attempt to make use of their knowledge in their vicinity, but sometimes they can be friendly and willing to trade knowledge or defense, as the following manuscript describes .

A fragment of a galeb duhr's body, if it can be identified as such, is of special value to spell-casters. Any earth- or stone-related spell requiring a piece of stone as a material component will be 150% more effective if the stone used comes from a galeb duhr.

Fragments retain this magic-boosting property for one month after their creation, after which they become like normal stone in all respects. Fragments used in spell-casting will always be consumed, even if the spell does not ordinarily destroy the material components. There is no way to prevent this consumption or to cause a fragment to retain its enhancing power for more than one month.

Death

When a galeb duhr is struck dead by a mighty blow and breaks apart like a rock struck by a sledgehammer, then the fragments are almost indistinguishable from the ordinary scree of the area. Galeb duhr have no interior organs at all, being literally solid stone throughout. Their tie to the planet itself allows animating elemental forces to flow directly into them.

ROCKMEN¹⁸ (*Silex silicis Stalagmitum*)

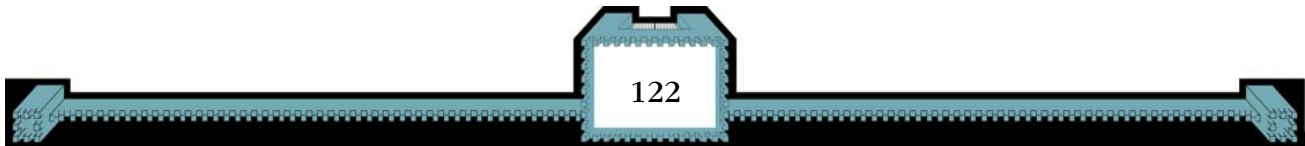
Rockmen are roughly cone-shaped humanoids as tall as a human with their base - 'their feet' - being about 2/3 their length in width.

¹⁸ This section detailing the Rockmen uses material from TSR2501 AD&D2e "Mystara Monstrous Compendium", TSR91273 AC9: "D&D Creature Catalogue", and TSR9438 DMR2 "D&D Creature Catalog". This section differs from these sources by providing additional abilities and enabling it to be a Player Character race. It might be interesting to know that the creation for rockmen were probably based on the [rockmen](#) of the [Flash Gordon](#) series from 1940.

Creatures of Western BRUN



Humanoid	Rockmen																																								
Type	Rock Creature																																								
Climate/Terrain	Mountains, underground																																								
Frequency	very rare																																								
Organization	any																																								
Activity Cycle	Night																																								
Diet	minerals																																								
AL	LG, LN, NG, N(rarely)																																								
NA	1d6																																								
Size	60"+2d10"diameter (fitness 1d12) base 2/3 height																																								
ST	3d6+2=5-20																																								
IN	3d6-1=3-17																																								
WI (PR)	3d6-1=3-17																																								
DX	3d6-1=3-17																																								
CO	3d10=3-30																																								
Max CO	3 5 7 9 11 13 15 17 19 21 23 25 27 29 30																																								
CH	3d6-3=3-15																																								
Languages (OW)	Rockborn																																								
Spellcaster Limits:	C136, WI 36(Earthelementalist only) or SH8, WI 6																																								
Spell level Limit Cleric	0 1 2 3 4 5 6 7 7 (Quest allowed)																																								
Spell Level Limit Mage	1 2 3 4 5 6 7 8 9																																								
AC	8 4 2 -2																																								
AV	By constitution																																								
Levels	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>Whelp</td><td>Youngster</td><td>Teenager</td><td>NM</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td> </tr> </table>	Whelp	Youngster	Teenager	NM	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
Whelp	Youngster	Teenager	NM	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36		
HD	1/4 1/2 1 2 3 4 5 6 7 8 9 9+																																								
HP	1d2 2d2 1d4 2d4 3d4 4d4 5d4 6d4 7d4 8d4 9d4 9+1 or +2																																								
MV	60'/20'																																								
THACO	20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2																																								
Attacks	2 claws																																								
Damage	1 1d2 1d4 1d8 1d10 2d6 2d8 3d6 3d8																																								
Special Attacks:																																									
Special Defenses:	Infravision 45'																																								
Weapon Mastery Slots	1 2 3 4 5 6 7 8 9 10 11 12 13 14																																								
Max WM one weapon	UN BS SK EX MS																																								
Skills	1 2 3 4 5 6 7 8 9 10 11 12 13																																								
Skills	Artist: Stone Sculpting																																								
Weakness	0																																								
Immune to:	Fire																																								
Extra Vulnerable to:	0																																								
AM	0																																								
Save as F	NM 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36																																								
ML	8																																								
XP	5 10 20 35 75 175 275 450 650 900 1250 1500 1650 1850 2000 2125 2250 2375 2500 2750 3000 3250 3500 3750 4000 4250 4500 4750 5000 5250 5500 5750 6000 6250 6500 6750																																								
TT	C36, MU36																																								
Body Weight LBS	Size x Con																																								



They always know how to speak, although slowly, the local tongue (mostly a human language). and they also know the tapping signal-language of the geonids.

They are of neutral alignment, and as long as travellers simply pass through their territory, and do not exhibit plans to settle, mine, or otherwise poke around, the rockmen let them pass. Mostly they exact a toll (typically in the 500gp range per group) for passage on any road through their territory. They have a love for gems and jewelry, and will accept a smaller toll if it is paid in this form.

Combat

Because of their ponderous movement, they suffer a -2 on their initiative, and any rockmen spellcasters need 1 round more to cast any spell.

The strong rockmen attack with their two great fists and massive strength. A natural 19 or 20 results in a constitution check minus the sustained damage or suffers 1d3 broken bones by the impact and hardness of their skin¹⁹

They are immune to all types of fire attacks (including magical and magma). Any rock altering spells give 1d6 damage per spell

¹⁹ see for Broken Bones and effects see [this post](#) on the “Breath of Mystara” blog

CO	Adj.	AV
1	-4	1
2-3	-3	2
4-5	-2	4
6-8	-1	6
9-12	0	9
13-15	+1	11
16-17	+2	13
18-19	+3	14
20-21	+4	15
22-23	+5	16
24-27	+6	17
28-32	+7	18

Rockmen Constitution

level to a rockmen. Rockmen can become their own class, cleric, shaman, or wokani.

Habitat/Society

A deserted depression²⁰ - called by most Natoka’s Grave - covers central Red Orcland between two mountain ranges. Natoka’s Grave is notorious for being the Red Orcs’ sacred burial grounds, as well as a strange place where rocky pillars rise straight up from the ground, supporting huge flat stones. What nobody knows - and probably will never know - is that this area is one of the birth-grounds of the legendary rockman. They live nearby east of Gnollistan. Not even the magic of the shadowelves can reveal a rockman if he does not want to be revealed. After the fall of king Thar and the takeover of the Broken Lands, the rockmen decided that this strange land was taboo. They assumed this was due to the spirits of the red orcs buried here.

Rockmen live for about six centuries (and have no aging like other creatures, they just fall apart after 550+3d30 years), and as a result, are never in much of a hurry to do anything. A typical tribe contains 2-20 families each of 1d4 rockmen. Leadership is handled by a council of elders made up of 1d4+4 of the oldest rockmen. Rockmen, like galeb duhr know no genders. Reproduction is created by the union of two rockmen, and one or two are able to reproduce. They are oviparous and deposit every 25 years 1d3 eggs which grow for 40 months until they hatch .

²⁰ Natoka’s Grave is unlike everybody thinks; it is actually a depression of a former lake, where the actual Natoka’s Grave is only a section of. The region is normally called Red Orcland. See [this topic at The Piazza Forums](#) for more information

They have a single partner for life, creating a solid family basis, but it seems to take an eternity for mates to be chosen. Once a decade they work toward reproduction, one chooses to bear the child, always one at a time. They mature in 40 years, and don't actually age any further. Like the adults, the offspring are in no particular hurry for anything. Some dwarven artist can recognize from the rock murals the average age of the rockmen carving it, since the young tend to be more fantastic in their creations. They venerate special days such as birthdays, wedding days, and any significant events of their clan, lasting sometimes as long as a week, roughly in the same period a year later. They somehow know the passing of years, sensing the planetary rotation around the sun.

They prefer to direct any creative urges toward the continuing beautification of the caverns in which they dwell. Some spend decades carving a single wall. Rockmen are the scribes and historians of the rock-based creatures, and the murals - though very hard to translate - depict hundreds of stories. They do all this with their bare hands and sometimes with spells or spell-like abilities. Due to their extended lives, rockmen have a different perspective on time. The concept of it rarely occurs to rockmen, though they know the difference between present, past, and older past. Unless shown the urgency in a situation, rockmen will simply refuse to be rushed (thus they are able to resist any haste magic, it always fails unless willed to succeed).

Ecology

These creatures are hunted by mages, spellcasters, greedy gem hunters, and alchemists for their ruby hearts, their grey sludge blood as magical mortar, etc. Supposedly, bricks mortared together with this mixture will never collapse or crack. When killed, a rockman crumbles into rocky debris. Anyone sifting through the debris will find the rockman's heart, which is a heart-shaped ruby (often with remnants of stone clinging onto it), worth 1d10 x 100 gp. If a rockman sees anyone possessing one of these rubies, it will attack the owner immediately and later try to bury the hear. As they have no advanced technology, but instead are well adapted to their environment, they know how to produce healing vapors from the certain common rocks (once a day/person after 1 Hour; cure 2d20 hp to any creature or Cure All to rock races).

Classes

The character can be played from child level to the given restrictions by age or by the table, whichever is the lowest.

They can be earth elementalists, or clerics, but suffer a 20% experience penalty. Spellcasters can only cast spells of a spell level lower than or equal to their limit. Mages can only be earth elementalists, even without entering the secret craft. They will

Level	Extra Xp
1	1000
2	2000
3	4000
4	8000
5	16000
6	32000
7	64000
8	125000

suffer double damage from fire elementals or elemental magic, and will themselves inflict double damage to air elemental based creatures. They dislike water-based creatures, applying a -4 to reaction rolls (-8 if also of opposing alignments). Whatever class, they will keep their HD/Hp/Claw Dm/Weapon Slots-Limits/Skills even if their class implies otherwise. Other classes don't exist. They can also become shaman or wokani at any level, but not when they are already either cleric or earth elemental.

Should the character decide to become a shaman or wokani, he needs more experience points per level to achieve a higher character rank and casting level. The indicated XP have to be gained before actually acquiring the corresponding spellcasting level. This means that one can't start with a spellcasting character when the PC is created. In order to cast spells, a shaman must have a Wisdom of 9 or better. A wokani needs an Intelligence of 9 or better. Fulgurites are formed when lightning strikes the ground, fusing and vitrifying mineral grains. Rockmen Earth Elementalist dig these from the ground to use as a sort of spellbook. These fulgurites store the spells learned indefinitely enabling to memorize them if in tune with the stone itself. in fact functions like a normal spellbook, but useless to non-Earth Elementarists. Valued at normal book prices x150%, weight 400+3d100 cn.

THE HUMANOID RACES OF WESTERN BRUN

WERERAVEN

(Lycanthropis Corvus)²¹

Addition to the Werecreature historic line:
467 AC Scavenging Raven become infected by eating dead lycanthropes on the Western side of Brun, and later infect several farmers in self-defense; causing Wereraven lycanthropy coming into existence.

Wereravens are a race of wise and good-aligned shapechangers who have managed to survive in Western Brun.

Wereravens have three forms, that of a normal human, a huge raven, and a hybrid of the two when they reach level 11. The hybrid form of these creatures looks much like a mixture of raven and human. The arms grow long and thin, sprouting feathers and transforming into wings. The mouth hardens and projects into a straight, pecking beak, and the eyes turn jet black. A coat of feathers replaces the normal body hair of the human form.

Combat

Wereravens are deadly opponents in close combat, although they seldom engage in it. Because they can be hit only by silver

²¹ Wereraven are adjusted to BECMI D&D and expanded from AD&D2e sources ("[Complete Monstrous Manual](#)"). Use these sources for more information.

Creatures of Western BRUN

Lycanthrope	Wereraven													
Type	Lycanthrope													
Infectious to:	Humans													
Found in	West Brun Only													
Terrain	Temperate Woodlands													
Frequency	Uncommon													
Organization	Flock													
Activity Cycle	Day													
Diet	Omnivore													
AL	Neutral													
NA	2d4													
Length	as host x0.9													
Wingspan	Size x 4.2													
ST(PR)	as host													
IN	as host													
WI	as host													
DX	as host +1													
CO	as host +1													
CH	as host -2													
Languages	As Host In Ravenmen/Human form . (Birds; Raven/Crow)													
Spellcaster Limits	as host													
AC	7	6	5										4	
AV	0													
BM	x1													
Levels	Cub	Whelp	Scamp	NM	1	2	3	4	5	6	7	8	9	t/m 36
XP needed	-6400	-3200	-1600	0	6400	19200	44800	96000	198000	403200	700000	1000000	1300000	+300000
HD	1+*	2+*	3+*	4+*	5+*	6+*	7+*	8+*	9+*	9+**				
HP	1d8+1	2d8+2	3d8+3	4d8+4	5d8+5	6d8+5	7d8+5	8d8+5	9d8+5	+2	+2/Lvl			
MV	+50 cn/St adjustment													
0-500cn	FL 180/60' MF 1B MV 60/20'													
501-1000 cn	FL 90/30' MF 1B MV 30/10'													
1001 cn	0													
THAC0	19	18	17	16	15	14	13	12	11	10	Level as Fighter			
Attacks	1 Peck													
Damage	1d3	1d4	1d6	1d8	1d10	2d4	2d6							
Special Attacks: A	Forced Beastform													
B	Half Damage from Normal Weapons													
C	Beast Tongue													
D	Free Change													
E	Quart Damage from Normal Weapons													
F	Immune to Normal Weapons													
G	Beast Summoning													
H	Healing Increase													
I	Werebeast Summoning													
J	The Growth													
K	Ravenman													
Special Defences	Senses Scavenger													
Weakness	Silver, Wolfsbane, Animal Reactions													
Immune to	Lycanthropy, Rotting/Filth Diseases, Charm Person,													
Natural Skills	Locate own Group, Locate Corpse													
Extra Vulnerable to	0													
AM	0													
Save as Fighter	1	2	3	4	5	6	7	8	9	F/Lvl				
ML	7													
XP Value	19	35	75	200	400	650	1025	1400	1750	2500				
TT	Cub													
Body Weight	as Host x1.4													

weapons or those with a +2 or better magical bonus, these creatures do not fear most armed parties.

When in human form, a wereraven retains its natural immunities to certain weapons, but has no real attack of its own. If forced to fight unarmed, it inflicts a mere 1-2 points of damage. For this reason, wereravens in human form often employ weapons, causing damage appropriate to the arms they wield. In raven form, the wereraven attacks as if it were a common example of that creature. Thus, it inflicts only 1-2 points of damage but has a 1 in 10 chance of scoring an eye peck with each successful attack. Any eye peck will cause the target to lose the use of one eye until a heal or regeneration spell can be cast on the victim. Half-blinded persons (those who have lost 1 eye) suffer a -2 on all attack rolls. A second eye peck results in total blindness until the above cure can be affected. In hybrid form, the wereraven's arms have grown into wings, making them almost useless in combat. However, the muscles in their mouths/beaks strengthen, giving them a savage bite. Each attack made with the creature's beak inflicts 2d6 points of damage. Wereravens are strong flyers and often use this ability to their advantage in combat. A Wereraven can duplicate any sound or voice that they hear.

Wereravens can detect gold and other treasure at will, and are often attracted to it. Their lairs are often decorated with glistening polished treasure.

A wereraven is able to discover a deep, dark secret of someone else. When it does, it strikes the head of the target with its feathers. The target must roll 2d20, if they fail their

saving throw, the wereraven discovers a mental/psychological secret of theirs (if available).

Wereravens may Speak with the Dead once a day and hear the spirit of a recently (no more than 24 hours) dead body.

The Growth

This ability is gained at 7th level. Wereraven can use its power to grow to triple size with increased Armor Value (AV3). This growth increases THAC0 by +6, and saves by +3, doubles damages, and lasts no longer than 1 turn (10 minutes = 60 rounds) at most. The raven may choose to shrink at will. Its hit points will be doubled temporarily, and any damages will be taken from the extra hit points first. Each day, a wereraven can grow three times, needing 8 hours of sleep at minimum or 24 hours of not using the ability to recharge. In this giant shape, they cannot fly.

The Ravenman

At 9th level (1,300,000 xp), a wereraven gains the ability to transform into a ravenman. This beastman form looks like an upright giant bat with very flexible, usable wings. A ravenman's hands are claw-like fingers extended from the top edge of his wings (in the same location the thumb of bats is found). They have clawed feet. A ravenman has all the capabilities and handicaps that come when mastering the beastman form. A ravenman's lycanthrope statistics are dominant. Don't mix human and lycanthropic statistics as with other Lycanthropes as in PC4 Nighthowlers, unless mentioned otherwise as per statistic.

Habitat/Society



A wereraven family will be found only at the heart of a dense forest. Here, they live in the hollowed out body of a great tree. Entrance to their lair is possible only from above (if one does not wish to cut or break through the trunk itself). Curiously, the wereravens are able to keep the tree in which they nest from dying even after they have hollowed it out, so it is difficult to distinguish from the normal trees around it.

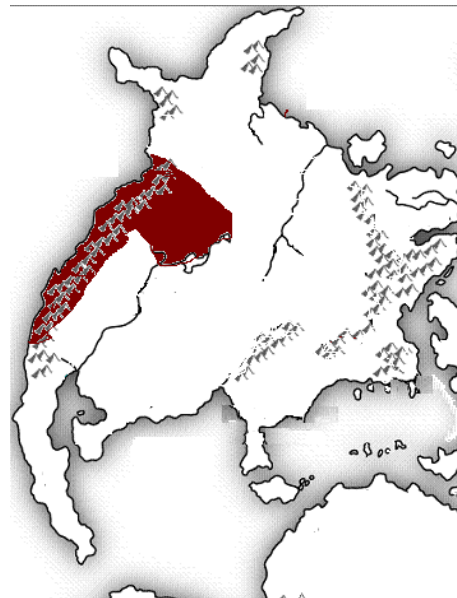
Wereravens recognise that they are bastions of good in a land dominated by evil. They have managed to survive by avoiding large population centres or performing overt acts of good that would draw the attention of the reigning lords to them. Thus, a wereraven flock will generally have no more than 2-8 adults in it. Of course, such groups have young with them (1-4 per 2 adults), but these are seldom encountered for they remain in a true raven state until they are old enough to fend for themselves. In addition, a typical wereraven lair will draw 10-100 (10d10) common ravens to nest in the trees about it. These wise birds will serve the wereravens, doing their bidding and striving to protect them from harm.

Wereravens are not opposed to helping for a good cause, but they do so reluctantly. This is not because they do not wish to do good, but because they fear the wrath of the Dark Powers. It is said that the wereravens have come to the aid of endangered elven clans in Western Brun on several occasions and that close ties exist between the ravens and these elven clans, but neither will admit this openly.

Ecology

Wereravens are omnivores who prefer to maintain a vegetarian diet. They enjoy berries and nuts, but will eat carrion or kill for fresh meat from time to time in order to maintain good health.

Wereraven are hunted by unscrupulous humans who have discovered that their midriff bone can be used to create items which detect treasures. Wereraven have Low senses (see table under Crowse).



Wereraven habitation area

Gyerian
(Aves humanoides
Turbulentia)²²

Gyerians can be found in Western Brun and Eastern Skothar.

Combat

Gyerians don't use any type of armor. It is either uncomfortable, or will not fit upon their corporeal structure. They don't use shields and rarely handle weapons for the same reason. Rings, or other magical protective items, though, are greatly sought after. When using weapons, it will always be daggers, slings, tossed stones, clubs or something similar. They can't use bows or crossbows. The only thing they carry is a sort of leather kangaroo pouch, in which they store what they need underway. They dislike destructive magic, but are not extra vulnerable to it.

Uncontrolled Sneeze

Normally a Morale check has to be rolled on 2d6, but the gyerian rolls a d12 extra. When the morale check fails, the d12 will be checked; if it is higher than the current morale of the creature, it will be particularly nervous. In these cases he may be able to make an uncontrolled sneeze, which is so

powerful that anyone in front of the creature within the given range must make a Dexterity check or be bowled over for the full range and suffer 1d4 points of damage. Any such unfortunates must then spend the next round recovering their footing. A gyerian may check morale any time it feels particularly nervous (even when not in battle!), but it cannot use any other attack in the same round. Morale checks may be modified by the DM as normal (first damage, half damaged, fallen comrade, massive damage, etc).

Controlled Sneeze

A gyerian of 7th level may make a controlled sneeze; he does not have to be nervous. The effects are similar to an uncontrolled sneeze, but stronger and will give more damage in the bowling over.

Gust of Wind

A gyerian of 12th or higher level is able to make a *Gust of Wind* 3 times a day by blowing (1 full round) in the intended direction. The wind will continue for 1 round for every three levels of the gyerian.

Fly

A gyerian of 18th level or higher may fly at will at a movement rate of 240'/80' and MF 3A.

Air Elemental

A gyerian of 25th or higher level is able to summon once in 24 hours an air elemental of HD equal to the level of the gyerian. He does so by blowing three full consecutive rounds on a particular spot, which breaks the

²² This section detailing the Gyerians uses material from TSR2501 AD&D2e "Mystara Monstrous Compendium", TSR91273 AC9: "D&D Creature Catalogue", TSR9438 DMR2: "D&D Creature Catalog" and TSR9154 D&D Module CM5: "Mystery of the Snow Pearls". This section differs from these sources by providing additional abilities and enabling it to be a Player Character race.

Creatures of Western Brun

Humanoid	Gyerian																																			
Type	Humanoid																																			
Climate/Terrain	Mountain/Hills (West Brun, East Skothar)																																			
Frequency	Uncommon																																			
Organization	tribe																																			
Activity Cycle	any																																			
Diet	Omnivore																																			
AL	LG, NG, LN, N, CG, CN																																			
NA	1d4 (10d4)																																			
Size	34" +2d12" (Fitness 1d12)																																			
	+0	+2"	+4"	+6"	+8"	+10"	+12"	+14"	+16"	+18"	+20"	+22"																					+24"			
ST	3d6 = 6-17																																			
IN	3d6-2 = 3-16																																			
WI	3d6-1 = 3-17																																			
DX (PR)	3d6-1 = 3-17																																			
CO (PR)	3d6+1 = 6-18																																			
CH	3d6-1 = 3-17																																			
Languages	Gyerian, Local, Elvish																																			
Spellcaster Limits:	SH 6, WI 4																																			
AC	3			2			1																													
AV	0 (wear no armor of any kind)																																			
Levels	Youngster	Teenager	Gyerian	Cock-robin	Rooster	Sneezer	Blower	Flyer	Air King																											
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
XP Needed	-2400	-1200	0	2400	7200	16,500	35,000	73,500	141,500	295,500	590,000	900,000	1,200,000	1,500,000	1,800,000	2,100,000	2,400,000	2,700,000	3,000,000	3,300,000	3,600,000	3,900,000	4,200,000	4,500,000	4,800,000	5,100,000	5,400,000	5,700,000	6,000,000	6,300,000	6,600,000	6,900,000	+300,000			
HD	1	2	3	4	5	6	7	8	9	9+*			9+**			9+***			9+****						+2/VI											
HP	1d6	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26	+28	+30	+32	+34	+36	+38	+40	+42	+44	+46	+48			
MV	90/30'																																			
THACO	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2																		
Attacks	2 claws																																			
Damage	1d4 each			1d6			1d8 each																													
Attacks	1 peck																																			
Damage	2d4			2d6			2d8																													
Special Attacks:	Uncontrolled Sneeze																																			
	Controlled Sneeze																																			
	Gust of Wind (3x day)																																			
	Fly (240'/80' MF 3A)																																			
	Air Elemental																																			
Special Defenses:	Fall slowly 10'/round (max falling damage 1d6)																																			
Immune to:	0																																			
Extra Vulnerable to:	0																																			
AM	0																																			
Save as fighter	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33			
ML	8 (10 with rooster+)			11																								+1250/VI								
XP	10	20	35	75	175	275	450	650	900	1600	1750	1900	3000	3250	3500	3750	4050	4350	6175	6900	7775	8500	9500	10,500	11,500	15,250	16,500	17,750	19,000	20,250	+1250/VI					
TT	K, O																																			
Body Weight	Size / ST x4																																			

Gyerian Sneeze	When	Range	Dex Check			Damage round up
			1/3rd range	2/3rd range	full range	
Uncontrolled Sneeze	when nervous	10' +3'/level	-2	0	+2	1d4/10' range
Controlled Sneeze	at will	3'/level	-2	-1	0	2d4/10' range

planar barriers and opens a temporary gate. In all effects, this resembles a *Summon* (not Conjure) *Elemental* spell²³. The elemental, if treated friendly will help the gyerian for no more than 8 hours or one task, whichever passes first.

Habitat/Society:

Although flightless (at least in the beginning), gyerians are migratory beings that travel in flocks, moving from the mountains into the grasslands every spring and returning in the autumn.

The homes gyerians build quickly each year, are intended to last only until migration. These huts sometimes exist much longer than a year, and are often used as a temporary resting place for travellers. Most

²³ The difference between a *Summon Elemental* and *Conjure Elemental* lies in the fact that a *Conjure Elemental* opens a tiny gate through which the essence of an elemental is sucked into the Prime Plane destroying its original shape, but enabling it to recreate a new shape if sufficient elemental matter of its sort is on location; a *Summon Elemental* opens a larger gate from the Elemental Plane, and requests an Elemental to help (often by calling its name while the gate will appear next to it). The Elemental will keep its own shape, and thus may be larger (more HD) the next time summoned. *Summon Elemental* is thus friendly with respect to the creature (lawful so to say), *Conjure Elemental* is egoistic without respect (Chaotic so to say). A Summoned Elemental can't be affected by a *Dispel Magic/Evil*, a Conjured one will be forcibly repelled into its own Plane where it acquires a new body according the matrix of the *Conjure* spell, which may be lower than it originally had before being conjured...this is the reason they become angry if not controlled.

people are unaware that these structures are gyerian.

Town square

The gyerian towns (geyers) are mostly a grassy knoll with a number of singular rail fences circling a high post at the centre, where the town square is. The post has signs attached to it: Nester, Hole in Ground, Seedlands, Hawkshead, Old Stony, Big Birds, Earl, Nasty Hootface, Our Sister's House, and similar designations. These are mostly related to local spots of importance (where it is dangerous, where there is food, where to nest, local ruins, caves or similar), or where important gyer or other individual creatures reside. (Local birds of prey - like hawk or roc - with which the gyerian have reasonably good relations), etc. Most bird creatures of importance will be noted also, making the pole a plethora of routes and directions.

Many gyerian towns also have a pond (for fresh water). Many of these are decorated with water lilies and a path skirting it. Most are inhabited with talking fish, (they spray with water if teased) which are also truly liked by the gyerians. When the gyerian or the fish are under threat, they take the fish elsewhere. They do not feed upon them, unless they are already dead by other causes. The huts are mostly dishevelled, or rickety. Some are in use; many are remnants of past years. Each hut has a sign next to its door noting the names (or professions) of the inhabitants (these names/professions can also be found on the posts).

There is always a huge basin of water and fountain, with 4 white pillars nearby, of chewed wood plaster and twigs (resembling

stone), which are in use as beehives. Gyerians really like sweets, and can't get cavities or tooth decay, as they have no teeth but beaks.

Ecology

Gyerians have evolved from a species of pigeon, but it is assumed that some Immortal of Air/Thought had a great hand in their creation. This is almost certain as these creatures develop magical abilities related to air when they become more experienced. Gyerians existed in the era of Giants (100,000 BC) and sometimes traded with them.

However, recent gyerians seem to be hindered somewhat by the presence of other humanoids, repressing their need to gain experience. Many gyerians never reach 3rd level; only 10% become Cock-robin, while only 1% become Rooster. Currently it is unknown if a gyerian exists which is of Sneezer or higher level. So rare are these creatures that there are legends about gyerians, which speak of an Air-king who will unite the gyerians in a true nation.

Urd²⁴ (*Canis Avesoides*)

These aggressive, flying humanoids have evolved (with some immortal magical influence) from kobolds and as thus follow their statistics mostly.

Urds stand three feet tall and have short ivory horns, red-rimmed eyes, and flattened noses. Their bodies are thin, frail and covered with mottled yellow to brick-red scales. Leathery, batlike wings sprout from their backs. When flying, the wings stretch eight feet or more across. Urds are quick and maneuverable in the air, capable of gliding for long distances or pulling up sharply. On landing, urds slouch to counterbalance the wings on their back and move with an awkward half-walk, half-hop gait. Urds wear minimal clothing, but many tribes decorate their bodies with paints made from berries and ground bone. Urds speak their own language, as well as Kobold, and a smattering of local language.

²⁴ The Urd is are adjusted to BECMI D&D and expanded from AD&D2e source. Use these sources for more information.

Creatures of Western Brun

Humanoid	Urd											
Type	Humanoid-Caninoid											
Climate/Terrain	Temperate hills/mountains											
Frequency	Uncommon											
Organization	tribe											
Activity Cycle	Night											
Diet	Omnivore											
AL	any, PC's mostly LN											
NA	3d100											
Size;	30 + 1d4 inch											
Fitness	1d12-2											
ST (PR)	3d4=12											
IN	3d4=12											
WI	3d4=12											
DX (PR)	3d6+3=6-18											
CO	3d4=12											
CH	3d6=3-18											
Languages	Urd(Kobold derivative)											
Spellcaster Limits:	na											
AC	8											
AV	0											
MV	60/20											
FL/MF	150/50/3A											
Level/Rank	NM	1	2	3	4	5	6	7	8	9	10	
XP Needed	0	500	1000	2000	4000	8000	16,000	30,000	60,000	120,000	240,000	
HD	1	2	3	4	5	6	7	8	8+			
HP	1d4	2d4	3d4	4d4	5d4	6d4	7d4	8d4	9d4	+2	+2	
THACO	20	19	18	17	16	15	14	13	12	11	9	
Attacks	by weapon											
Damage	by weapons (Small only, light spear 1d6-1)											
Special Attacks;	Silent Glide											
Damage	Rock Bomb (special)											
Special Defenses;	2d4											
Immune to;	na											
Extra Vulnerable to;	Infravision 60											
Compulsory Skills	0											
Advised Skills	In Water, or Day light -1 to THACO											
AM	escape artist											
SV Fighter	Any Thief skill, Trapbuilding, Survival underground or Forest.											
ML	0											
SV Fighter	NM	1	2	3	4	5	6	7	8	9	10	
ML	6(5)											
XP Lvl/HD	5	10	20	35	75	175	275	450	650	900	1000	
XP asterisk *	1	3	5	15	50	125	225	400	550	700	calculate	
TT	P (J)											
Body Weight (LBS)	size x ST / 6											

SOME MONSTERS OF WESTERN BRUN

AURUMVORAX²⁵ (*CORMANTHUM AURUMVORAX*)



The aurumvorax is a small, shaggy, eight-legged animal usually found around lightly forested hills, though it may be encountered near the timberline of some mountains. It is covered with long golden and well cleaned fur, measuring 3' long and about 1½' high. The animal has copper-colored teeth and claws, the latter up to 3" long. Its whiskers and parts of its mane are bronze in colour, and its eyes are pools of silver with golden pupils.

The aurumvorax's flesh is extremely dense due to the intake and retention of gold, which accounts for its partial immunity to

²⁵ The Aurumvorax and Spotted Aurumvorax are adjusted to BECMI D&D and expanded from "Ecology of the Aurumvorax" in *Dragon Magazine* #132, and AD&D 2e sources. Use these sources for more information.

attacks by blunt weapons and its incredible weight of over 500 pounds in adulthood. Other metals are absorbed into its system as well, but in lesser amounts. Despite being only the size of a large badger, the aurumvorax, or golden gorgor, is an incredibly dangerous creature and fears nothing; the little monster can be extremely vicious and will attack anything that looks edible or threatening.

A variety of this creature exists; the spotted aurumvorax.

Combat

The aurumvorax charges any creature that enters its territory, causing a -3 to opponents' surprise rolls if attacking from its den. A female of the species receives a +2 bonus to attack rolls when guarding her young.

The creature bites at its prey until it hits, clamping its massive jaws onto the victim and causing 2d4-AV hit points of damage. After it hits, the aurumvorax locks its jaws and hangs on, causing an additional 8 (no AV) points of damage per round until either the aurumvorax or its enemy is dead. Only death will cause the aurumvorax to relax its grip.

Once its jaws lock, the golden gorgor also rakes its victim with 2d4 of its eight legs, causing 2d8 hit points of damage per additional hit. An opponent who is held by an aurumvorax receives no dexterity adjustment to Armor Class.

Diet

The aurumvorax must eat gold in order to survive (except the Spotted Aurumvorax), although it will also eat meat and other

metals. Without gold, it will become ill and die in around a week, unless it has access to platinum, which may prolong its life by three weeks. The gold in its diet gives the aurumvorax the colour in its golden fur.

Offspring

The only time adult aurumvorae willingly meet is during mating season, which occurs approximately every eight years. They spend a week or two together before the male returns to his territory and the female prepares for the birth of her kits. Between three and four months later, the female gives birth to a litter of 1d6+2 kittens. For the first two weeks of life, the kits are blind and hairless. They smell gold directly and can devour a chain in mere moments, and seek it out in addition to red meat. They must be fed both meat and precious ores, including gold, in order to survive. Most will die due to a lack of gold. Without gold in the first three weeks of life, the kitten dies. It is unusual for more than 1-2 of the strongest kits to survive. She weans them after about five or six years, before they become fully grown and independent, and forces them to stake out their own territories. They can reach full maturity much faster if their diet is rich in gold, not normally

Monster	Aurumvorax	
	Pup	Adult
Type	Monster	
Climate/Terrain	West Brun Temperate Hills	
Frequency	Very Rare (endangered species)	
Organization	Solitary	
Activity Cycle	Day	
Diet	Carnivore	
AL	N	
NA	1	
Size	3'long	
ST	12	
IN	2	
WI	5	
DX	16	
CO	15	
CH	14	
Languages	na	
Spellcaster Limits;	na	
AC	0	
AV	0	
HD	1-11**	12***
HP	1d8/HD	12d8
MV	60'/20'	90'/30'
BR - SW	15'/5'	30'/10'
Sprint	na	1d10+ST adj. Rounds
THAC0	21-HD	9
Attacks	1 bite	
Damage	1d4	2d4
Attacks	2d4 claws	
Damage	1d4 each	2d4 each
Special Defenses;	Half damage from Blunt Weapons	
Immune to;	Normal Disease	
	Normal Fire, Poison, Gas	
Extra Vulnerable to;	na	
AM	0	
ML	12	
SV	Elf1	Elf3
XP	19	35
TT	na	
Body Weight	51 LBS/HD	500LBS

an option in the wild. It is not unknown for the mother to eat its own young when gold is scarce.

If a kitten is found and adopted before its eyes are open, a character may attempt to befriend it, the probability of which increases with the amount of food and gold given to the kitten. When giving one kitten an all-meat diet, another a diet of meat supplemented with gold, and the rest of the litter other precious metals with their meals, the kitten with a plain diet will die in a week, as do the others, although the one fed platinum will live about three weeks. The one fed with Gold, however, grows rapidly, putting on weight until it is too heavy to carry after a month. It retains all the gold it eats, gnawing at the bars of its cage and any other metal that it can find. Copper pots are a favorite; its teeth and claws absorb the metal from these.

If raised further as a pet and supplied with ample amounts of gold, food, and attention, kittens grow rapidly. It can then be tamed and trained. Typically, an aurumvorax reaches full size in about seven years in the wild, but may take only a year in captivity with ideal conditions. Kittens raised in captivity grow into strong, fiercely loyal pets if conditions are ideal.

Hibernation

The aurumvorax hibernates, usually during the winter, and during this time it buries itself in the ground. Although it usually breathes through its nostrils, while hibernating it breathes through its skin, a small patch of which it leaves exposed, above the ground. This can easily be confused for

gold. It can be woken easily at any point during its hibernation, reacting fiercely and angrily to any disturbance.

Remains

The meat of the aurumvorax is highly toxic to most other creatures (Dragons and some monsters excepted). If killed and eaten, the flesh of the aurumvorax produces severe metal poisoning. The eater must save vs. poison 1d4 turns after the meat is eaten; a successful save means severe nausea and cramps strike the victim lasting 2d4 hours. Failure to save indicates the victim goes into a coma and dies 10d6 rounds later. Another aurumvorax may feast on one of its kind.

If, on the other hand, the whole animal is roasted and the remains heated until everything burns off, (very difficult and takes up to two weeks) 1500-2500 gp in value of gold and traces of other metals remain, depending on the size of the aurumvorax. If the hide is burned at the same time another 1d200+200 gp in value of gold can be found. If an aurumvorax is killed with a minimum of cutting damage to its hide, and if the pelt is carefully removed and tanned to preserve not only the hide but the gold-colored, metallic hair (the whole process typically costing 4000-5000 gp for the special procedure and materials), a durable but heavy garment of incredible strength and beauty may be made that has a value of 15.000-20.000 gold pieces. The garment will also protect its wearer as armor, the specific Armor Value depending on the size of the aurumvorax. A garment with AV 6 weighs 800 cn, one with AV 5 weighs 650 cn, and one with AV 4 weighs 500 cn. It provides 90% immunity to golden weapons. The wearer of

either hide or garment receives a +4 bonus on saving throws vs. normal fires and a +2 bonus on saving throws vs. magical fire.

The hide can also be made into a bed fur or a cape for a dwarven wedding.

The aurumvorax's teeth and claws, due to their combination of bone and metal, are also prized for decoration or jewelry, and can bring up to 1 gp each on the open market.

An aurumvorax's saliva is highly corrosive to metal. It also has an extremely high tolerance to heat, able to survive all but the largest of fires, which makes it a worthy spell component..

Spotted Aurumvorax *(Cormanthor aurumvorax)*

The Cormanthor aurumvorax can be found in the forests of Davania. It was introduced to the forest in 500 BC by a group of treasure hunters from Alphatia in an attempt to discover gold in the area. Although the aurumvorax found gold, they became very protective over it, and devoured their masters when they tried to get to the gold. Statistics equal to common aurumvorax, but the creature is not an endangered species.

Although the aurumvorax thrived in the plains near the rivers making many holes in the ground in that area, the gold on which their diet was based was gone within a decade, and they were forced to adapt to a different diet. It adapted its digestive system to allow it to eat iron ore, onyx and other minerals. Its hide also changed as a result, becoming mottled with dull red and blue

streaks. As a result, they only fetch 7,500–10,000 gp, about half that of a regular aurumvorax hide. Cormanthor aurumvorax claws are usually bright green or purple, and can fetch up to 100 gold pieces and 1,000 gold pieces, respectively.

Like the regular aurumvorax hides, cormanthor aurumvorax hides can be turned into armor, although the Armor Value granted varies depending on the diet of the aurumvorax.

As a strange side-effect from the cormanthor aurumvorax's non-native surroundings, about one in five suffer from allergies during the spring, causing them to sneeze, expelling their highly corrosive saliva up to 10'. Metals must roll a save vs. disintegration (either by DM or a Player) which is; 17 or higher for Weapons & Armor, 15 or higher for jewelry, 10 or higher for coins/ores, add magical +/- to the roll, if failed it is damaged after a week, (-1 point of AV or damage, or loses value by 10%), unless thoroughly cleaned. Roll once per item, and not per NPC/PC. Ascomoids seem to be attracted to this saliva and can be found nearby.

All Aurumvorax have Medium Senses (see table under Crowrse).

Creatures of Western Brun

Worm	Young			Otyugh			Neo-Otyugh			
Type	Lowlife Monster									
Climate/Terrain	Subterranean and Near Chaotic Cities									
Where Found	West Brun, East Davania, South Skothar Only									
Frequency	Uncommon						Rare			
Organization	Solitary									
Activity Cycle	Any									
Diet	Omnivore									
AL	N									
NA	1(1d2)									
Size/Diameter	S-M; 2' to 6'			M-L; 6'to 7'			L'8'			
ST	15	16	17	18			19			
IN/WI	5	6	7	8			9			
DX/CO/CH	13	14	15	16			15			
Languages	its own/Telepathy									
Spellcaster Limits	0									
AC	7	5	4	3			0			
AV	0									
HD	3**	4**	5**	6**	7**	8**	9**	10**	11**	12**
Hp	3d8	4d8	5d8	6d8	7d8	8d8	9d8	10d8	11d8	12d8
MV	60'/20'									
BR	15' (5') in Offal, Dung only									
THACO	17	16	15	14	13	12	11	10	9	
Attacks	2 tentacles									
Reach	6	9	12'	14'			16'			
Damage	1d6 each			1d8 each			2d6 each			
Attacks	1 bite									
Damage	1d3			1d4+1			1d3			
Special Attacks	Grab									
	Disease Typhus									
Special Defenses	Never Surprised									
	Resistant to Non-offal Diseases (Sv+4)									
Immune to	Offal Diseases, Poison, Charm, Hold, Control									
Extra Vulnerable to	0									
AM	0									
Save as	F1	F2		F3		F4	F5		F6	
ML	5	6	7	8			10			
XP Value	65	175	425	725	1250	1750	2300	2500	2700	3100
TT	0									
Body Weight LBS	12-80	75-200	150-800	850	900	950	1200	1250	1300	1400

Otyugh²⁶ (*Gulguthra OMNIVORUS*) & Neo-Otyugh (*Gulguthra OMNIVORUS REX*)

Otyughs (Aw-tee-ug), also known as the gulguthra, which is Sindhi for "dung eaters". Otyughs lurk under piles of offal with only their eyes exposed. An otyugh is never surprised by the approach of a creature, as it watches his surroundings constantly with the eye-stalk sticking out of the refuse. They usually attack if they feel threatened, or if they are hungry and there is fresh meat nearby in the form of parties of three people or less. They will eat fresh meat as readily as they consume carrion, dung or offal. They attack with their two 14 feet long ridged tentacles, which either smash an opponent or grapple it. They are exceptionally strong, able to snatch warriors and throw them away like rag dolls. When the creature is attacking, its tentacles erupt from the concealing pile of offal and slap victims with strength 18 for purposes of matching the creature's grip or the force of its thrust against the strength of an opponent. A tentacle does 1d8+Strength damage on a slap that hits its target within range. Grappled opponents suffer 2d2 points of damage per round, until the hold is broken. The otyugh can lift a grappled opponent and hurl the victim into a pit or against a wall at a distance of 30 feet – 5 feet for each 500 cn of encumbrance the opponent weighs (in total).

Otyughs smash grappled opponents to the ground, while the more intelligent neo-

otyughs use their victims as shields, increasing their armor class by 2 (a missed attack on the otyugh of 2 or less difference will automatically hit the enwrapped victim). Characters with a strength of at least 18 can struggle for one round and break free on a successful strength check penalised by the strength bonus of the creature. Either sort of gulguthra can sense when a creature grasped is weakened or disabled, and will try to push such prey into reach of its suckerlike mouth. Due to the creature's favoured habitat (proximity to dung and carrion) and its digestive system (waste is spat back out of its mouth), anyone bitten will suffer 1d4+1+strength adjustment damage and 90% likelihood of contracting typhus. Otyughs' bite attacks gain a +2 bonus to the attack roll when biting grappled opponents. Both types of gulguthra are disease-ridden and they are immune or at least highly resistant to these diseases. DM option: other diseases, however, like mummy rot are normally contracted, and have normal effect.

Otyughs and neo-otyughs live in ruins and dungeons, but can also be found in offal/dung heaps or middens (castle dung dump spots). They are mostly solitary, but may exist in symbiosis with another (often more dangerous or energetic) creature, such as a doppelganger, ettin, will-o-wisp, or even a beholder. They make deals with other dungeon denizens, agreeing not to attack them in exchange for their dung and body wastes, which they then devour. Such creatures serve to guard treasure, which they always conceal at the very bottom of their offal pile, hidden from view beneath the otyugh itself. Encountering an otyugh is bad enough - but if you do so, be sure to look around for another even more fearsome foe!!

²⁶ Otyughs and Neo-Otyugh are adjusted to BECM D&D and expanded from AD&D 2e sources. Use these sources for more information.

Every gulguthra is bisexual (hermaphrodite). Most gulguthra live alone, however, during mating season once every seven winters, they produce a jellylike “eggmas” and travel underground (in a slow and patient manner) by instinct and memory until they reach others of their kind. Then they regurgitate the jelly-like “eggmas” from a secondary stomach and wanders off. In some manner, not yet understood, another gulguthra can fertilise any “eggmas” (except its own) by taking it briefly in its mouth, or perhaps exposing it to some (as yet) unknown internal organ, and expelling it again. An “eggmas” that is fertilised, if left undisrupted, will develop in one week’s time into a miniature version of the parent that produced the “eggmas”. Otyugh and neo-otyugh can’t breed interspecies, so “eggmas” will always spawn its parents race. This newborn creature is driven by an instinctual urge to find warmth and food, and will wander off to seek its own fortune, returning to its birthplace several years later. They often follow the offal tracks of one of their parents in the beginning, but soon track off in another direction (often after they have found enough food - then they seem to forget their parents). The legend is that they mate in mass gatherings with others of their kind, who have made the same journey, in giant bone pits under the earth where the remains of thousands of ancient creatures lie. This false rumour was undoubtedly created after a misinterpretation of several otyugh attracted to such a pit, feasting on it and then moving away.

Otyughs and neo-otyughs live underground in heaps of offal and refuse. They hate bright sunlight, preferring the comfortable darkness of dungeons. They mate each year for one

month, with one offspring produced. It takes the newborn four months to mature (immature gulguthra have 3-5 HD, damage 1-6 / 1-6 / 1-2, and a Strength of 16 is required to break free of their grasp). Otyughs are so disgusting that no alchemist or wizard would want to touch their components, so the corpses of the gulguthra have no known use or value. The statistics for Neo-otyugh young are equal to the normal otyugh and the young together. They gain 1 HD each month, until adulthood. They can live up to 24 years, often dying just after their 4th mating period. Otyugh have Low senses (see table under Crowrse).

CROWRSE (*CORVUS CORAXRYPHUS*)

One of the most typical herd animals of the western herd are the **crowrse**; a crossbreed (magically created in the era of Blackmoor) between a crow and a griffon. The crowrse are large predators living in wilderness areas and are only found on the continent of Brun. Male crowrse are distinguished by their larger size and a distinctive mane of hairs and feathers around their neck and chest; females do not. A crowrse is mainly a griffon-like lion (without wings) with a large crow head and beak. They have strong claws in front which are about a foot wide. Males tend to be 6-8’ tall, and 12-15’ long; females are 5-6’ and 8-12’ long. Their colours are mostly black or dark brown, but blueish black and white also exist, and are the most beautiful.²⁷ In total,

²⁷ Miniatures of Warhammer seem the best source for a picture of these creatures, but the colours will be mostly black, see [this illustration](#) or [this one](#) for example

about 2500 of these creatures accompany the Western Great Herd. They are carnivorous and do not refrain from attacking strayed animals or scavenge the fallen animals.

Combat

Both male and female lions are fierce fighters. Crowrse hunt in prides. They are cautious, normally only attacking their natural prey, herd beasts. They will avoid fights with humans and demihumans unless forced by extreme hunger or when trapped with no escape route. Despite their shyness, they are very inquisitive and may follow a party out of curiosity. They will always chase a fleeing prey, if they determine it is within their reach with the lowest risk of sustaining danger. They generally avoid combat except when hunting for food or in self-defense. Since their senses are so keen, crowrse can only be surprised on a 1 on 1d20.

Crowrse have mainly griffon statistics, but cannot fly as they have no wings, not even vestigial ones. Even if magically given wings, they will never desire to fly or even climb. Their walking speed is that of a mule, but they can leap as far as 30 (+1/St adjustment) feet and make a Leaping/Dropping attack..

Males have an AV of 1 to non-piercing weapons and an AC of 3 in their forequarters (due the heavy mane) and AC4 elsewhere, while females are Armor Class 4 in all areas. If a crowrse

Crowrse	
Type	Created Normal Animal
Climate/Terrain	Any Grass, Hills, Forest
Frequency	Uncommon
Organization	Pride
Activity Cycle	Day, Dawn, Dusk
Diet	Carnivore
AL	N
NA	1d4(3d8)
Size	Females; L; 8'-12'long, 5'-6'tall Male; L; 12'-15' long, 6'-8' tall
ST	Male 16+1d3 Female 13+1d4
IN/WI	1d3+1
DX	12+1d6
CO/CH	12+1d6
Languages	0
Spellcaster Limits;	0
AC	4 (males 3 front nonpiercing)
AV	0(male front 1 nonpiercing)
HD	7
HP	7d8
MV	120'(40')
Run 6 r	150'(50')
THACO	13
Attacks	2 Claws
Damage	1d4+2 each
Attacks	1 Beak
Damage	2d8
Special Attacks;	2 Rearclaws 1d6+1 each
Special Defenses;	Surprise only 1 on 8
Immune to;	0
Extra Vulnerable to	Piercing (no AV)
MR;	0
Save as;	F6
ML	9, alone 8
XP	175
TT	U
Body Weight	650LBS(males+250)



Special Abilities	Senses			
	High	Medium	Low Senses	None(as Human)
Detect Predator/Nemesis	83%	66%	0%	0%
Detect Invisible & Ethereal Beings:	Int +8	Int +4	Int +2	not
Tracking:	Wis +8	Wis +6	Wis+4	Only with skill
Odor Scenting; Race:	Success	Int. at +4	Int. at +2	not
Odor Scenting; Individual:	Int.	Int -2	Int -4	not
Detect Noise:	35% +2%/Lvl	30% +1%/Lvl	25%, no bonus	7%+/-Dex adjust
Weakness, Penalty vs. Saves odor-, or sound-based attacks (a stinking cloud, a banshee's wail, etc).	-2	-1	No weakness	none

Special Senses

hits with both forepaws, it can rake with its rear claws doing 2-7 points damage each. All crowrse have a Move Silent of 75%, a Hiding of 50%, a Hear Noise bonus of 35%, and Infravision of 90', and Darkvision. Their senses are High.

Biting bonus: Many animals have a claw/ claw/bite attack routine. Roll the claw attacks first. If both are successful, the bite attack gains a +2 to hit with its other attack forms. In real life, claw attacks serve to give a secure grip for the bite.

Leaping/Dropping: Many predators attack their prey from ambush, closing the distance by dropping on the prey from above or leaping. The impact of a heavy animal on an upright animal or human frame is great. If the animal hits with both claws or makes a critical hit, the victim is knocked prone and must save vs. paralyzation or be stunned for 1d3 rounds.

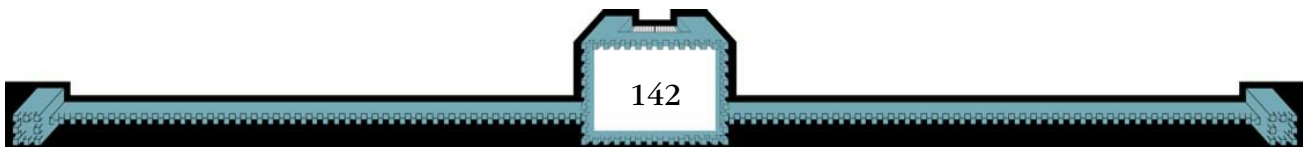
Strangling: Many predatory mammals do not kill by mauling their prey to death. Instead, they instinctively try to get a choking hold on the victim's neck, shutting down the air, blood, and nerve pathways. In game

terms, a critical hit²⁸ on a bite attack means that the animal has gotten a chokehold on the victim's neck, inflicting automatic maximum bite damage each round the chokehold is maintained. This tactic can't be used against characters with full helmets, plate mail, plate armor; or similar protections, as the neck is too well protected.

Habitat

Crowrse generally live in temperate climates and thrive in savannah and brush lands near hills. Crowrse prefer temperate climates, thriving along forest edges, grasslands and swamps. They live and hunt in prides, and are extremely territorial. A pride usually consists of 1-3 males and 1-10 females. Crowrse frequently kill animals the size of bison, buffallo, or even mastodont. Crowrse

²⁸ A critical hit according the Armor Value rules (presented in TSR1037 "Dawn of the Emperors" Boxed Set) are 18 (maximum rolled damage reduced by AV), 19, (maximum rolled damage not reduced by AV), 20 (double rolled maximum not reduced by AV). Adjustments of Strength magic are added to these results.



will cooperate when hunting, driving their prey into an ambush. They have been known to attack domestic livestock, and do attack humanoids, but will almost never attack men. Crowrse never go deeply into caves and usually remember a quick escape route to the outdoors, but they may nest in overhanging caves or old excavations. Being oviparous, they nest in the south until their eggs hatch. They nest for 2 weeks, hatch 2+1d3 eggs each year, and live approximately 40 years. There is a 25% chance that any crowrse's lair (often an area in or under a tree) will contain 1d10 cubs which are 30%-60% grown. Cubs are unable to fight, and are grown to adult size in 3 years. Crowrse will fiercely defend their lairs (+2 to morale) or young (+4 to morale) against intruders.

Crowrse are loyal to their mates and offspring for life, and have a sense of extended family feeling. They have a clear self image (recognize their mirror reflection as being themselves), and know grief about lost ones, as humans do (and crows, raven, magpie in the real world too).

Ecology

Although they do not collect treasure for its own sake, their lairs may contain money, gems, jewelry and even small magical items carried into the lairs with the bodies of their humanoid victims. Crowrse are poor climbers and dislike swimming. Crowrse flourish only when the supply of game is adequate.

Their size and strength have made them a favorite target of human hunters. These creatures are favoured by the humanoids for

meat and other parts of their bodies, and lose 25% of their number yearly to humanoid hunters. Their intelligence is better than that of a common dog, but they are very stubborn. The only thing they can be trained to do, if domesticated by humanoids, is pulling carts and wagons. Humanoid merchants of Central Brun rarely use any other draft animal than a crowrse.

The name crowrse is actually a humanoid name, and seems to be a mixture of "crow" and "horse", but in fact means "crying worse", after the lament these animals do when losing a mate.

Main Predator: Dragon. Main Prey: Animal Herd

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The Southwestern Arm of the Immortals

A MINI-GAZETTEER

by Atila Pires dos Santos

This brief article presents some of the southern neighbors of Gombar and Suma'a, kingdoms and peoples native to the southwestern part of the Arm of the Immortals.

lasting influence of the Lawful Brotherhood in this land. Noxor has the most powerful army in the area, but still fear their Zulbe and Dutse neighbors and their religion, the Asman faith.

THE KINGDOMS:

NOXOR (KINGDOM OF):

- Ruler: Negus (king) Tewodros Dengel III
- Important Cities: Noxum (capital), Gasilides, Gambor, Dardawasa, Sawosa
- Races: Majority of Tanagoro humans (Abebi ethnic group), many tanagogres, some faenare
- Languages: Abe'ez (related to Harshen and Churan/Mebrir/Yivj from Yezchamenid)
- Religion: Noxumite Church
- Coinage: Birr (silver coin), Amole Tchew (salt block, worth 1 copper coin); the foreign coin Cedi/Kudi (gold coin) is accepted at face value.

The Kingdom of Noxor (*Mangesta Noxor'ya* in Abe'ez) is, perhaps, the most familiar land in the region to someone native to the Savage Coast or the Known World, due to the



Noxum Castle

WORAF (KINGDOM OF):

- Ruler: Buurba (king) Amadu Tyukuli
- Important Cities: Wokrur (capital), Mbikele, Kisal (ruins)
- Races: Majority of Tanagoro humans (Woraf ethnic group in Wokrur, Keler in Mbikele), some tanagogres, some Tanagoro half-elves, orcs around the ruins of Kisal

- Languages: Woraf and Keler (related to each other and Zular)
- Religion: Asman Faith (Woraf), Kooh [Ka the Preserver] (Keler)
- Coinage: Kudi (gold coin), Tsabar (silver coin)

Once a powerful empire, the Kingdom of Woraf was reduced to its current state almost a millennium ago, when it lost control over the Zulbe and Dutse lands. The Woraf still dream of unifying the faithful of the Asman under its banner, but its main concern remains the Kisal orcs. Many times the Woraf reclaimed the sacred ruins of Kisal, and many times the orcs took it back from their hands and threatened their strongholds of Workur and Mbikele.

Now, the Woraf might have to deal with more than just orcs: Verdian sailors are curious about their ruins, which they call Guissau. They might claim them in the future as one *feitoria* (outpost), unaware of Woraf intentions. Will the Woraf be willing to share Kisal/Guissau with the Verdans?

Zulbe KINGDOMS:

- Ruler: Shehu (elder) Diallo Sangari of Zuta Kosoto; Lamido (leader) Sow Buhari of Zuta Mooro; Lamido (leader) Wane Nolloh of Zuta Nollon
- Important Cities: Kosoto (capital of Zuta Kosoto), Mooro (capital of Zuta Mooro) and Nollon (capital of Zuta Nollon)
- Races: Majority of Tanagoro humans (Zulbe ethnic group), many tanagogres
- Languages: Zular (related to Woraf and Keler)

- Religion: Asman Faith
- Coinage: Kudi (gold coin), Tsabar (silver coin)

Dutse KINGDOMS:

- Ruler: Each has its own Sarki (king) or Sarauniya (queen)
- Important Cities: Kobir, Garia, Datsiram, Raura, Bano (each capital of kingdom with the same name)
- Races: Majority of Tanagoro humans (Dutse ethnic group), some tanagogres, some Tanagoro half-elves
- Languages: Harshen (related to Abe'ez and Churan/Mebrir/Yivj from Yezchamenid)
- Religion: Asman Faith
- Coinage: Kudi (gold coin), Tsabar (silver coin)

The Zulbe and the Dutse people might be divided into eight small kingdoms, but they are unified in one single goal: spread the Asman faith. Usually they do this through words and examples, but they are not against spreading it through war as well.



A Dutse knight

Both are famed for their warriors. For now, as they are divided, this means mercenaries for the Sawabar Coast, Izonda and Yezchamenid; should they ever unite, they would be a force to be reckoned with, and Noxor's worst nightmare.



*Hasumiyar Alloli
(a.k.a. Common Grounds), in Kobir*

Sawabar Coast (City-States of the):

- Ruler: Each has its own Mfalme (king), some ruled by an oligarchy called Waungwana
- Important Cities: Sawabar, Folasa, Mzibar, Tanj, Patindi, Zilwadishu, Dares (all city-states)
- Races: Majority of Tanagoro humans (multiple ethnic groups) and tanagogres (descendents of Gombar and Suma'a)
- Languages: Ki'anan (same language as in Gombar and Suma'a, related to Yavi)
- Religion: Asman Faith, including Karimci and Jayaya faces (originally same as in Gombar and Suma'a, including Sumag (Terra) and Macroblan)
- Coinage: Pesawa (electrum coin), Cedi (gold coin), Safaru (silver coin)

These seven city-states were once Suma'a and Gombar's first colonies and trading outposts.

Even after achieving independence, they still keep this trading tradition alive. All the seven city-states work as harbors for the inland states, including the Zulbe (Mzibar), Kumina (Folasa), and the five Dutse kingdoms (all the others). These cities rely on Zulbe and Dutse mercenaries to protect themselves from any threats, originally from Gombar, currently from pirates and from themselves. Perhaps the greatest threat to their independence (especially the southernmost city of Folasa) is the rising kingdom of Bedon.

KUMINA (KINGDOM OF):

- Ruler: Hemmea (queen) Yaa Nana
- Important Cities: Kumina (capital), Denoman, Bonkyira
- Races: Majority of Tanagoro half-elves
- Languages: Atwante and Ewon (related to Bedoni, Ire and Oioba)
- Religion: Anansi (Korotiku), Aso (Arachne Prime), Asase Yaa (Terra), others
- Coinage: Cedi (shell, worth 1 gold coin), Pesewa (iron coin, worth 1 silver coin)

This matriarchal society emerged in an area both blessed and cursed by the Immortals: it has the richest mines yet found in the whole Arm of the Immortals. Gold, silver, copper, and jewels are quite common here, to the point that they are useless as money; for currency, they rather use rare objects, like shells imported from the Sawabar Coast (the "money cowry") and iron coins. Iron is actually quite rare here, and most of it must be imported from other lands, usually from the Dutse lands. This is necessary for forging weapons for the army (which includes local men and women; foreign mercenaries will be hired only in the worst case scenario).

Kumina exports not only precious metals and jewels, but also the finest fabric in the region, called Kente cloth. Clothes made out of it are quite common among the richest in Bedon, the Sawabar Coast, Gombar and Suma'a (Noxor shuns it, however). Legends tell that the Immortal Anansi (Korotiku) taught the Atwante people how to weave it from his webs. Most of the Kente are colorful and have square patterns, but a few, used by Atwante nobility, have web-shaped patterns and are black and white. This people are reverent to spiders in general and actually use giant spiders as mounts. This attracted the attention of Arachne Prime, but she is still a minor presence in the local religion.



Bedoni legionnaire

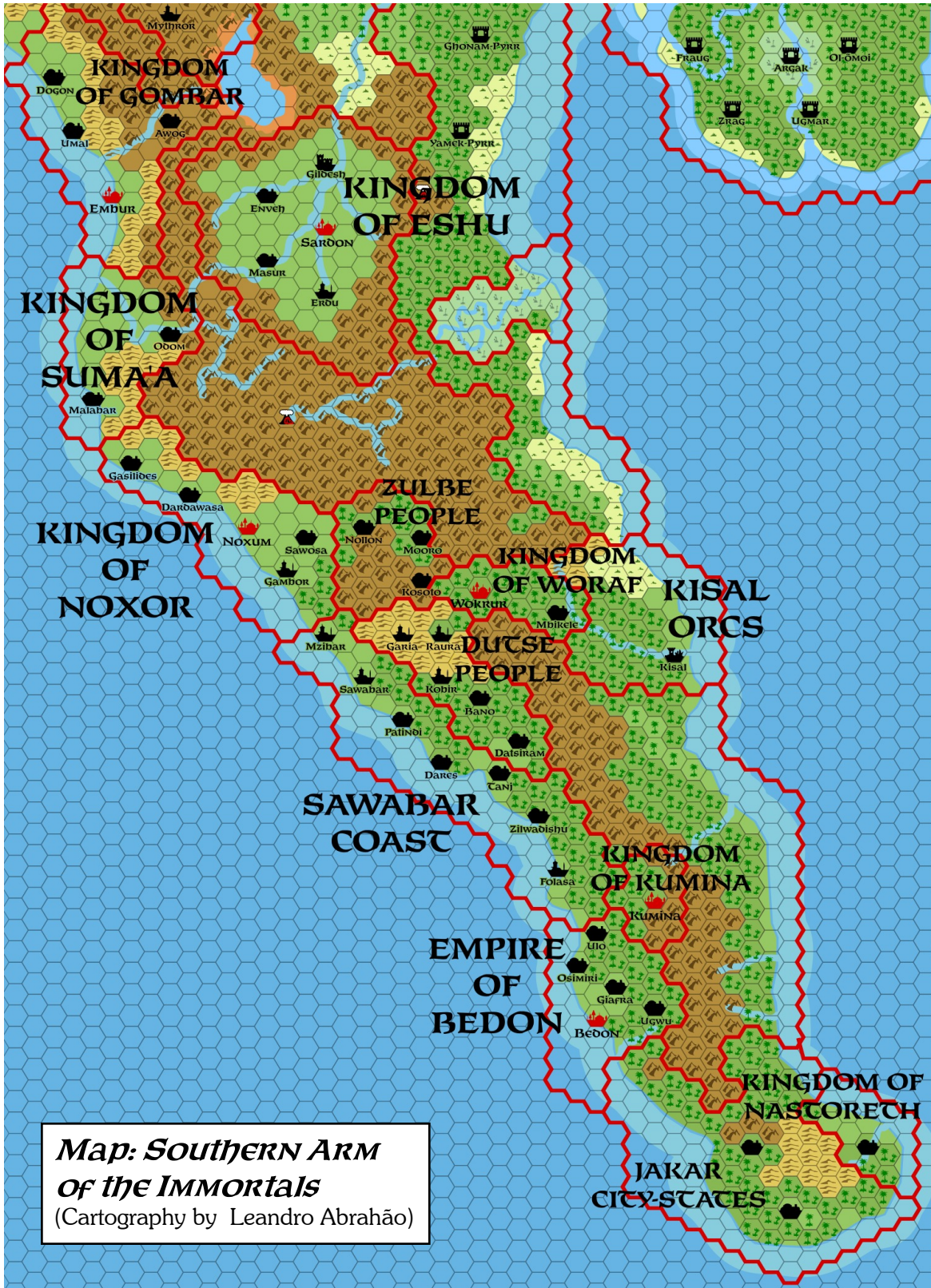
Bedon (Empire of):

- Ruler: Oba (emperor) Ore-Ohuan II
- Important Cities: Bedon (capital), Giafra, Ulo, Ugwu, Osimiri
- Races: Majority of Tanagoro humans (Bedoni and Ulo ethnic groups), many Tanagoro half-elves
- Languages: Bedoni and Ire (related to Atwante, Ewon and Oioba)
- Religion: Many different pantheons, with Korotiku and Calitha Starbrow usually as main Immortals
- Coinage: Cedi (gold coin), Ego (silver coin)

Bedon could be called the "Thyatis of the West" or the "Tropical Thyatis", since it has a lot in common with the imperial city: thick walls, organized legions with long shields and short swords protecting it, and a very practical people living in, and ruling it. The Bedoni and Ulo peoples are known for being practical, bending or changing tradition in the name of efficiency. The Bedoni are the

governors and soldiers of the empire, while the Ulo (especially those from Osimiri) are the merchants, worthy rivals to the neighbors of the Sawabar Coast. A century ago, the Ulo were independent people of allied city-states, the Afra Confederacy, but they're not bitter for their defeat, as they found ways to prosper in this new condition.

Bedoni legions are now marching north, either aiming for Kumina or Folasa. It won't take long for Bedon reveal its next target.



BRIEF TIMELINE:

c. 1700 BC:

Tanagoro colonists arrive at the western side of the Arm of the Immortals. The new settlers are welcomed and are promptly integrated into the Churan society. They learn the Proto-Churan language, which is the basis for the modern Churan, Mebrir and Yivj languages of the modern Yezchamenid Empire, and also the ancestor of the Abe'ez and Harshen languages.

c. 1500 BC:

Growing tensions within the Churan Empire result in groups of Tanagoro and mixed Tanagoro/Oltec (Pitchan) leaving the region. They settle the region south of the gyerian lands, founding a few city-states. These are the ancestors of the Abebi and Dutse. Those who stay in the Churan Empire (the Mebris) eventually revolt.

c. 500 BC:

Yav, known as Mulogo, convinces the Tanagoro people of the Serpent Peninsula to sail across the Western Sea and settle on the Immortal's Arm (eastern coast). They do not interact with the western Tanagoro city-states.

c. 400 BC:

The prophet Mulogo reappears and leads the People of Yav from the Immortal's Arm back to Thanegia Island.

Hard-pressed by nearby orcs, most of the Tanagoro of the five city-states follow Mulogo, but a few stay behind. They are eventually defeated by the orcs, and are pushed either farther north or underground. Those who went north eventually crossed the Yalu Bay and settled the lands west of Cay; they are the ancestors of the Oiobá people of the Yalu Bay. The other group split, some going straight west, others going straight south; the former are the ancestors of the Sawabar, the latter the ancestors of the Bedoni, Ire and Atwante.

The city-state of Kisal falls to the orcs before Mulogo comes to rescue his people. The survivors go west, to one of the few valley areas that cross the Arm of the Immortals. There they find a more defensible land and are able to resist the orc attacks. Eventually they meet the Abebi and Dutse, and with their help, rebuild their civilization. They will eventually become the Woraf, Keler and Zulbe.

c. 300 BC:

Tanagogres arrive at the Arm of the Immortals and begin to colonise it. They bring the Proto-Sawabar under their banner and buy gyerian lands. Eventually, they found the kingdoms of Suma'a and Gombar. These kingdoms are able to overtake much of the trade routes abandoned by the disorganised Kanastenid Empire.

To the south, the Abebi-Dutse and Woraf-Keler-Zulbe states eventually merge, forming the Woraf Empire.

c. 150 BC:

Gombar and Suma'a slowly begin to colonise the region south of the Woraf Empire known as the Sawabar Coast.

Growing tensions within the Woraf Empire, due to trading issues between the Empire and Gombar and Suma'a, result in open revolt. The Abebi and Dutse claim their independence once more. Mercenaries from the fragmented Kanastenid Empire to the north (especially Churan and Midan warriors) arrive to support the revolt. These mercenaries become heroes and their religion, the Zaranasterism, become popular among the Abebi and Dutse. In the end, the Woraf Empire is defeated and thirteen kingdoms are founded: the five Abebi kingdoms (Noxum, Gasilides, Gambor, Dardawasa, and Sawosa), the five Dutse kingdoms (Datsiram, Bano, Kobir, Garia, and Raura) and the three small Zulbe states (Zuta Mooro, Zuta Kosoto, and Zuta Nollon).

c. 250 - 300 AC:

Noxum conquers its Abebi neighbors, one by one, eventually creating the Abebi-unified kingdom of Noxor.

c. 300 AC:

An Abebi princess named Kebra makes a pilgrimage to the holy sites of Zaranasterism. Eventually, she learns about the Lawful Brotherhood and travels to one of its outposts. When she returns to Noxor, she brings with her ten LB priests and a chest that bears one relic of Ixion. Over the next few decades, these priests will influence the

Noxumite Zaranasterism, turning it into a syncretic hybrid.

c. 300 - 400 AC:

The Noxumite version of the Zaranasterism found its way into the Dutse kingdoms, slowly becoming popular there as well.

c. 450 AC:

The city of Raura becomes the centre of a religious revolution. One Zaranasterist priest called Asman publicly denounces the excesses of other local priests. He also denounces Zaranasterist "monotheism" as a lie. He is forced to flee Raura, seeking refuge in the city of Kosoto. There, he meets an injured Enduk, whom the Zulbe were caring for, and learns more about the origins of Zaranasterism. He then creates a new version of Zaranasterism, closer to the Enduk faith. This new religion (given the name of his creator, Asman, after his disappearance) quickly becomes popular among the Zulbe. When the priest Asman returns to Raura with a Zulbe army, the new religion starts to spread in Dutse lands as well.



Great Temple of Raura

c. 450 - 600 AC:

Zulbe and Dutse conquests in the region help to spread the Asman faith and its official language, Harshen. Noxor forbids this new faith within its borders, but it gains many followers among the Woraf (but not the Keler).

c. 700 AC:

The seven Sawabar colonies (Sawabar, Folasa, Mzibar, Patindi, Zilwadishu, Tanj, and Dares), now all under Gombarian rule, revolt. They hire mercenaries from inland (especially Zulbe, but also Dutse) to help their cause. Eventually, the colonies become independent of Gombar, but the mercenaries replace Gombarians as the masters of these cities. The Asman faith spreads into this region.

c. 800 - 1000 AC:

Through the Sawabar Coast, the Asman faith reaches Davania, going as far as Izonda. It also reaches the Yezchamenid Empire in the north, but it is still a minority faith there.

c. 900 - 1000 AC:

The militaristic city of Bedon, close to the southern end of the Arm of the Immortals, defeat the rival Afra Confederacy and, using its superior weapons and tactics, the latter akin to those used by Thyatian legions. They also begin to build large fortifications.

1004 - 1009 AC:

Wrath of the Immortals. Followers of Ixion and Valerias fight followers of Vanya, even within the Noxumite Church and the Asman faith.

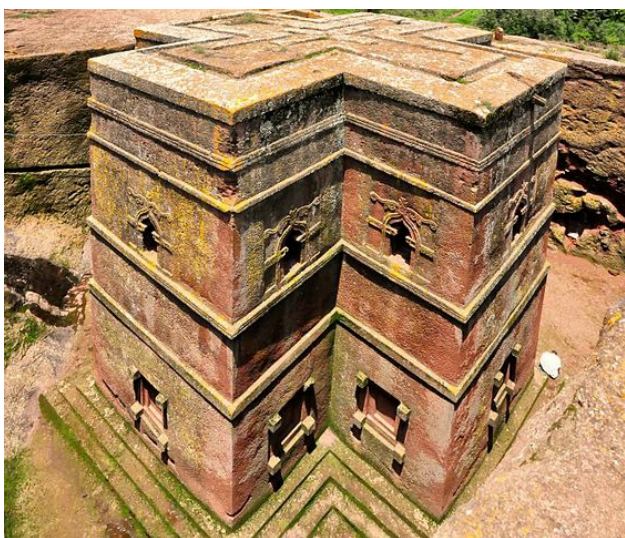


*Ore-Ohuan II,
ruler of the
Empire of Bedon*

RELIGIONS OF THE REGION:

Church of Noxor:

The Church of Noxor is one of the two descendants of the Zaranasterism from Yezchamenid in this region (the other is the Asman faith). Like Zaranasterism, its main Immortal is Ixion (called Tsehaye in Noxor). It began to deviate from Zaranasterism c. 300 AC, when an Abebi princess named Kebra made a pilgrimage to the holy sites of the Zaranasterism and returned home with ten Lawful Brotherhood priests and a chest containing a holy relic of Ixion. From that point on, it began to include other lawful Immortals, especially those recognised by the Lawful Brotherhood, including Vanya (Danya), Tarastia (Fitihi), Thor (Atekalayi), and Odin (Semayi; who was already part of



Noxumite Church

Zaranasterism). Despite this, it still bears the same core message of Zaranasterism (which is similar to the LB) of free will, and rewards for the righteous in the afterlife



*Atekalayi (Thor) fighting a dragon,
Noxumite art*

Asman Faith:

The Asman faith is another reinterpretation of Zaranasterism, and is actually an answer to the Noxumite Church and its perceived "polytheisation" of the Zaranasterism. It began with a Dutse Zaranasterist priest of Raura called Asman, who was appalled by other Dutse who accepted the Noxumite Church. He responded by debating with other priests, both Zaranasterist and Noxumites, and came to the conclusion that both faiths actually followed more than one Immortal. When he began to gather followers in Raura, the city leaders began to see him as more than just a nuisance and he had to flee, seeking refuge in the neighboring city of Kosoto.

There, closer to the mountains, he met an injured Enduk whom the Zulbe had found while patrolling the outskirts of the city; he was being kept under their care until he was strong enough to return to Eshu. Asman took this chance to learn more about the origins of Zaranasterism. Based on what he learned, he created a new version of Zaranasterism, closer to the Enduk faith. He wrote this new faith in a book called the Kalmomi ("words" in Harshen).

Asman emphasised that there is only one Immortal worth worshipping - Ixion (called Idah by him, another form of the Enduk word Idu and the Dars word Mizara-Idan). He rejected the concept of the two independent spirits, Spenta Mainyu and Angra Mainyu, but argued that Idah had two different faces or humours: Generosity (Karimci) and Strife (Jayaya), which means that he would be generous to the righteous

but would fight the unjust. Also, the Enduks and Shedu were angels of Ixion, and should be helped in their return to Nimmur. The faithful should pray five times a day, according to the position of the sun in the sky, and these prayers should be made towards Eshu (actually, towards Ganiya na Rana, “the Peak of the Sun”, south of Eshu).

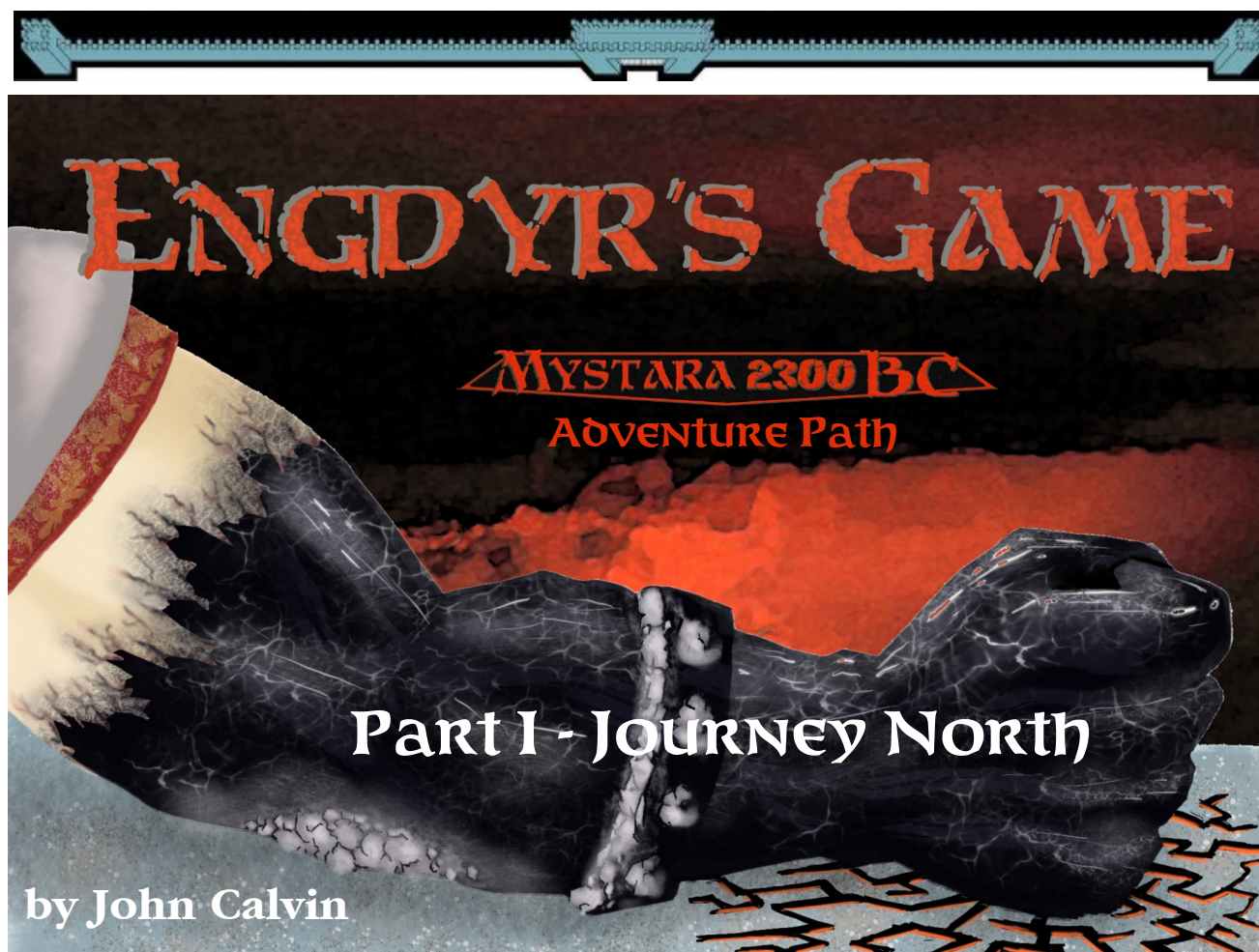
The Zulbe enjoyed this simplified version of Zaranasterism, and were interested in conquering and dominating Raura (under the guise of returning Asman to his original home). They were successful in doing this, and unifying, briefly, the Zulbe and the Dutse. The union didn't last, but the new faith spread among those peoples. Even if the first (priests) of the Asman faith couldn't avoid the fragmentation of the empire, at least they were successful in reminding followers of the importance of Jayaya (strife), and bring the faith outside the region, beginning with the Sawabar Coast and the Woraf Kingdom.

It is interesting to note that, outside the Zulbe and Dutse regions, the Asman faith gained a polytheistic bent, much like Zaranasterism. It's not rare to find priests of Karimci face or the Jayaya face at the Sawabar Coast or Izonda. In the latter case, Ekara N'iombo, the current ruler, is actually a priest of Karimci. Almost always Karimci is another name for Valerias; Jayaya, on the other hand, can be used by different Immortals in different regions, but usually Vanya or Hel (and neither in Izonda, each having its own independent church there).

It is unknown what happened to Asman, except that he vanished some time after the brief unification of the Dutse and Zulbe. The faithful claim he went to Eshu and met Gildesh. Asman then rode on Gildesh and were taken to Ixion.

Real World Equivalents:

Arm of the Immortals	Real World
Izonda	Sahelian empires (Mali, Songhay, Kanem-Bornu)
Gombar, Suma'a, Sawabar Coast	Swahili Coast, a little bit from Akan/Ashanti
Kumina	Akan/Ashanti and Dahomey amazons, a little bit from Zimbabwe, a little bit from fantasy Drow
Zulbe	Islamic Fulbe/Fulani
Dutse	Islamic Hausa
Woraf and Keler	Wolof and Serer
Kisal	Guinea Bissau, but in ruins
Noxor	Ethiopia
Bedon	Edo-Bini
Ulo (Afra Confederacy)	Igbo (Aro Confederacy)



INTRODUCTION

The Engdyr's Game Adventure Path will take PCs on a journey through the Shimmering Lands and introduce them to the bizarre and fantastic technomagical world of the Moadreg dwarves, last inheritors of ancient Blackmoor. They will contend with the mad dwarven elder, Engdyr Heldfyst, and his plot to silence all living things within his domain. However, even as Engdyr attempts to remove the hateful living creatures around him, a new form of life may be stirring... one created by accident by the mad dwarf himself.

This adventure path is intended to introduce DMs and Players to the Mystara 2300 BC

setting in general, and to the Shimmering Lands and its inhabitants specifically. Players will start on the plains of the northern province of Kargthyme, but from there they will be sent across the Shimmering Lands. During their journeys the PCs will be introduced to all facets of life in the Shimmering Lands, from the fiery forges of the Yadrak dwarves in Himmevand to the gnomish controlled hills of Qivar. As their careers advance, PCs may have the opportunity to gain dominions of their own within the dwarven lands, meeting the movers and shakers of the Elder Conclave and even possibly determining the fate of the dwarven nation on Brun.

Articles comprising this adventure path will attempt to provide much of the information required to run a campaign in these lands, however it will be impossible to cover all aspects of game play and the source material. Additional references can be found in the following sources:

- [Mystara 2300 BC Campaign Setting Overview](#)
- [GazBC 1, The Shimmering Lands DM's Guide](#)
- [GazBC 1, The Shimmering Lands Player's Guide](#)
- [Map of the Shimmering Lands](#)
- [Mystara 2300 BC Forum](#) at [The Piazza](#)

Design Notes: Part I of the Engdyr's Game Adventure Path, is designed to introduce PCs to the Mystara 2300 BC setting and the borderlands of the Shimmering Lands. At the same time it can also be used to showcase the lifestyle of the Moadreg (one of solitude, reflection, and study), and some of their staunchest enemies including Grondheim, extra planar entities, and even the dwarves themselves.

The newly liberated ruins of Layhash may lead PCs to new and exciting discoveries, revealing ancient weapon caches and unthought of magical equipment. Once cleared the estate may be used as a base of operations by the PCs and may eventually be an available dominion.

At its heart, this is a wilderness exploration adventure, where the PCs can have some real skin in the game, and a real opportunity to break into the political arena of the Shimmering Lands.

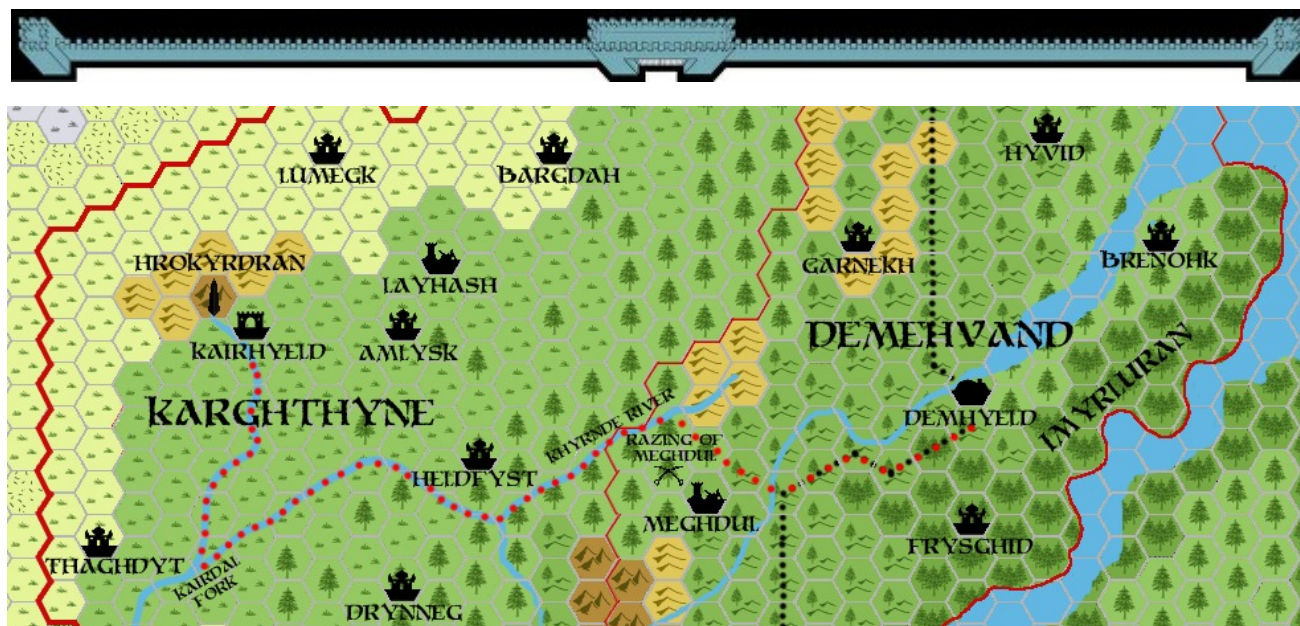
OVERVIEW

As winter approaches, the PCs make their way to the northern gatherhold¹ of Kairhyeld. Forces are gathering in the northern province of Karghthyne spurred by innumerable rumors in the region. Some grumble that the beastmen of Urzud have encroached too far east, while others muse that the giants of Grondheim may be preparing a major offensive. Merchants and mercenaries alike are flocking to the gatherhold, eager to find some fortune to win. With all the activity in the area, only one thing is certain - things are happening in Karghthyne, and no one wants to be left out of the action!

PCs must make their way through the wilds of the northern Shimmering Lands to the stronghold of Kairhyeld, where they will become embroiled in the plots and schemes of Ryndis Heldfist, and her brother Engdyr. They will find a base of operations within Kairhyeld from which they can draw supplies, meet contacts, and interact with the important organizations of the region.

From Kairhyeld, the PCs will once again journey into the wilds, this time to explore the mysterious ruins of Lahash.

¹ A "gatherhold" is a community in the Shimmering Lands, usually fortified, where more than one dwarven family or clan has come together for mutual defense. The largest gatherholds in the Shimmering Lands have grown into what most would call full fledged cities.



Path to Kairhyeld

ACT I - LEAVING DEMHYELD

Most of the Shimmering Lands are wild and untamed, dotted by random oases of civilization throughout the realm. The few cities are located mostly along the coasts and populated mostly by gnomes and the disenfranchised, while the dwarven elders prefer to maintain residences on isolated estates in the wilderness. Journeying through these lands can always be dangerous, however there is a commonly traveled path from Demhyeld along the eastern shores to Kairhyeld in the north.

Design Notes: The first Act in the adventure is designed to introduce the PCs to the Mystara 2300 BC setting, the Shimmering Lands, and dwarven culture. They will experience the northern wilds, and will be able to interact with other travelers in order to get a sense about what kind of world they are adventuring in.

Plot Hooks

Why the PCs are traveling to Kairhyeld is left up to the DM, however several possible reasons are presented below:

Making their Fortune

While many dwarves in the Shimmering Lands would prefer to spend their time in solitary studies, the active pursuit of such a lifestyle requires vast amounts of gold and resources. While few dwarves ever achieve the title of Elder and acquire an estate of their own to manage, most strive for such accomplishments. The northern realm of Karghthyne is still seen as a land of opportunity by many in the Shimmering Lands - a place where one can make one's fortune and find a quiet piece of land to settle down on afterward.

Pursuing a Foe

The northern wilds are a common destination for people who are looking to

escape their problems and start their lives over. If the PCs have a vendetta against anyone, it is possible that they fled to Karghthyne (and perhaps even beyond) in order to avoid the PC's wrath. Perhaps they stole something that the PCs need or desire. Perhaps the PCs are on the trail of someone who hurt their family or friends.

Discovering their Heritage

It is known far and wide in the Shimmering Lands, that the lone mountain, Hrokydran², was once an outpost of Blackmoor not more than 700 years ago. For many this site represents a connection to that lost heritage, but for shades³ who have recently emerged from the Gate of Light the connection is even stronger. A large community of shades has gathered around the mountain, and there they attempt to understand their existence and to reclaim a heritage that was lost to them in the Great Rain of Fire.

Searching for Magic

Rumors abound of the vast magical treasure troves from ancient Blackmoor that can still

² Hrokydran literally means "dangerous mountain" in old dwarvish, and will one day become the World Mountain in Ethengar. In the modern dwarven tongue the name would be translated as Hrokarden. See GAZ6: "*The Dwarves of Rockhome*" for more information on the dwarven tongue.

³ Shades are incorporeal spirits that emerged from the Gate of Light in BC 2319, and are relative newcomers to the Shimmering Lands. The most common theory is that they are the spirits of Blackmoorians who were transformed by the Great Rain of Fire. Shade characters can be played as "ghosts" from the [Ghostwalk Campaign Setting](#).

be found in the north, and many enterprising dwarves are determined to prove them true. Some say that a lightning bridge lies in the depths of Hrokydran, or that one of the lost earthshakers⁴ is hidden just under the permafrost of the northern plains. Though none of these rumors have proven to be true, the PCs may want to conduct their own investigations.

KARGHTHYNE PROVINCE

Karghthyne is one of the younger provinces in the Shimmering Lands, established by Dranwyrf nearly a decade after the founding of the nation as homesteading territory for the dwarven clans arriving from Skothar. Felwig dwarves dominate these lands, and have served as the first line of defense against Antalians and giants of the north.

Ecology

The windblown tundra of the northwestern Shimmering Lands stretches from the tree line bordering Demehvand past the lone mountain of Hrokydran. Grasses and sedges dominate, with small shrubs dotting the landscape closer to the tree line. The ground freezes during winter months, especially in the northern territory. The forested highlands of the south support a myriad of wildlife including rabbits, deer, lynx, foxes, and other small predators. Herds of caribou roam the northern tundra, along with packs of wolves and the occasional saber-toothed cat. Extreme winters sometimes bring remorhaz⁵ and even small troops of yeti.

⁴ See the module [CM4: "Earthshaker!"](#) for more information.

⁵ A remorhaz is a large magical beast that burrows beneath the snow and ice waiting

Economy

Few natural resources have been discovered in the wilds of Karghthyne, though the Felwig dwarves who live there are industrious. Exotic ore mined from Hrokydran is traded throughout the Shimmering Lands and used in the forging of many magical items. Slaves also come through Karghthyne, as mercenary bands and Free Companies capture hill giants and human barbarians from the frozen lands of the north.

IMYRLURAN Trail

This is the trail from Demhyeld through the Imyrluran Forest to the Ford of Meghdul. Also known as the Lost Forest, or Forgotten Woods, Imyrluran has a reputation for being a place from which no one returns. A few trails do exist through the forest, and tradition holds that travellers can buy their lives from the woods in return for throwing in some item of value.

The rough, and sometimes overgrown trail makes it a 3 day trek through the forest to the Ford of Meghdul, but the party's journey will depend upon whether or not they choose to follow traditions and placate the forest.

for prey. It first appeared in *Dragon Magazine #2*, and the *AD&D Monster Manual*, and later appeared in "*Glantri: Kingdom of Magic*" page 21. For more information see the [D20 SRD](#) or [AD&D2](#).



Imyrluran Forest is dark and foreboding, and rumors abound that it is haunted by restless spirits eager to reclaim from the living what they have lost in death.

Placating the Forest

Should the PCs choose to follow traditions and placate the forest before beginning their journey, their encounters within it will be greatly reduced. Subtract 1 for each 5 gp sacrificed by the party (in total) from all random encounter rolls. Any number 0 or below indicates that there is no encounter for that day.

No Sacrifices

Should the PCs choose to ignore traditions (or should they make a sacrifice after their first day of travel), the encounters they face in the forest will be much greater. Roll on the random encounter table normally. In this case, the Haunt Encounter will happen on the last night of their journey before leaving the forest (even if they have encountered haunts before with a random roll).

Leaving the Trail

It is rumored that once off the established pathways, no amount of bargaining can prevent one's disappearance into the forest. The PCs may be able to avoid this fate even if they leave the trails, however dangers off of established pathways increase greatly, and the forest itself seems reluctant for them to leave. Add 5 to each random encounter roll in the forest. In addition, each morning the PCs must perform a successful Survival Check or be lost in the forest for an additional 1d3 days before finding their way back to the path. (See Table 1 for effect of weather conditions on travel time).

ENCOUNTERS

Roll 2d20 on Table 2 for each day that the party travels through the forest⁶.

In addition to the random encounters listed above, the following events will happen at some point along the trail.

I1 - Impish Theft

The trail through this portion of the forest is dense and thick with overgrowth, allowing little light to seep in from the canopy above. As you contemplate the oppressive atmosphere surrounding you, the bushes on one side of the trail begin to rustle. Leaves part and branches crack, as three growling and misshapen forms rush out from the forest toward you.

⁶ Monsters generated for this, and other tables can be found in the [D&D Monster Finder](#) online tool.

On the first day along the trail a small band of 1d3 imps leap out of the forest and disrupts the campsite. The imps rush in and grab one item of value before attempting to flee back into the forest. The PCs have 2 rounds to stop them before they are gone forever. Should PCs decide to try and track the imps, see the section "Leaving the Trail" above.

1d3 Imps HD 1, AC 5, hp 3

I2 - Fiendish Screams

Sounds in the forest have never been pleasant. It is almost as if there were a constant stream of screams ringing out in the distance... sometimes barely perceptible before drifting closer and then back away again. As you listen, you notice that the screams are steadily becoming louder. Suddenly they surround you, disembodied and blood curdling cries that buffet the wind around your campsite.

Fiendish screaming interrupts the camp in the middle of the night, waking up all PCs and disrupting their sleep for the day. All those who hear the screaming must save vs Paralysis or suffer from severe paranoia for the next 1d4 days. Those suffering from the paranoia will be unable to get any rest and will suffer all ill effects from that state (fatigued⁷ and unable to regain spells).

⁷ A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued. (From the [3E SRD](#))

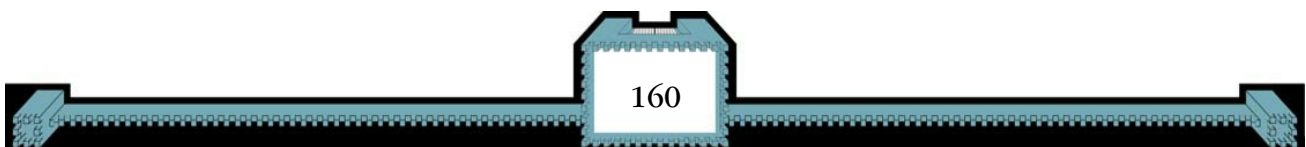


Table 1: Weather in Imyrluran

Roll	Weather	Travel Modifier
1	Skies are bright, and rays of sunshine occasionally penetrate the forest.	Normal travel time
2 - 4	Skies are overcast, and the forest is foggy.	+1 day
5 - 6	Skies are dark, and rain pours down constantly.	+2 days

Table 2: Random Encounters Imyrluran

Roll	Monster	CR	Resource
<0 - 10	No Encounter	-	-
11 - 13	Carcass Eater - Animal	<1	LMO
14 - 16	Dire Rat, Fiendish - Magical Beast	<1	SRD
17 - 19	Monstrous Spider, Small - Vermin	<1	SRD
20 - 22	Raven, Fiendish - Animal	<1	SRD
23 - 25	Twig Blight - Plant	<1	MM2
26 - 28	Yellow Musk Zombie, Dwarf - Plant	<1	SRD
29	Monstrous Spider, Medium - Vermin	1	SRD
30	Skeleton, Wolf - Undead	1	SRD
31	Raggamoffyn: Tatterdemanimal - Construct	1	MM2
32	Krenshar - Magical Beast	1	MM
33	Clockroach - Construct	1	MM4
34	Vasuthaunt - Undead	2	MM3
35	Black Bear - Animal	2	SRD
36	Boar - Animal	2	SRD
37	Boggle - Monstrous Humanoid	2	MM2
38	Felldrake - Dragon	2	MM2
39	Greenspawn Leaper - Dragon	2	MM4
40	Assassin Vine - Plant	3	SRD
41	Hell Hound - Outsider	3	SRD
42	Clockwork Mender Swarm - Construct Swarm	3	MM4
43	Yeth Hound - Outsider	3	SRD
44	1d4+1 Haunting Apparitions (see encounter below)	-	-
45	Allip - Undead (incorporeal)	3	SRD



I3 - Haunting Apparitions

An ice cold breeze passes over you. Shuddering from the chill, you rub your eyes, revealing pale white images surrounding the outskirts of your camp. Silently they stare at you, for what seems like an eternity, and then begin to creep slowly toward you.

On the last night that the party camps in the forest, they will be visited by a Haunting Apparition, hungry spirits lost to the depredations of the malignant woods. The apparition manifests itself as a group of ghostly white and semi-transparent dwarven warriors standing around the PC's campsite. The spirits will continue to stand, glaring at the PCs until one of them takes notice and raises the alarm. At that point the apparition will begin to slowly move toward the party, with one or more of the ghostly dwarves targeting each member.



Apparitions Attack

Individual ghostly members of the apparition can be turned and destroyed by a cleric, but otherwise the apparition can not be harmed in any way. It will take the dwarven

apparitions 1d3 rounds to converge on their target at which point the PC must make a save vs Death Ray or suffer a random ability drain of 1 point. After the apparition attacks, it disappears whether it was successful or not. Ability scores will recover at the rate of 1 point per day after a full night's rest and a successful Constitution Check.

1d2 Apparitions (per PC) HD 1, AC -, hp -

ACT II - MEGHDUL FERRY

Meghdul Ferry Station

The ferry caravan station is located in the hex above the Battle of Meghdul. While most dwarves (and other inhabitants of the Shimmering Lands) disdain traveling upon water, it is much easier to transport goods and supplies by ferry than it is to transport them overland, and the Meghdul Ferry is the quickest, and safest, way to transport supplies and passengers to Kairhyeld from the eastern Shimmering Lands.

Meghdul Ferry Station sits nestled in the forest on the southern shores of the Khyrnde River. It is a small stone structure surrounded by a stone and wood palisade with a single bronze reinforced gate. The ferry guards rotate their duties, with 2 of the 10 guards manning the station while the others accompany the ferry. The station serves as a barracks for the guardsmen as well as a hostel for travelers waiting for the ferry. Up to 15 people can bunk here comfortable while they wait for the ferry to arrive. Guards allow entry to the station to any traveler with a satisfactory story and

disposition, but will only open the gates during daylight hours.

Unbeknownst to the PCs a dark threat is marshalling from the forest near the Battle of Meghdul⁸. Restless undead from the unhallowed battleground have plagued the area for decades, but a recent arrival has begun marshalling them into a cohesive force. For several months the undead have been gathering, and are now preparing to overrun the ferry station. Each night that the PCs stay at the station, there is a 5% cumulative chance that the undead band will attack.

M1 - Undead Brigands

Several weeks ago aetherial spiders⁹ found the battleground of Meghdul and began animating some of the more intact corpses. They have built up enough strength to begin foraging beyond the battleground graveyard.

You can see dark forms shambling across the open field and toward the Ferry Station compound. As corpses and skeletons long deceased stumble and stagger along, you can see a faint glow emanating from within their carcasses. Their movements appear to be controlled by large ghostly spiders attached along their spinal columns and limbs.

⁸ The Meghdul chose to pursue their blood feud against the Jarduhl rather than support Dranwyr when the nation was attacked by giants in BC 2473. After the giants were defeated, Dranwyr turned his armies against the Meghdul, destroying them utterly and cursing their remains.

⁹ See entry below for Aetherial Spiders.

Several bands of undead attack the outpost, however the overall outcome of the battle should be based on the accomplishments of the PCs. If the PCs are successful with their encounter, the ferry station has been successfully defended, however if the PCs lose their confrontation then the station is overrun.

While the guards and other travelers rush to meet the onslaught, a single band moves towards the PC's position. The brigand band consists of one dwarven ghoul and three dwarven skeletons, all with translucent spiders attached to their backs or throughout their innards. Once slain, the spidery remains decompose quickly into green goo and semi-corporeal cobwebs that disperse in the night breeze.

Dwarven Ghoul HD 2, AC 6, hp 10

Dwarven Skeletons (3) HD 1, AC 7, hp 4

Once the undead are defeated, the PCs have time for a short rest before a single giant form comes lumbering forward. It is the corpse of a recently slain giantkin¹⁰ with another of the translucent spiders attached to its head.

Giantkin Zombie HD 3, AC 8, hp 17

¹⁰ Giantkin (also sometimes known as half-giants) are the result of breeding experiments by the Shimmering Lands dwarves between giants and various other (smaller) sentient creatures. They were used mostly as shock troops against the true giants early in the history of the Shimmering Lands, but many still serve as slaves to evil dwarves. In game stats they are equivalent to ogres, although true ogres won't emerge on Mystara for at least 300 more years.

Once the battle is over the PCs may find the following treasure amongst the corpses.

2d20 + 20 cp, 2d10 + 10 sp, and 1d20 gp

1d4 gems, each worth between 5 gp to 10 gp

An ancient silver necklace worth 75 gp

The Spider Sword (See Sidebar)

Ferry Journey Time

The ferryman is a disagreeable dwarf by the name of Merigk Dhul. His family has resided in the Meghdul region since before that gatherhold was razed. Rumors abound that the Dhul's once ruled here, though Merigk only ever guffaws at such suggestions. He is a dour, grizzled old dwarf who's only concern is getting the ferry to Kairhyeld and back on schedule.

Merigk Dhul (NE M Dwarf Fighter 5)

A round trip journey from the Forest of Meghdul to Kairhyeld, and back again, takes anywhere from 24 - 31 days to traverse, and the ferry is expected to make the journey once every month. When the PCs arrive at the station they will have to wait 2d6 days before the ferry arrives. The guards can give an approximate time-frame, but won't be able to pinpoint the actual day of arrival.

PCs may choose to wait for the ferry, or to press on by themselves. Should they press on by themselves, the journey will be much more dangerous (add 5 to the random encounters Caravan Table dice roll). Otherwise, the following NPCs will arrive one at a time sometime during their stay.

Spider Sword

A short sword with an arachnid motif, the Spider Sword is made of strong but nearly translucent metal, possibly of Blackmoorian design. Its hilt and pommel are crafted in the form of a spider with its bottom legs entwining the pommel, its center legs forming the guard, and its two front legs merging into the blade itself.

The Spider Sword functions as a +1 (+2 verses spiders) Ghost Touch sword, and may have additional powers that are yet to be discovered.

Damage: 1d6 +1 (+2 verses spiders)

Ghost Touch: The sword may be handled by incorporeal beings (including shades) as if they were corporeal. In addition, when wielded it can harm all incorporeal beings as if they were corporeal.

Their arrival time can be determined by the DM, but they will all arrive before the next ferry leaves.

Perrin Teikar (CN F Shade Rogue 2)

Years ago Perrin found herself manifested outside of the Gate of Light in Himnem. Since then she has been determined to discover the secrets of her past. Hearing that a large population of shades had made a home near Hrokyrdran, she is making a pilgrimage to that region. Perrin hopes that someone there can give her more clues to her own past.

Perrin's starting attitude is indifferent, unless there is a shade among the PCs in which case it changes to friendly. It requires a moderate effort to change her attitude (see Table 3). If made friendly, Perrin will share the following information:

"There is something about being near to Hrokyrdran that grants shades like me corporeality. I suppose that's why a large community of my kind has been drawn there. In Hrokyrdran I can live a fairly normal life... well... at the very least I'll be able to feel the touch of another.

"I'm not sure what kind of power in Hrokyrdran allows this, but I suspect it is related to the radiance. There are only two places in the world where I've heard that shades gain substance - in Hrokyrdran and at the Gates of Light... though there we have solidity only while the Gates are open."

Thgel Ghedda (LE M Dwarf Wizard 1)

Thgel left the gatherhold of Kohlgör after a dispute with his clan leader that left half a dozen other Yadrak dwarves dead or dying. Now he is looking to make his fortune as a prospector near Hrokyrdran, hoping to stumble upon some treasure spewed forth from the mysterious mountain. While not overly paranoid, he does fear reprisals from his clan and is weary of anyone who tries to gain his confidence.

Thgel's starting attitude is unfriendly. It requires a great effort to change his attitude. If made friendly (see Table 4), Thgel will share the following information:

"I heard many stories of the riches of Hrokyrdran before I was forced to leave my gatherhold by those miscreants there. It is a magical place of great power... some say from a bygone age. If there are secrets hidden there, I'm going to be the one to find them... and then I'll be able to go home."

Malla Khydwun (N F Soulbound Cleric 2)

A newly inducted member of the cult of Kagyar, Malla is willing to share her faith with anyone who shows interest. She believes that the folk of the Shimmering Lands are currently set on the path of destruction and that the Way of Stone is the only philosophy that can save them.

Malla's starting reaction is friendly, unless there is a cleric of an opposing faith¹¹ among the PCs, in which case her attitude becomes indifferent. It requires little effort to change her attitude (see Table 5). If made friendly, Malla will share the following information:

"I've been 'called' to the north... I'm not really sure how to explain it, but I am positive that Kagyar wants me there for some great purpose. Our people are sick... they have been for a long time, but we have the chance to cure them, to free them from Blackmoor's curse."

¹¹ The faith of Kagyar/Way of the Stone is in its infancy during this era in the Shimmering Lands. The most prominent faiths in these regions pay homage to Zugzul, Skuld, Khoronus, Slizzark, and Stodos (among a few others). For more information on the faiths of the Shimmering Lands, see [GazBC 1, The Shimmering Lands DM's Guide](#) and [GazBC 1, The Shimmering Lands Player's Guide](#) for more information.

Table 3: Perrin Teikar's Reactions

Hostile	As "unfriendly". In addition, after they arrive at Kairhyeld and Perrin attains corporeality, she will seek one of the PCs out and attempt to murder them while they sleep.
Unfriendly	As "indifferent". In addition, Perrin will attempt to steal some item of importance from the PCs. While on the caravan route, her actions will be limited by her incorporeality, but once at Kairhyeld she may interact normally.
Indifferent	Perrin keeps to herself, floating at the periphery of the group while they travel, but seeking a place of safety near the center of the troupe when they make camp for the night.
Friendly	Perrin will tell the group all the information she has been able to gather about Hrokydran.
Helpful	As "friendly". In addition, Perrin may be called upon for one favor once they reach Kairhyeld. She will not agree to go adventuring with the party outside of the gatherhold, but may assist them while they are there.

Table 4: Thgel Ghedda's Reactions

Hostile	As "unfriendly". In addition, once they reach Kairhyeld Thgel will stalk them and attempt to poison them during a meal. If his attempt is uncaught the PCs will suffer 2d6 days of bedrest while Thgel sneaks off into the wilds.
Unfriendly	As "indifferent". In addition, Thgel will attack one of the PCs at the most inopportune moment. He prefers to target someone who has strayed from the group, or to attack from behind while the character is engaged in another battle.
Indifferent	Thgel spends most of his time at the tail end of the caravan, constantly muttering to himself and dividing his efforts evenly between glaring at those in front of him and nervously looking over his shoulder.
Friendly	Thgel tells the group his story of woe about fleeing from Kohlgor, and his dreams of striking it rich along the foot of Hrokydran.
Helpful	As "friendly". In addition, Thgel may be encountered periodically in Kairhyeld when he comes in from the wilds to resupply. He can provide the PCs with information regarding any activity he sees in the surrounding countryside.



Table 5: Malla Khydwun's Reactions

Hostile	As “unfriendly”. In addition,
Unfriendly	As “indifferent”. In addition, Malla will refuse to help PCs during battle, or to heal their wounds afterward.
Indifferent	Malla keeps to herself, quietly humming verses and passages from the Way of Stone.
Friendly	Malla makes a point to be helpful and upbeat, praising the tenets of the Way of Stone. She will come to the PC's aid in battle and heal their wounds afterward, as long as they give respect to her parton Kagyar.
Helpful	As “friendly”. In addition, Malla may be called upon to perform healing and other minor miracles for the party when they are in Kairhyeld.

The Ferry Caravan

There are two legs in the ferry caravan route. The first leg starts from within the Forest of Meghdul and continues downstream until it reaches the Kairdal Fork. The second leg starts from the fork, where the ferry must be attached to teams of riding mastiffs and pulled upstream along the Kairdal River (a tributary to the Khyrnde) until reaching Kairhyeld. On the return journey the ferry floats downstream to the fork, and must be towed back to the Forest of Meghdul.

Leg 1

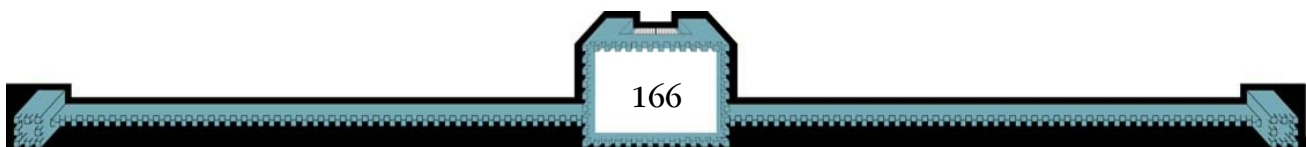
It takes 6 - 7 days for the ferry to float from Meghdul to the Kairdal Fork. Passengers can choose to journey on the ferry (for additional cost) or ride one of the mastiffs along the river trail following it. At the end of each day the ferry lands on shore and the caravan makes camp around it. [On the return trip, with the ferry being towed, the journey takes 12 - 15 days.]

[Half of this journey is through the forest, while the other half is through the plains]

Leg 2

It takes 4 - 6 days for the ferry to be towed from the Kairdal Fork to Kairhyeld. All passengers are expected to travel by foot (or using their own mounts) alongside the riding mastiffs towing the ferry on this leg of the journey. [On the return trip, with the ferry floating downstream, the journey takes 2 - 3 days.]

[This entire portion of the journey is through the plains]



ENCOUNTERS

Roll 1d20 on each day that the party travels along the river through the plains.

Table 6: Random Encounters Caravan Trail

Roll	Monster	CR	Resource
1	Carcass Eater - Animal	<1	LMO
2-3	Crawling Claw - Construct	<1	MF
4-6	Dire Rat, Fiendish - Animal	<1	SRD
7-9	Mongrelfolk - Humanoid	<1	FF
10-13	Clockroach - Construct	1	MM4
14-15	Death Dog - Magical Beast	2	FF
16-17	Iron Cobra - Construct	2	FF
18-19	Demonet Swarm - Outsider	2	MM4
>=20	Wrackspawn - Outsider	3	MM4

In addition to the random encounters listed above, the following events will happen at some point along the caravan's path.

F1- Dark Stalker

For the past several nights you have had the feeling that someone, or something, has been stalking you. Rustling through the brush... slinking through the grass... whatever it is has kept its distance and remained hidden, but now the pit in your stomach drops. You can feel its eyes on you as the hair on the back of your neck pricks up.

A small felldrake¹² has been stalking the caravan for several days and has finally grown hungry enough to attack. It will rush through the underbrush and grapple with whoever is farthest from their camp.

Felldrake HD 2, AC 6, hp 12

F2 - Escaped Slaves

As you round the bend in the river your view opens up to a small ravine in the hillside. Two large figures hunch over a smoldering fire, both leaping to their feet as you approach. The giantkin are bruised and filthy, with broken chains dangling from their necks and arms.

These two giantkin have only recently escaped their slavers, and were seeking some shelter when the caravan stumbled upon their resting place. They fear and hate dwarves, and will not allow themselves to be recaptured. Their starting attitude is hostile, but fast thinking PCs may be able to calm

¹² A felldrake is a beast with draconic blood from the Monster Manual 2 (3E), but it can be replaced by any stalking reptilian monster.



them down. The PCs must decide if they will recapture the giantkin and take them to Kairhyeld to be sold, or are willing to grant them freedom.

Giantkin (2) HD 2, AC 8, hp 7

F3 - Sentinel on the Horizon

A lone figure perches upon the top of a nearby hill looking down on the caravan. It appears to be a dwarf mounted on a giant riding mastiff. He stares down at the caravan in stoic silence.

Regardless of the PC's actions, the figure does not speak, and will crest over the hill disappearing on the far side if approached. The lone Sentinel will not engage for any

reason, and may show up periodically throughout the rest of their journey. If pressed, he will use his shadow mastiff's ability to travel short distances through shadows in order to evade those curious enough to approach him. Any PCs that notice him may be able to recognize Kherdehk Half troll when they reach Kairhyeld.

ACT III - KAIRHYELD

Kairhyeld

Commanded by General Ryndis Heldfyst, the holdfast of Kairhyeld sees much activity. Most of that is directed toward the giants of Grondheim or the Antaliens of the north, both of whom pose a constant threat for the dwarves in the area. Ryndis' primary passion however, is plotting for her brother Engdyr's demise. Some say it is because of Engdyr that Ryndis has her obsidian heart.

When the PCs arrive, the gatherhold is in somewhat of an uproar. A group of thieves have recently made off with some of the gatherhold's most treasured items, a cache of iron weapons. While Ryndis and her lieutenants search for the perpetrators, another threat looms in the distance. One of the recently captured giants being held in the slave pits outside the fortress is actually the daughter of a frost giant jarl, and her subjects are planning to attack the fortress in order to free her.

How the PCs choose to deal with these issues will have a lasting impact on the area, and may ultimately determine the fate of this region.

Kairhyeld Vassals

Drynneg 8% Heldfyst 16%
Lumegk 12% Thaghdyt 13%
Other Estates 51%

Karghythne troops are led by General Ryndis Heldfyst. The younger sister of Engdyr, Ryndis has survived repeated assassination attempts from her brother. Her strong and robust outward appearance belies the fact that Ryndis is kept alive only by a magically beating obsidian heart implanted deep within her chest.

Kairhyeld troops whisper that when Ryndis lost her original heart, she lost all compassion toward living souls. For her the world is black and white, containing only allies and enemies – foremost amongst that list her own hated brother.

1st Company (Shadow Eyes):

50 expert (S5) shade scouts and (G4) gnome rangers armed with crossbows and rapiers

2nd Company (Flame Drakes):

300 elite (D4) dwarven artillerymen armed with dragonbelchers and short swords; plus 12 Lieutenants (D7), 2 captains (D10), and a major (D12)

3rd Company (War Hounds):

250 elite (D2) dwarven cavalry armed with crossbows and halberds, riding war mastiffs; plus 10 sergeants (D4), 5 Lieutenants (D6) and a captain (D8)

5th Company (Stone Feet):

500 expert (D2) dwarven footmen armed with axes and daggers; plus 10 sergeants (D4), 5 Lieutenants (D6), and a captain (D8)

Locations

(See map on following page)

1. Outer Docks

Both sides of the Kairdal River sport docks along their shores, with the larger being on the southern shore. There stands a small guard post and resupply station for the ferry workers and the mules that pull the barges from Meghdul to here, while on the far shore a small trail leads from the north dock to the gates of the gatherhold proper. As you approach the southern dock, several dwarves scramble from a ramshackle hut to greet you. One of them calls out a challenge to old Merigk, but once the response is given he saunters back into his shack.

Most barges and ferries arriving at Kairhyeld are required to first dock on the southern shore where they undergo a brief inspection before being allowed to cross to the river's northern side. Dravid Barlegk (Dwarf Level 2) was put in charge of the southern docks after getting into a dispute with his commanding officer. He is bitter about his posting, and eager to redeem himself in the eyes of Kairhyeld's hierarchy. This leads to overzealous searching for contraband and antagonizing of strangers.

Merigk and his crew will rest here for 1d4 days before resupplying and heading back down the river to Meghdul Station. If tensions between Dravid and the PC's escalate, Dravid may "find" contraband amongst their belongings. Unless the PCs are able to bribe him sufficiently, Dravid



will send them before the gatherhold commander to face charges. If this happens the PCs will most likely face time in Kairhyeld's dungeon and thereafter be banned from entering the stronghold.

2. Merchant Shacks

A handful of wooden shacks line the northern shore of Kairdal east of the docks and the gatherhold trail. Dwarves and gnomes spend all manner of hours shouting and haggling from one booth to another, with a frenzied pitch shortly after he arrival of the Meghdul Ferry.

The merchants here live and do business from their respective shacks. Many have factors that ship them merchandise at least infrequently using the Meghdul Ferry. Others trade with locals across the countryside for items that can't be found in the Shimmering Lands' interior. PCs should be able to find any item of value here worth less than 100 gps, though the merchants may be able to acquire anything less than 500 gps given advanced notice.

3. Slave Pit

The tops of heads bobbing around and the occasional uplifted arm and hand can be seen raising from a deep pit dug into the ground just behind the merchant shacks. As you approach a hill giant peers over the edge of the pit, meeting your gaze for half a moment before dropping back down into the darkness. Nearby, several sweaty and soot stained dwarves toil over a forge and bellows, crafting large chains of bronze.

Several hill giants are being kept in this pit, each destined to be shipped to some Elder's estate across the Shimmering Lands. A small band of Enthrallers¹³ joined together and have been scouring the northern plains and hills for lone giants to capture and bring back to Kairhyeld, and the pit is tended at all times by at least one of them. Once they have captured enough stock their plan is to take the Meghdul Ferry and journey back to Demhyeld. They plan to auction off the giants to the highest bidder in Demhyeld's slave market.

The giants are desperate to escape, already having made three separate failed attempts. One of them is more than she seems. The youngest female is in fact a polymorphed frost giant, daughter of Jarl Varhad of Grondheim. After an argument with her parents she fled into the hills and was caught unawares by the Enthrallers. She has enough gems and jewelry hidden on her to offer a hefty sum to any who might be willing to help her escape.

¹³ Enthrallers are dwarves with unique mental abilities who often employ their powers to torment and dominate others. See the Organization Appendix at the end of this article for more information.

4. Training Camps

A constant clamber emanates from three small circular camps that fill the field west of the gatherhold trial. Armored dwarves and gnomes trudge back and forth through muddy fields with several sergeants shouting commands across the cool crisp air to their various troops. Their mesmerizing movement is infrequently interrupted by a fireball exploding in the western field, kicking up stones and dirt, and occasionally tossing one of the drilling soldiers into the air.

Soldiers on this field have been brought together from all of the major estates in the province of Kargthyne. Here they run drills and training exercises in order to learn how to work together to defend the gatherhold. In theory, once soldiers are sent to the gatherhold they give up allegiances to their former Estates, however in practice this is rarely the case. Many of the dwarves and gnomes training on this field have long seated grudges with one another and are just looking for an opportune chance to exact revenge on hated rivals.

Should the PCs venture onto the field for any reason they will find themselves in the middle of just such a feud. Tyruld, a soldier from Lumegk Estate has been waiting for an opportunity to rig his commanding officer's riding gear with a fireball belcher potion, set to trigger when the dwarf saddles his mount. Once officer Ghorgid dismounts his war mastiff to confront PCs, Tyruld will move into action. Observant PCs may see him plan something on his commanding officer's saddle before slowly backing up to find cover behind his fellow soldiers. If the PCs can

prevent Ghorgid from triggering the trap, they may have earned an ally within the gatherhold. Otherwise Ghorgid will be killed in the blast, and the PCs may become prime suspects in the case.

5. Fortress Walls and Towers

Twenty foot walls of stone and timber surround the entire gatherhold, stretching from the center gatehouse to each of the bastions surrounding the keep in the back. Dwarves patrol the walls in groups of two or three, pausing along their course only long enough to pull out a farseer and scan along the horizon.

Patrols along the walls of Kairhyeld are tasked mainly with keeping a vigilant lookout for potential encroaching enemies. On the planes of Kargethyne this mainly constitutes roving bands of humanoids from Urzud, or small squads of hill giants raiding from Grondheim. These patrols rarely concern themselves with activities going on just outside the keep, but they will investigate any disturbances inside the walls of Kairhyeld itself.

6. Gatehouse

Made entirely of dark basalt stones, hewn from the earth, the gatehouse rises to an impressive 35 feet in the sky. The dark stones, unlike any found in the surrounding region, are arranged into the shape of a massive dwarven head, with the gate itself shaped to be the mouth. A lone dwarf peers down from the top of the head to question all petitioners before granting them entrance.

The gatehouse head is said to be the likeness of Engdyr Heldfyst himself, back in his youth, and is one of the first structures built after the gathering of the clans in BC 2473 (nearly 200 years ago). On sacred days the gatehouse is given over to followers of Zugzul, who decorate it with bonfires and burning effigies that can be seen from miles away in the dark of night.

7. Kennels/Stables

Kairhyeld's stables are built along the inside of the southern wall, east of the gatehouse. A warm fog and foul smell constantly shrouds the muddy terrain surrounding the kennels, and strained barks and growls can be heard from the darkness within. One dwarf holds a war mastiff by its reins, giving it commands to "sit" and "stay", while another rides his mount from the kennels out to the center courtyard of the gatherhold.

There is room in the kennels for 100 war mastiffs, though rarely more than 75 can be found here at any given time. Though the gatherhold boasts a mounted force of over 250 war mastiffs, less than half that number is ever stationed inside the fortress. Mounted patrols roam the countryside, performing training exercises and remaining vigilant against the possibility of foreign invaders. Smaller groups are broken up within the gatherhold itself, with some being stationed at the training grounds, and small groups staying inside the barracks themselves.

Narlygk is the kennel master, and has a cruel sense of humor. He takes bets on weekly dog fights, where he pits some of the older animals against one another (or sometimes a

weaponless slave or prisoner). Though against regulations, Narlygk may be persuaded to part with one of his older dogs for the right price.

8. Temple of Zugzul

Smoke and ash constantly billow from the top of this dark structure, a double tower made of cracked stone and soot soaked bricks. Few mill about the entrance, despite the warmth that radiates from within, as two dour guards wearing the mask of Zugzul stand unmoving before its gates.

Rallies are held in front of the temple on a weekly basis, when Larla Vivell, the Primarch of the Church of Fire in Kargthyne, attempts to rile up her followers and spur them to commit acts of increasing violence across the countryside. The rallies are unscheduled, but always begin at first dark when the fires in the temple have the most impact upon the landscape. Dwarves, gnomes, and soulbound usually have little to fear from the crowd (unless they openly display allegiance to another Immortal), but other races may be targeted for violence.

PCs who are near the temple during a rally, and are of a race other than dwarf, gnome, or soulbound, may be pressured into formally joining the church. In order to prove their loyalty to Zugzul, they must accept the 'Brand of Fire' on their forearm. The branding, given by Larla herself, causes 1 point of damage, and subjects the recipient to a minor form of gease. Unless they give worship to Zugzul at least once a week, they will be cursed with a -1 penalty to their Con score. A *remove curse* spell will remove this

effect (but not the scar caused by the branding). Those unwilling to receive the Brand of Fire may be set upon by the mob.

9. Courtyard

A large circular courtyard of hardened dirt lays in the middle of the keep. Bootprints and scuff marks across the ground suggest that it is used often by the troops stationed in the gatherhold. The faint stench of decaying flesh wafts across the courtyard from the keep, where a makeshift gallows has been erected. Three stocky bodies hang from ropes, dangling gently in the breeze.

Troops gather here to march, parade, and listen to command announcements from General Ryndis and other military leaders. Minor training exercises are also held within the gatherhold, though those are most often performed in the training camps just outside the western walls.

A makeshift gallows was recently erected in order to hang three of the armory guards for dereliction of their duty when it was discovered that several of the keeps iron weapons had gone missing. Though the guards undoubtedly shirked their duties, they were not responsible for removing the weapons, and Ryndis is still conducting a search to find the perpetrators. As the PCs are newcomers to the gatherhold, Ryndis may decide they are the perfect patsies to take on that investigation. If they get into trouble elsewhere in the gatherhold, Ryndis may offer them the assignment in order to pay their debts.

10. Sentinel's Chapterhouse

The small tower attached to the keep's eastern wall appears perpetually shrouded in shadows. Several kennels line its walls, no more than cages with roofs, protecting the war mastiffs within from rain, but little else. No guards can be seen standing before the copper bound doors, but as a lone dwarf stumbles drunkenly toward the building, one materializes from the shadows to turn him on his way.

This is the chapterhouse for the Sentinels of the Dusk Shroud. Only those inducted into their order are allowed inside, however observant PCs may notice the same brooding individual staring out across the courtyard from the tower's inner window. This is Kherdehk, the warrior sent here by Engdyr to track down escaped aether spiders in the region. Kherdehk is looking for a likely group of adventurers that can help him end the threat, and preferably, that no one will miss afterward. After noticing the PCs' activities in the gatherhold, he may approach them, offering his patronage in a task that needs completing.

11. Keep

The keep is on the far side of the courtyard, set upon the gatherhold's northern wall. It is the tallest structure in the fortress, built in the shape of a giant square, with smaller towers at each corner. Like Zugzul's temple, the keep is composed of the blackest basalt, however a detailed inspection of the stones reveals that they are sealed together with what appears to be veins of obsidian.

Originally created by Engdyr Heldfyst as a base of operations during the Giant Wars of BC 2542, the keep now serves as the stronghold and main meeting place for the Kargthyne Conclave. Though the Conclave rules this region of the Shimmering Lands, in practice they have delegated most of their responsibilities to General Ryndis Heldfyst. She rules the gatherhold, and most of Kargthyne, in their absence.

Shortly before the PCs arrived at Kairhyeld, a small cache of weapons was stolen from the armory in the keep, foremost among them the entire supply of iron weapons. Iron weapons are rare in the Known World, and crafting them is a closely guarded secret of the dwarves. Ryndis wants them returned at all costs.

PCs may be brought before Ryndis if they are marked as troublemakers by authorities within the gatherhold. They may also petition to see her in order to be granted a treasure seekers charter, allowing them to plunder the countryside in the name of the Shimmering Lands. It takes 1d4 days for their petition to see Ryndis, and they must check back at the keep each morning to see if it has been approved.

12. Barracks

Six great bastions extend outward from the eastern and western walls of the keep, three on each side. Each building has its own entrance near the keep, which seem to be hubs of activity. Dwarves scurry back and forth from these buildings to carry out various tasks across the gatherhold. Each entrance is heavily guarded.

There are two barracks, each composed of three great bastions on either side of the main keep. Dwarves from estates across Karghthyne are stationed here, and trained to serve the gatherhold. A dwarf typically serves a term of 3 - 5 years at the gatherhold before being rotated out and allowed to return to their respective master's estate.

Despite the size of the buildings, and the number of troops currently stationed at the gatherhold, these buildings are never quite full, and travelers may find lodging within them... as long as they have enough gold to pay and are willing to sleep communally. The gatherhold commanders try to create an integrated force using soldiers from estates across Karghthyne, however feuds and vendettas can not be dismissed easily. The dwarves stationed in the barracks spend a good amount of their free time plotting against old enemies, both real and perceived.

NPCs

Kairhyeld not only serves as a fortress, but also as a mercantile hub for the northern Shimmering Lands. As such characters from all walks of life can be found within its walls.

GENERAL RYNDIS HELDFYST
Dwarf 12(C), AC -3, hp 47

Ryndis is average height and build for a dwarf, with bright red hair, and pulsating black veins that snake up her neck and cover the lower left quarter of her face. Her gaze holds neither passion nor pain, and most who look into her eyes describe it as peering into the eyes of a corpse.

Ryndis Heldfyst was appointed general of Kairhyeld and of Karghthyne's forces by the Karghthyne Conclave in BC 2342, despite vehement protests by her brother Engdyr. Since then she has survived several assassination attempts (most engineered by her own brother), although the latest nearly succeeded. Now Ryndis is kept alive by the beating of an obsidian heart and the only passion that flows through her veins is for revenge.

LARLA VIVELL
Gnome 3, AC 7, hp 6

Larla Vivell is short for a gnome, but makes up for her lack of stature by always speaking loudly. She dresses in orange and red, trimmed in black, and almost always wears her badge of office, a bone white mask in the design of a stern dwarven visage, when she ventures into the public view.

The regional primarch of the Church of Zugzul, Larla takes her duties quite seriously but is hothead prone to frequent fits of rage. She tolerates dwarves, but has little love for other races and will try to make trouble for them whenever she can.

THOLLWIN FOLWURR
Gnome 5, AC 8, hp 19

Thollwin is a middle aged gnome with close cut black hair that greys just above the temples. He is meticulous about cleanliness and won't go out into public unless dressed in one of his finest outfits. The large knife he carries is never far from his side, and Thollwin often uses it to clean his fingernails while he is thinking.

Thollwin is quickly becoming known as a gnome who can acquire whatever you want in the area, but he is looking to make more than just a name for himself. What he really desires are allies, especially ones that can be indebted to himself. Secretly a member of the Vehdnen Syndicate, his mission is to stake a hold in Karghthyme for the crime family. To that end he will ingratiate himself to potential adventurers, doing them favors now and expecting to collect on them in the future.

STONEBEARD

Soulbound Cleric 6, AC 3, hp 14

Stoic and unmoving, Stonebeard is often mistaken for a statue in the gatherhold's courtyard. He sits in the same spot everyday, and silently watches those who come and go from the stronghold.

Stonebeard is a soulbound cleric and secretly a member of the Way of the Stone. He will not interact with anyone while out in the open during the day, however Stonebeard will seek out any that he believes are followers of the Way of the Stone after hours. He may even offer help to those who are in conflict with the followers of Zugzul, regardless of their religious affiliations.

HYLLIG RATH

Dwarf 4, AC 3, hp 25

Rath is as hardened and grizzled as they come. His face, leathered by the sun, reveals little of his inner thoughts. Both his right hand and eye have been replaced with onyx, but neither seems to hamper his abilities. He wears pelted armor and openly carries a variety of weapons on his person.

A dwarven adventurer and member of the Gleaming Company, Rath spends most of his time exploring the untamed wilds of the north. His right hand and eye have been replaced with onyx, but neither hampers his abilities. Rath's constant companion, a scruffy warg named Fetch, is an outcast from Urzud. The two make a living as hunters and trackers, supplementing that with any treasures they stumble upon in the wilderness.

FETCH

Warg 3, AC 5, hp 18

Fetch wears his mood on his face. When he is happy his mouth goes slack with his tongue lolling to one side or the other, but his mood can go hard in an instant. At heart Fetch is a hunter and he keeps some small trophy from each of his kills, whether that be a tooth, a small pelt, or some other memento.

Fetch is a warg¹⁴, a proto-goblinoid in the form of a humanoid wolf. Hyllig Rath saved him from a rampaging giant several years ago, and the two have been inseparable ever since. Uncomfortable in "civilized" company, Fetch quietly keeps to himself in the gatherhold, but may open up if met in the northern wilds beyond the gates of Kairhyeld.

¹⁴ A warg is a bipedal beastman that has wolveren characteristics. Although gnolls will not exist for another 1300 years, wargs are similar in many ways (and stats for gnolls can be used to model them - see GAZ10: "The Orcs of Thar"). Circa BC 2000, the wargs will have evolved from a bipedal species into the quadrupedal worgs.

KHERDEHK HALFTROLL
Dwarf 5, AC 2, hp 23

Kherdehk is tall for a dwarf, and always appears to be looking down his nose at the folk surrounding him. A jet black beard outlines sharp, chiseled features and accentuates the fact that his skin has a pallid blue hue to it. He neither smiles nor frowns, hiding his true mood and feelings behind a stark visage.

A Sentinel of the Dusk Shroud, Kherdehk enjoys the air mystery that he projects, often taking delight in the discomfort of those around him. Despite this, he may be helpful in pointing the PCs in the right direction, using any excuse likely to work in order to get them to explore Lahash. In truth has been tasked by Engdyr with eliminating all of the escaped aetheric spiders in the area, and plans to use the PC to do the job for him. Of course, once the PCs are victorious, he plans to eliminate them.

Events

Several events can happen while the PCs are in the gatherhold. The DM may choose to run one or more of these events in any order, although if the PCs became friendly with the giantess in the slave pit, the Hill Giant Raiders event should be run last.

Changeling Conspirators

This event can be played any time the PCs are exploring the barracks or dungeons of Kairhyeld.

You can hear two dwarves arguing from beyond a nearby open doorway. As you approach one says in an agitated voice, "I told you there were too many! We should never have grabbed them all... they're sure to find them here!"

"Enough," the other replies calmly in a whisper. "Leaving them wasn't an option. What the Queen wants, the Queen gets."

If the PCs investigate, they will find two dwarves frantically trying to hide a small cache of swords within the mattresses of several nearby beds. These two are in fact changelings, and part of a larger group of thieves who made off with the contents of Kairhyeld's armory only nights before. The alarm was sounded before these two could get away with their ill gotten gains, and so instead they have decided to try and hid the iron swords and come back for them later. If discovered, Rylgar, the calm one, will fight to the death, but his companion Herlyk attempts to flee.

Rylgar HD 2, AC 4, hp 10

Herlyk HD 1, AC 5, hp 6

If captured, and properly convinced, Herlyk will spill the entire plot. He and several companions infiltrated Kairhyeld months ago, and since then have been planning to raid the gatherhold's armory in order to steal all of the iron weapons stored there. Iron weapons are a rarity in this era, and are vehemently despised by their mistress, the Queen of Grondheim. She has placed a generous bounty on all iron tools and weapons, and the group was planning to collect a kingly ransom for their efforts.

Spidery Ambush

Warmth from the sun beats down upon the plains as you wander across the courtyard, momentarily replaced by a shadow and a cool breeze as a cloud passes by overhead. Distracted by the shaded interlude, you are startled by a commotion on the far side of the courtyard near the keep. A lone soldier frantically bats away at a giant translucent spider advancing upon him. Quickly overwhelmed, the dwarf falls to the ground only to be encased in a silvery silken cocoon. Before anyone can react, the spider has already dragged the soldier halfway back through the courtyard toward the entrance to the western barracks.

Let the PCs decide what actions they will take. The spider will continue to drag the captured dwarf into the barracks, and down a side tunnel leading into the dungeons. Should the PCs race to the soldier's rescue, or if they choose to wait for additional soldiers to react, read the following:

As you strain to see where the soldier is being dragged to, a strange sensation washes over you, leaving the hairs on the back of your neck standing up straight. Light crackles in the air as wispy shapes begin to materialize around you. A swarm of the translucent spiders, slightly smaller than the first, appear throughout the courtyard.

The spiders phase in throughout the gatherhold, attacking groups of soldiers wherever they can in order to buy time for their compatriot to steal away with its prize. One such group confronts the PCs.

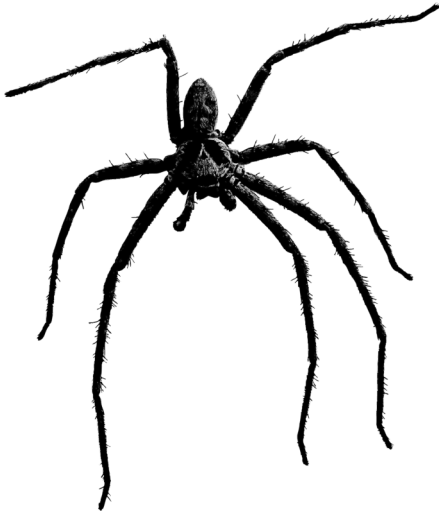
Spiders (x5) HD 1, AC 7, hp 2

Once the spiders have been dispatched, the PCs are free to chase after the captured soldier. He has been dragged down into a far corner of the dungeon and hung up against a glowing and pulsating wall.

Before you, the large translucent spider is just finishing attaching the cocoon to the far wall inside of an empty dungeon cell. The wall itself shimmers and pulses, and it appears that glowing strands of web have burrowed their way directly into the rock. The cocoon still rocks and spasms occasionally, as the dwarf inside continues to struggle. Spinning its last web of attachment, the spider turns to face you.

Large Spider HD 2, AC 6, hp 10

The spider fights to the death, doing its best to keep anyone from the dwarf within the struggling cocoon. Once the PCs defeat it they will be able to approach the captured dwarf. Cutting through the thick, sticky



webbing, takes 1d6 rounds, during which time the dwarf continues to groan and struggle. Once the PCs are finally able to open the cocoon, they find that it is empty.

In fact the aether spider's victim was pulled into the Ethereal Plane and sent back to the spider's main colony. Once breached, the cocoon's portal is destroyed and there is no way to use it to travel into the Ethereal at this time.

Hill Giant Raiders

Just as the stars have begun to show, and the fires of Zugzul's temple have been lit, and alarm is called from the western wall. "Giants!" Even as the call goes out, you can feel the thud of stone crashing into the wall and reverberating through the ground. Soldiers from around the gatherhold flock toward the western wall.

A small band of giants has come looking for the missing princess. While raiders mount an attack on the western wall, a lone giant sneaks through the darkness to the pit outside the gatherhold's gates, in an attempt

to free the princess. If the PCs have already spoken with the princess, they may already be aware of the plan. Otherwise they can make a Danger Sense Skill Check, or use the Thieve's special ability to Hear Noises. Success means that they hear a minor commotion outside the gatehouse. The soldiers around them are marshalling on the western wall and will ignore any attempts to divert them. It is up to the PCs to intervene or not.

Several of the hill giant slaves have already crawled out of the pit and are tussling with the newcomers. You quickly realize they are being controlled by the three nearby Enthrallers. The small female giant is still trying to climb free from the pit during the commotion.

PCs must choose whether they will fight the giants or attack the Enthrallers. One of the Enthrallers will call out to them to stop the last giant (the princess) from escaping the pit. If the PCs can do this, the attacking giants will lose moral and retreat. If PCs instead choose to help the giants, all they need to do is distract at least one of the Enthrallers, which will cause them to lose control of their giantish slaves. This will turn the tide of battle, allowing the princess to escape.

Giant Princess HD 5, AC 8, hp 30 (10 - the princess is already wounded and weak)

Enthrallers (x3) HD 2, AC 6, hp 8

Should the PCs help the princess escape, goto the section "Recruited by Giant Princess" below.

ON to Layhash

Recruited by Ryndis

Whether the PCs land into some kind of trouble while in the gatherhold, or they decide to apply for an adventuring charter, they will eventually find themselves in front of Ryndis Heldfyst.

“I want the weapons stolen from the armory recovered, and I want whoever was responsible brought before me. After that I don’t care what you do.” She pauses as if to rethink her words, but then turns to you with a dead look in her eyes, “Don’t cross me.”

Ryndis will agree to grant the PCs an adventuring charter as long as they pledge to find her missing weapons as their first mission.

Recruited by Sentinel

The Sentinel Kherdehk seeks out PCs and promises to provide them with an adventuring charter in exchange for investigating Layhash.

“Don’t worry, they charter is valid. It’s signed by Elder Heldfyst himself. Even his sister will honor it,” Kherdehk promises. “There are strange happening in the ruins of Layhash, and the Elder himself wants them investigated. Clear the ruins and he will be pleased. You shall be rewarded for your loyalty.”

Kherdehk’s idea of a reward may be different from that of the PCs however, as he plans on eliminating them once they have completed their task. The PCs will have to deal with

Kherdehk in the next chapter of this adventure path.

Recruited by Giant Princess

This event will only happen if the PCs have already helped the giant princess escape from the Enthraler’s slave pit.

“Thank you for helping me,” the giantess says as the glamour around her dissipates, revealing her to be a young frost giant. She opens her hand revealing several gems, “These are yours, as I promised... but,” she says pausing, “I still need to find my father, and these lands are dangerous. If you help me find him, he will give you a far greater reward.”

The princess is sincere, and knows that her father was supposed to meet some of his servants in the ruins to the east (at Layhash).

Freeing the giantess won’t earn the PCs many friends at Kairhyeld, especially the Enthralers who first captured her. They may dog the PCs journey to Layhash, attempting to regain their property and to exact revenge on those who betrayed them.

CONCLUSION

By the end of this adventure the PCs may have several mysteries on their hands - rogue giants gathering in the area, shadowy thieves working within Kairhyeld, and even other worldly spiders that can appear and vanish on a whim... but all of the leads they find will point them to the ruins of Layhash. The PCs must journey eastward to find the answers they seek.

APPENDIX 1: ORGANIZATIONS

Vehðnen Syndicate

This is a gnome run thieves guild run out of Gnen on the Bridge of Oost (it's detailed a bit more in the GazBC1 DM's guide IIRC). The wouldn't have a strong presence in this region of the Shimmering Lands, but the individual they meet wants to "expand their operations westward." The guild accepts all members, but only gnomish characters have the ability to make it to the top ranks of the organization.

This contact can provide PCs with information (both local and abroad) as well as provide venues for buying and selling equipment and artifacts (perhaps bypassing taxes and tariffs they might normally have to pay to the Elder Conclave). Any favors performed would have to be repaid in turn (at some point).

Gleaming Company

An adventurer's guild (also detailed in GazBC1), this organization is more generally distributed throughout the Shimmering Lands, and might offer support to potential members (up and coming PCs). Should they prove themselves worthy, their contact in Kairhyeld may sponsor them to become full fledged members.

The Gleaming Company can help to fund PC's operations (with the expectation of a percentage of their earnings). They could provide additional support in the form of

hirelings, as well as information about local ruins and locations of interest in the north.

Way of the Stone

Although this cult isn't mainstream in these parts, it is steadily gaining a following. The worshipers of Kagyar espouse different philosophies than many of their contemporaries, advocating that dwarves work together for common goals (for the betterment of their race) rather than strive for individual power and prowess.

The Way of the Stone is the dwarven future, but for now they will help provide PCs with a friendly face, healing, and other personal aid. Dranwyrf Korskill (aka Dengar), the First Elder of the Shimmering Lands, is also the head of this newly formed cult. In later adventures, the PCs will have the opportunity to meet and interact with him directly.

Fiery Forge

Worshippers of the Fiery Forge venerate Zugzul. In him they see the forge that will shape dwarven lands as well as the dwarven spirit. Many of these sects also combine worship of the Warrior with that of darker beings such as Demogorgon, Orcus, and sometimes even Slizzark. The worst kinds of fanatical zealots are drawn to this religion, believing that it is the Moadreg's destiny to rule over the lesser races in the world. The majority of these practitioners are dwarves, as few other races are tolerated.

Enthrallers

Enthrallers are composed of loosely organized band of misfits and outcasts from the Controllers Guild. Although many of them dabble in the slave trade, their true passion is in causing destruction brought about by the mental domination of their enemies. It is rare that more than a dozen Enthrallers would ever band together for a single operation. Living for battle, they often choose to enter into a fight alone. Their favored weapons are their foes themselves.

There are Enthraller chapterhouses in Fyngul, Abhuld, and Arankh, though individual Enthrallers can be found throughout the Shimmering Lands. Many also travel abroad, looking for work in foreign nations where their particular skill sets can be appreciated.

Sentinels of the Dusk Shroud

A semi secretive group based out of Hrokyrdran in Karghythne, the Sentinels are mastiff riding knights that have strengthened their bonds to the spirit world beyond. Their numbers are composed mostly of shades, although a significant proportion of the knights are dwarves as well. The Sentinels are expert scouts and trackers specializing in hit and run tactics. Their bonds to the spirit world allow them to move rapidly across great distances, oftentimes through areas not traversable by normal means.

The war mastiffs that the order is famous for are not shades themselves, although they have been physically modified to be more in tune with the spirit world. Rumors abound

that the shadow mastiffs are created by bonding a shade with a war mastiff, possibly serving as a punishment for members who fail the order.

Shades of the order gain control of their corporeality when in their saddles, and can easily choose between an insubstantial form and one that is more solid. Their mounts share the same corporeality as their masters.

APPENDIX 2: MONSTERS

The following table is a list of resources where many of the monsters in this adventure were compiled from.

Table 7: Resource Descriptions

Resource Code	Resource Name
SRD	System Reference Document (3.5E)
MM	Monster Manual 1 (3.5E)
MM2	Monster Manual 2 (3.5E)
MM3	Monster Manual 3 (3.5E)
MM4	Monster Manual 4 (3.5E)
FF	Fiend Folio (3.5E)
MF	Monsters of Faerun
LMO	Libris Mortis

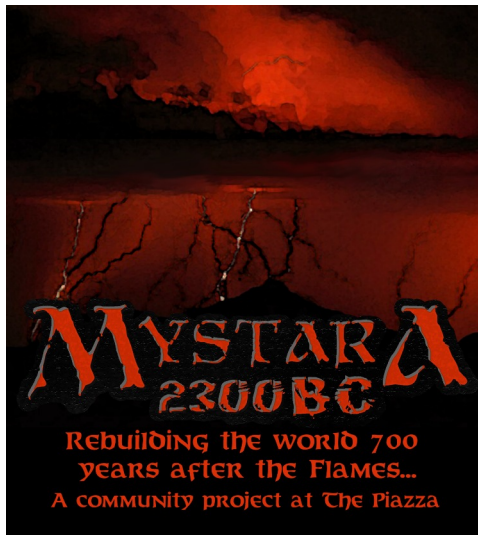
Aetherial Spider

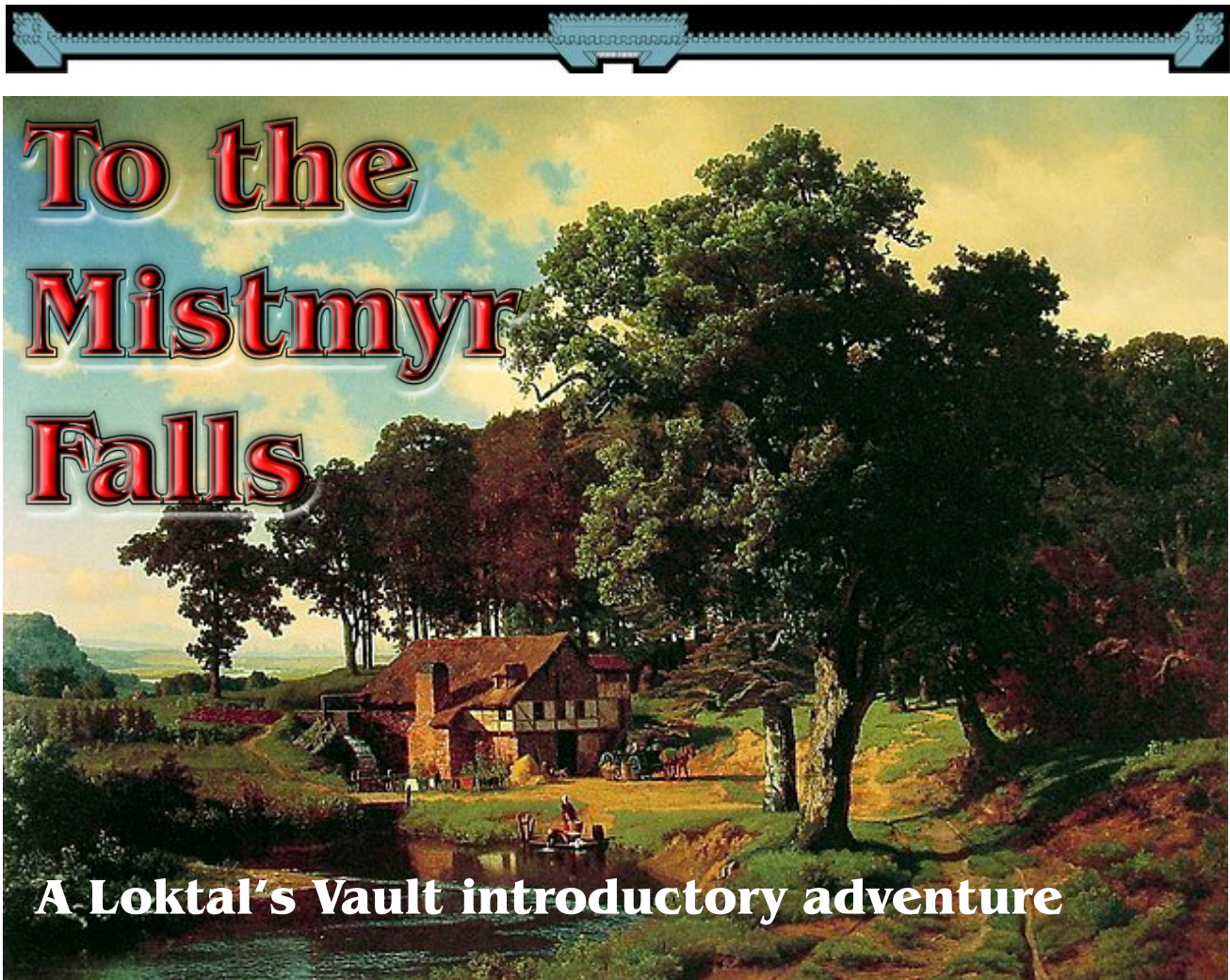
Armor Class: 7
Hit Dice: 2* (M)
Move: 120' (40')
In Web: No webs
Attacks: 1 bite
Damage: 1d8 + poison
No. Appearing: 1d4 (1d4)
Save As: Fl
Morale: 9
Treasure Type: U
Intelligence: 5
Alignment: Neutral
XP Value: 50

Aetherial spiders are creatures native to the Ethereal Plane. Discovered long ago by Blackmoorian explorers the spiders were harvested and bred to serve very specific

purposes, most of which enhanced various Blackmoorian technomantic arts. While there are doubtless countless breeds of aetherial spiders, many lost to antiquity, the species found throughout the Shimmering Lands was engineered specifically to aid in travel magics. Though their webs are not perceptible on the Prime Material Plane, aetherial spiders spin a network of webs across the Ethereal Plane. These can be accessed by the spiders (and those who know their secrets) to aid in the transport of goods and items (and sometimes living beings) across wide distances over short periods of time.

Aetheric Shift: Once per combat, an aetherial spider may sidestep a successful attack against it by partially shifting into the Ethereal Plane.





by Giampaolo Agosta and Andrea Ciceri

INTRODUCTION

"*To the Mistmyr Falls*" is the second installment in the **Loktal's Vault** series, which will explore the megadungeon under the Five Shires. It is an introduction of sorts, since the adventure itself takes place in the Five Shires, and ends with the PCs discovering the entrance to the megadungeon.

This adventure picks up the story after the events narrated in "*The Disappearance of Jebediah Gallidox*", appeared in the issue

#16 of *Threshold* Magazine. In that adventure, a group of newbie heroes (most likely hin *Yallaren*) went on to search for the missing sage, Jebediah Gallidox, who had been kidnapped by a group of dwarves, the *Broken Shields*. These dwarves aim at recovering the lost treasures and secrets of Loktal Ironshield, ancient dwarven lord of the Glittering Kingdom. His vault is lost somewhere in the mountains of Highshire, and the Broken Shields picked up a trail near

the village of Longflask. However, while they explored the tomb of one of Loktal's captains, they were overwhelmed by the dwellers of that dungeon, and killed or forced to flee, leaving behind a petrified Jebediah. This allows the PCs to recover a map which may lead to Loktal's Vault.

In this chapter, the PCs travel from Longflask to the Mistmyr Falls, where the entrance of the mines above Loktal's Vault is located. Unfortunately, the Broken Shields and their agents are hot on the PCs' heels, and will cause them a number of problems.

The adventure is written for 1st level BECMI D&D PCs (who have completed only "*The Disappearance of Jebediah Gallidox*" before tackling this adventure), assuming a party that is richer in Halfling characters than the usual. If a Magic User and/or Cleric are present, it is likely that some encounters will be harder, and other easier, than expected. The DM may compensate by increasing the number of low-level humanoid and undead opponents in one encounter per area.

It is intended that PCs reach level 2 before entering Loktal's Vault. To this end, the adventure provides about 1400 XP in monsters, and the same amount in story and goal bonuses. On the other hand, it is purposefully written with less treasure than it is usual, in order to keep the PCs from being able to hire large numbers of helpers for the dungeon delve. For a more traditional approach, multiply all treasure values by 20. Otherwise, keep the stated treasure value, but assign to the PCs 20 times as much experience as the gold pieces value of the recovered treasure. In both cases, the

adventure should award a total of 6000 to 7000 XP.

Furthermore, in Aergruth and in the mountains it is always possible to add more encounters to ensure that the PCs collect the necessary experience before delving into Loktal's Vault. We provide two possible side-trek suggestions from the pages of *Dungeon Magazine*, but many other short adventures may be used instead. If your party has already a few hundred XPs under their belt, you can safely skip these side-treks.

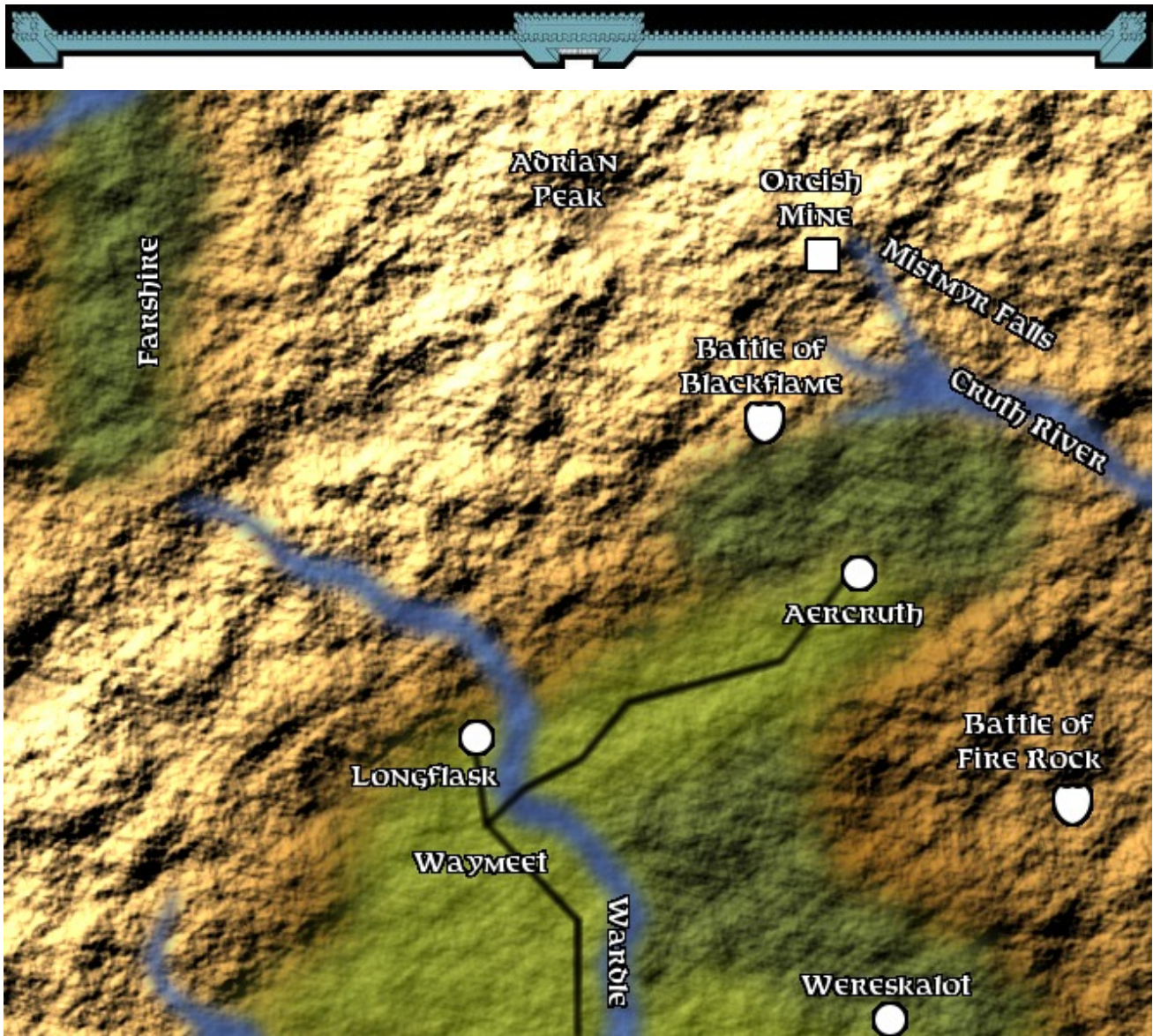
Overview of the Overland Journey

The overland map (overleaf) shows the route from Longflask to the Mistmyr Falls.

From Longflask, it is possible to reach Waymeet in a few hours, crossing the Wardle in the afternoon, if one leaves in the morning, and stopping at an inn at some distance from the crossing. The trip to Aergruth is long about 40 miles, including the crossing of river Wardle, and last an overall 2 days.

From there, the characters will need to explore the Cruth Mountains to find the entrance of Loktal's Vault, and will likely visit the Mistmyr Falls and the site of the Battle of Blackflame. This part of the trip is around 8 miles in wooded hills (which takes one day), followed by a search in an area around 16 miles across. It takes one more day to reach the Battle of Blackflame site, and a further two to reach the Mistmyr Falls.

To the Mistmyr Falls



Overland map -

Table: Random Encounters

Roll 1d10	Highshire Roads	Wooded Hills	Mountains
1	Goblins (1d4+1)	Goblins (1d4+2)	Goblins (1d4+2)
2	Rat, Giant (1d4+2)	Rat, Giant (1d4+1)	Rat, Giant (1d4+1)
3	Orcs (1d4)	Orcs (1d4)	Orcs (1d4+1)
4	Bats (4d4)	Bats (4d4)	Bear, Black (1)
5	Hawk (1d2)	Centipede, Giant (1d3)	Hawk (1d2)
6	Snake (1d2)	Snake (1d2)	Snake (1d2)
7	Ferrets, Giant (1d2)	Skunk (1d3)	Mountain Lion (1)
8	Beetles, Giant Fire (1d2)	Spider, Giant Hunting (1d2)	Toad, Rock (1)
9	Wolves (1d2)	Wolves (1d2)	Bugbear (1)
10	NPC Party (1d4+1 hin)	Wood Imps (1d3+1)	Gnoll (1d2)

In total, the journey lasts a minimum of six days, although the characters may be delayed for several reasons, such as events and side quests, or simply the need to recover from wounds or make purchases. Furthermore, exploration of the area between the Battle of Blackflame site and the Mistmyr Falls requires one full day per 8-miles hex.

THE JOURNEY TO MISTMYR FALLS

Ambush at Waymeet

The Broken Shields agents in Longflask have alerted their superiors about the PCs' interference. They send three of their people to ambush the PCs in an attempt to recover any information they might have obtained from the dwarven tomb near Longflask.

Gori Dwalifwarf Morskyr (D1, hp 7, AC 5, Str +1, Wis -1, Cha +2): this dwarf woman is armed with shield and mace (dmg 1d6+1), and wears scale mail. Gori is the leader of this Broken Shields team of troubleshooters.

Nalum Bombedwarf Baltorrad (D1, hp 4, AC 7, Str +1, Dex -1): this tall dwarf is armed with a pole axe (dmg 1d10+1) and a silver dagger (dmg 1d4) and wears scale mail.

Kona Bombifwarf Gilkon (D1, hp 4, AC 6, Str +1, Int +1, Wis -1): this dwarf woman wields a heavy crossbow (dmg 1d8) and a mace (dmg 1d6+1) and wears scale mail. She also has a silver dagger with her.

The three dwarves set their ambush taking position behind rocks and trees. Gori takes

point, and tackles the PCs from the front, stepping out of their hiding place when they pass near her. Nalum is positioned on the other side of the road, behind a tree. He will try to attack the PCs from behind. Meanwhile, Kona is positioned behind a boulder within close range for her heavy crossbow.

The PCs can detect the ambush with an appropriate skill roll (e.g., *Alertness* or *Danger Sense*), or with a Wisdom roll at ½ score.

Award 100 XP to the PCs for surviving the ambush. If they capture a dwarf, the PCs can learn about the Broken Shield motives to some extent: the dwarf knows that a clan in Rockhome is interested in some ruins in the Five Shires, which contain relics of interest for the dwarves. The captured dwarf is only a low-level agent, and is not privy to much more information. Each dwarf has 2d8 gold coins and 3d4 silver coins, minted in Rockhome.

Murder at Wayside INN

A major storm builds up while the PCs cross the Wardle, so they reach the Wayside Inn as the rain becomes intense. Combined with the twilight, this should make further progress all but impossible, and the welcoming light of the Wayside Inn all the more attractive. The Inn is as well appointed as one would expect from an establishment managed by Hin. Ceilings are somewhat higher than in typical Hin buildings, to allow humans and elves to fit - although with some difficulty for tall humans.



The Wayside Inn

While the PCs stop at the Inn, two plots occur. First, two hin agents of the Broken Shields will try to hamper them. At the minimum, they will spy on them and report to their Dwarven employers, but, given opportunity, they will steal from or otherwise sabotage the PCs. Second, a shapechanger is hiding in the Wayside Inn, disguised as a customer, and will murder one of the other guests or staff members to eat them.

The Wayside INN Staff

Oslinn, daughter of Jotho Omblestaff

(H2, N): a slight but tough (Con 16) middle-aged halfling woman, “Linn” is uncharacteristically lazy for a Shire hin. She inherited the Wayside Inn from her parents - the Omblestaff have owned it for generations

- but takes only a minimal hand in the actual running, leaving it to her husband Olthiir and their employee, Horl.

Olthiir, son of Logthim Longwinkle (H2, N): a physically fit adult (Str 15, Con 15, Cha 13), *Olthiir* is a shrewd business hin. He is much more active than his wife, Linn, in the management of the Wayside Inn.

Horlmyr, son of Bundymyr Seaeyes (H1, L): a sheep-pox scarred adult hin, with a bit of a limp (Dex 8, Cha 7), *Horl* is a reliable and honest worker. He does all sorts of jobs at the inn.

The Guests

Lobdylassa, daughter of Horlaltor

Darkeyes (H1, C): known as “*Lassa the Rascal*”, this unattractive (Cha 8) hin woman is a former pirate. She’s known as a “bad apple” type for deserting her crew to maximize her profit. She is now in the pocket of the Broken Shields, and she is supposed to bodyguard their main agent, Bunsar Boldnose. For this reason, she poses as his wife.

Bunsar, son of Horlthiir Boldnose (H1, C): *Bunsy* is the type of hin who would do anything for quick money. In this case, it means he is taking the Broken Shields’ money to spy on travellers passing at the Wayside Inn. He may have not been the best choice, as he is not the most perceptive hin of the lot (Wis 8). However, he is cautious and an able liar (Deceive 11). His chubby appearance hides a stout physique (Con 13). Bunsy poses as a well-to-do hin traveling at leisure towards the hill country.

Lobagh, daughter of Ultho Bristlebur (H1, L): a young and attractive hin girl with an athletic physique (Cha 15, Str 13), *Lobbie* is as adorable as she is dumb (Int 7, Wis 8). She is quite a flirt, but a trusty soul bordering on the naive. She believes all hin to be epitomes of virtue, and will easily fall into any trap. She is travelling to Aercruth to visit a cousin with her friend Zara.

Zaressa, daughter of Shanmyr Alehill (H1, L): commonly called *Zara*, this young hin woman is rather attractive (Cha 13), with a thin and supple body (Str 7, Dex 13). She knows she is not very brilliant (Int 7) and has learnt from past mistakes (Wis 14), so she is not extremely cautious. She is also surprisingly courageous for one with her minute physique, and will jump to the defense of people in danger, especially her friend Lobbie.

The Assassin

Unfortunately, a **Wererat**¹ (3* HD, C) hides among the guests. He claims to be Jenaldymar, son of Ogermyr Woodgrott, or *Dymar* to his friends. He is completely unaware of the plots of Bunsy and Lassa, and merely plans to make a quick snack out of the other guests. He plans to use the bad weather to cover his tracks after he makes his escape. During the night, Dymar kills one of

¹ This lesser wererat's humanoid form looks resembles a halfling. Since lesser wererats are not infected humans, but infected giant rats taking a humanoid form, this does not violate the constraint of lycanthropy being fatal to demi-humans. However, if a halfling-looking wererat idea does not go well with your assumptions on the game world, an immature Doppelganger (4-4* HD) built using the *D&D Master Set* rules for weaker monsters could be used instead.

the other people present in the Inn. The default option is for him to kill Lobbie, after luring her out of her room by claiming to have fallen in love with her. Otherwise, he might meet Horl as he performs some late night task such as cleaning the saloon. Finally, if one of the PCs happens to be around alone during the night, he might be the target instead.

However, something goes wrong. Either Zara looks for her friend, or Maerly, Olthiir's dog, sniffs Dymar's presence and wakes everybody with his baying, or Horl sees the murder or accidentally finds the body. Dymar makes his escape, however, and cannot be immediately identified, since he is in rat form.

From this point, it is up to the PCs to help Olthiir in the hunt for the murderer. They may try to wait for the Kronstar to arrive, in which case Dymar will try to escape, trusting the rain to cover his tracks. Or they may investigate, which may lead them to discover that Bunsy and Lassa are not who they claim to be (they have dwarven gold and some coded messages in their room). Finally, while the investigation is ongoing, Bunsy and Lassa may try to kill off one of the PCs, and let the blame fall on Dymar.

When the PCs leave the Inn, assess their success as follows:

- 100 XP for surviving the night;
- 100 XP if they prevented Dymar from killing any NPC;
- 100 XP if they discovered Bunsy's and Lassa's involvement with the Broken Shields;
- 100 XP if they identified and arrested Dymar.

Aercruth

Aercruth is the last village before the wilderness. The characters can recover from wounds and injuries here, or restock as needed. By default, nothing happens here, although the DM may want to place an unrelated side quest. In this case, we recommend “*Redcap's Rampage*” from *Dungeon Magazine* #54.

Wooded Hills

During the crossing of the woods north of Aercruth, two encounters happen. First, the PCs find the cave of a crone of chaos. This happens near mid-day, if the PCs left Aercruth in the morning. Then, they meet a family of wandering gnome tinkers, with whom they can camp during the night.



The Wooded Hills north of Aercruth

A Cave in the Woods

In this event, the PCs find tracks leading to a cave in the woods. An easy (+4 skill rating bonus) *Tracking* skill roll will identify some boot prints compatible with those of a dwarf.

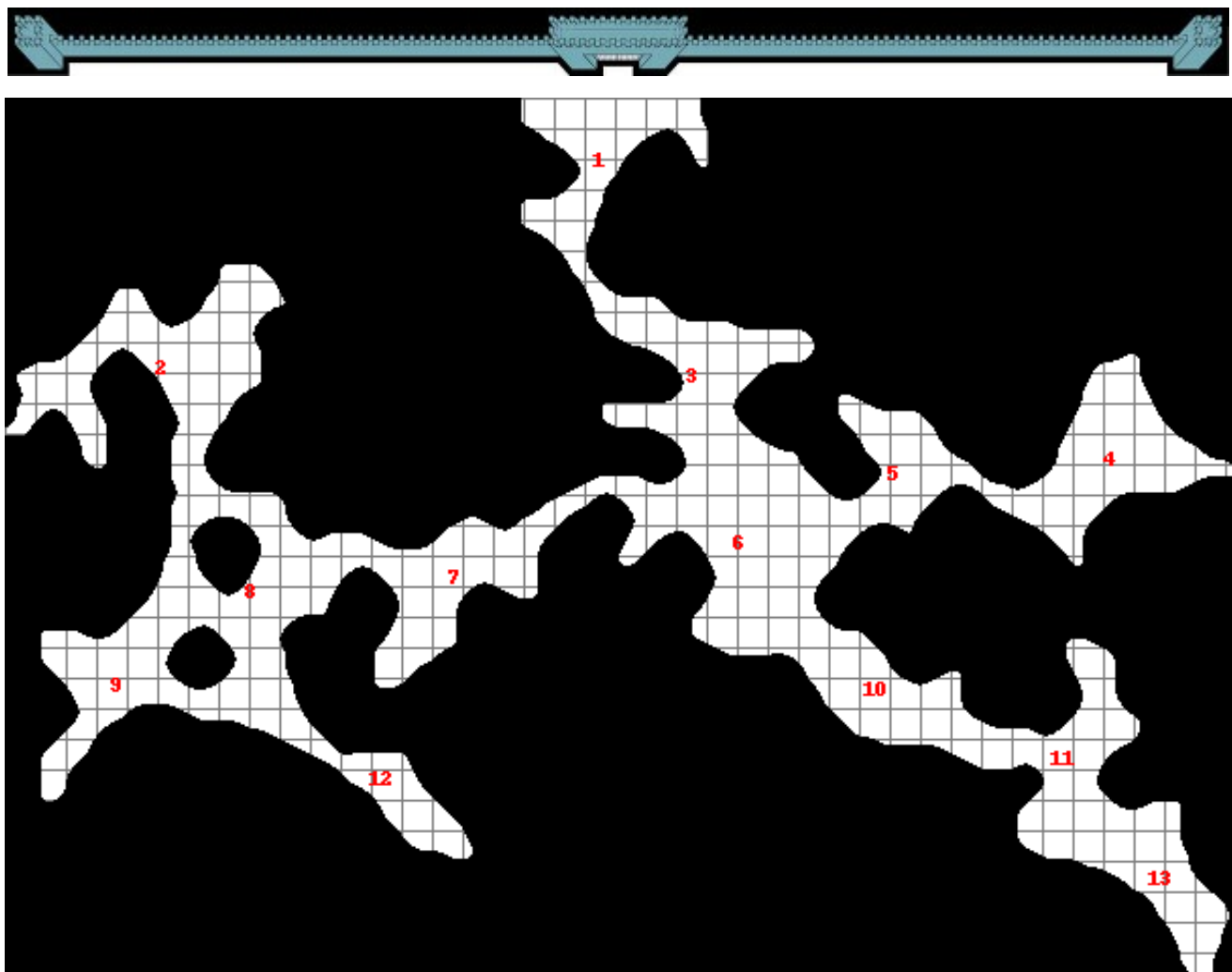
The cave is actually the lair of a crone of chaos, a dangerous, cannibalistic female humanoid. A party of Broken Shields agents has fallen into the hands of the crone.

This is a small but complete dungeon. It can also be used independently from the main adventure. It is quite dangerous, as it contains several relatively high level monsters. However, the PCs have the opportunity to gain the help of the imprisoned dwarves.

Numbered areas shown on map overleaf:

1. The cavern appears empty, but tracks of heavy boots and animal paws are evident. A *Tracking* skill roll will identify three separate sets of recent boot tracks, and two set of barefoot tracks.
2. **Imelda**, a crone of chaos (HD 6*, C; hp 26; 500 XP), dwells in this cave. She appears as a beautiful woman (of the same species of the PC with the highest charisma), and will attempt to persuade the PCs that she's a kidnapped noblewoman (or a relative of a wealthy hin from Northshire, or any other similar story, as appropriate to her apparent race). She claims to have been imprisoned here by an evil wizard. She is apparently chained to the wall, but the chains are illusory. If the PCs do not believe her, she attacks with her *Daggers of Sorcery*², all the while claiming the attack to be a magical trap. If the PCs defeat Imelda, they find a *potion of healing*, a *potion of animal control*, 140 sp, and a silver necklace worth 20 gp.

² *Daggers of Sorcery* are a spell-like ability of the Crones of Chaos. They disappear when the Crone is defeated.



Map of the Cave in the Woods

3. Two **normal wolves** (HD 2+2, hp 10, 11; 50 XP) guard the entrance to the inner caves. They scent the PCs in room 1, and prepare to attack. Like all the animals in the caves, they are controlled by the crone of chaos in area 3. They will not attack the male PC with the highest charisma score.
4. The entrance to this cavern is blocked by a set of iron bars. A lever, when pulled, lowers two of the bars, providing access to the cavern. Inside, four humanoid are tied to walls with iron chains. There are two dwarves, a human, and a halfling. The two dwarves are Broken Shields

agents, **Bombin Korarwarf Norrest** (D1, L; hp 6; Str 13, Dex 7) and **Doror Dorfurwarf Globuhr** (D1, L; hp 4, current hp 1; Str 13); the human is an Ylari mercenary sorcerer, **Aziz bin Jibril** (MU 1, N; hp 2, current hp 1; Int 16, Wis 6); and the halfling is a guide hired by the dwarves, **Bellomyr, son of Horlalsar Dustyboots** (H1, N; hp 3; Wis 7). Each of them can tell the PCs a different story to explain how they ended up in this cell:

a The dwarves' story; there is a witch in the cave, she captured them and charmed the magic user. The dwarves'

story is true. They were captured after Aziz cast a sleep spell on them.

b *The magic user's story*; there is another prisoner, a beautiful noblewoman, the dwarves are in league with an evil wizard. Aziz is not charmed, but was attacked by the crone's daggers of sorcery and knocked out after he stopped Bombir and Doror from attacking Imelda.

c *The halfling's story*; there is no wizard and no witch - the halfling suffers from denial gone awry after losing his sanity - the crone mated with his brother Mulmyr, then devoured him while he was watching.

5. Two **oil beetles** (HD 2*, hp 9, 8; 50 XP) patrol this room. They attack any interloper. They are controlled by the crone in area 2, but too unintelligent to follow more complex orders.
6. This cavern is empty.
7. A bear trap is set in this room. Anyone passing here without accurately checking the floor has a 25% chance of triggering the trap. A ST vs Paralysis allows a character to jump to the side before the trap catches a leg. If a PC falls into the trap, it inflicts 1d4 hp of damage. On a 4, the leg of the victim is broken, and the victim suffers a penalty of 50% to movement rate and -2 to AC. The penalty is removed by a *cure light wounds*. The victim is also trapped (regardless of damage), and it takes a successful *Strength* check to free them.
8. This cavern is empty.
9. An old **old giant weasel** (HD 4, AC 8, hp 16; 100 XP) guards this room. This animal is semi-tame and loyal to the crone in area 2, but will ferociously attack the PCs until one of them is killed. Then, it will flee to area 7 or 12, only to return if Imelda in area 2 is attacked.
10. A pit trap is hidden under the refuse that litters the floor. The pit trap is 10' deep, and inflicts 1d6 hp of damage to any PC that falls into it (ST vs. Paralysis to avoid).
11. This cavern is empty, except from the decaying body of a halfling (it was once **Mulmyr Dustyboots**, the brother of Bellomyr from area 4). The corpse has been largely devoured by some wild animal. A *First Aid* or *Natural Lore* skill roll will identify the bites as inflicted by a humanoid mouth with sharp, carnivorous teeth, before the onset of decay.
12. The cave is filled with discarded equipment. Searching through it will yield 120 silver coins and 30 gold coins. However, it takes one hour to fully search it. A *Wisdom* check will reduce this time to 1 turn.
13. The Broken Shields' equipment has been dumped in this dirty cave. The PCs will find two suits of chain mail armour (dwarf-sized), a battle axe, a mace, a round shield, four daggers, a hand axe, and two short swords. There is also a broken short bow and a quiver with 6 arrows.

If the PCs survive the encounter with the crone of chaos, award them a total of 100 XP. Furthermore, if they save the Broken Shields, award them another 200 XP.

The Lodebottom Gnomes

This family of gnomes, led by the patriarch **Dirlin** (Gnome 4, L) are wandering tinkers. They travel in a small wagon drawn by a pair of ponies. They have a wide range of goods for sale, including thieves' tools, and can repair weapons and armor. They also have a small range of special items. Interesting objects for the adventurers include two strange contraptions, vaguely tube-like and about one yard in length. These items act as one-use missile weapons (same range as a heavy crossbow), can be used untrained, and inflict 2d4+1 hp if they hit (attack roll at +1, blades and points are silver, so they can hit lycanthropes). After being used, they cannot be reloaded. The gnomes ask 100 gp for each of these items.

The gnomes have also met the Broken Shields. They are friendly towards dwarves, and will hardly believe any negative comment, attributing it to old disagreements between him and dwarves, which they believe should be left behind. Thus, they will not reveal anything about the Broken Shields unless the PCs trick them, or provide overwhelming proof of the dwarves' wrongdoings. In that case, the gnomes know the same information as the Broken Shields agents at Waymeet.

Finally, **Tekira**, Dirlin's daughter, is a priestess of Garal Glitterlode (Gnome 3/Shaman 2, L). She will help the PCs with *Cure Light Wounds* spells, if they are friendly.

Besides Dirlin and Tekira, there are three other gnomes (all Normal Monsters).

Battle of Blackflame

Eventually the characters will reach the site where the Battle of the Blackflame took place. Although it has been a long time since that event, the place seems desolate and barren, in sharp contrast to the rich flora that distinguishes the Five Shires. The southern part of the area is the most pleasant one: there are large green and grassy spaces, dotted here and there by some leafy trees. There is also a stream that provides fresh water to anyone (and also some tenches to feed any hungry angler). The northern part of the area is the one most marked by the battle: the soil becomes bare and void of vegetation, the trees become bare, black and twisted. The more you go north, inside a gorge that creeps into the mountains (where the orcs were slain), the more it becomes clear that in this place a large amount of magic energy was used. For example, you can find a shrub of wild roses whose branches, leaves, and flowers are constantly consumed by an invisible fire, but then come back intact, as if time was rewound. This is clearly a residual effect of Blackflame but only the halflings, more aware of the mysteries of the clan, can recognise it.

In any case the PC can try to learn something more of this place:

- If any of the (non-halfling) PCs possess the *Local History* skill, they can roll it and with a successful test will be able to remember that this is the place where an

important battle between halfling and orcs was fought.

- Instead, any halfling PC that succeeds in the test can remember the following information: the Battle of Blackflame was fought here three centuries before (700 AC); in that struggle, a great force of invading orcs was drawn into one great host by skillful hin retreats commanded by Bleth Nar (last dan-chief of the Nars), and utterly destroyed by massed hin magic (notably Blackflame). With an extraordinary success they can also learn that this was the last battle of the Nar clan that has been extinct for three hundred years. This place should also be the one where the clan standard banner (three talons of brown on a white field) has been lost.

AN UNEXPECTED ENCOUNTER

During the night the characters will be visited by an unlikely creature. Is a tiny Leprechaun³, dressed in green and with a small lantern, which will try to be noticed by one of the characters awake for the watch turn (precisely for this reason the characters do not have to do any kind of test to notice it, he is in fact looking to be seen). Once someone has noticed it, the Leprechaun, **O'Brann** (male Leprechaun 12, 26 HP, AC 5, armed with a tiny wooden staff, which inflicts 1d2 hit points of damage⁴) will show up,

³ We employ the Leprechaun PC race from *Tall Tales of the Wee Folk*, but obviously you can use the equivalent for any rules system you are using.

⁴ O'Brann has memorised the following spells: *Charm Person*, *Locate Object*, *Sleep*, *Warp Wood*; *Entangle*, *Fairy Slumber*,

present himself and tell them something like this:

Hullo travelers! My name is O'Brann and I live in these areas. I'm here to ask for your help! Please accept my proposal! A few travellers passed here and nobody wanted to listen to me.



To the north there is a valley inhabited by spirits: they are soldiers of an ancient battle who have no peace and can't find a way to the afterlife. One of these in particular don't makes me sleep overnight! Is a halfling dressed in mail armour, with a very bad neck wound, crying near a large boulder at about half the valley. If you can find out what his problem is, and help him, I will finally get some rest and I can get back to work. I'm a great shoemaker and I can repay you with a gem and a pair of magic boots. How about it? Will you help a poor little fella in need of sleep?

Obscure, Mirror Image; Fly, Charm Monster, Haste, Summon Animals; Confusion, Dimension Door, Enchanted Weapon, Polymorph Other; Neutralize Poison, Summon Object, Create Normal Animals, Animate Objects. O'Brann has the Bargaining, Dancing, Craft (Shoemaking), Craft(Leatherworking), Storytelling, Knowledge (Geography of the Five Shires), and speaks, besides the local language, also the elven language (albeit an obscure dialect), and a rather obsolete dialect of Traladaran.

At this point, the characters may decide to give a hand to O'Brann or to continue exploring the area on their own.

IN SEARCH OF THE WOUNDED HALFLING
[Encounter: 9 Skeletons, XP 90]

If the characters head to the valley they will find a different atmosphere than the one they encountered if they had already visited the valley. This time they are immersed in a twilight atmosphere, a rather dense fog has dropped down on the area and lets them only glimpse the indistinct silhouettes of the elements of the landscape. Every now and then, without warning, the noise of a battle is heard: swords hitting shields, screams, shouted arrows and shouted orders (which the PCs can understand if they know the Orc language). From time to time, out of the corner of their eyes, they can see shadows that fight between themselves in the midst of dark explosions. At some point out of this fog, nine skeletons approach the group. Some are quite tall with fangs in place of the teeth. Others are little more than babies. They are obviously the remains of the soldiers who fought in this place three centuries ago.

As soon as the group has got rid of the skeletons, they will hear in the distance a weeping cry. If they follow the noise they will arrive at a large boulder (maybe a projectile of an orcish siege weapon) on which a translucent figure of an halfling is seated. Just as O'Brann had described it, this halfling is wearing a mail armor, probably of elven origin; on the neck has a large wound, probably caused by a heavy cutting weapon. It looks incredibly sad and disconsolate.

The group has finally met *Bleth Nar*, the last of Clan Nar commanders, who has returned from death as Lesser Haunt⁵. For 300 years he has failed to find the well-deserved eternal peace as he feels guilty of losing the clan standard, one of the few memorabilia that reminds of the existence and the actions of the Clan Nar. Bleth Nar will try to persuade the characters to help him and, if they are successful, he promises to reveal to them a hidden compartment where orcs had packed some war trophies. If the group asks about where the banner might be and his appearance, Bleth Nar is going to describe it (Three Talons of Brown on a White Field), and he will say that it is probably with the orc that killed him, a big warchief without an eye and with a scar that crosses his face.

IN SEARCH OF THE BANNER

To find the warchief, the group must head towards the heart of the valley, where the most bloody clashes between halflings and greenskins took place. Along the way, before reaching their destination, the PCs will have to defeat two groups of skeletons: the first one is composed by five skeletons of large orcs and bugbears. To represent this, use the following modified stats:

<p>Large Skeleton (5) <i>Armor Class:</i> 6 <i>Hit Dice:</i> 1+1 (hp: 9) <i>Attacks:</i> 1 (Bonus THAC0 +1) <i>Damage:</i> Battle Axe (1d8+1) <i>Save As:</i> F1 Bonus +1 <i>XP Value:</i> 20</p>

⁵ See DMR2 *Creature Catalog* p. 52 or AC9 *Creature Catalogue* p. 86.

The second encounter will be composed of three large skeletons and six smaller skeletons representing instead goblins armed with bows.

Small Skeleton (6)
Armor Class: 7
Hit Dice: 1-1 (hp 5)
Attacks: 1 (Malus THACO -1)
Damage: Small Bow (1d6 -1)
Save As: F1 -1
XP Value: 5

MARUKK, THE HALFLINGS CRUNCHER

Eventually, the characters will arrive near a rather large square. The magical mist that surrounds the valley let appear remaining images of the ancient battle: big orcsish warmachines, halfling and greenskin fights, magic spells and magic energies unleashed without remorse. In the middle of this chaos a large spectral figure screams orders with a thundering voice. He's **Marukk**, the warchief that killed Bleth Nar, a large ogre without an eye and with a scar that crosses his face. He is surrounded by its own "honour guard" of four **Uncorporeal Orcs**.

Resolution

- The defeat of Marukk allows the group to find the clan Nar standard. It is almost entirely covered by a boulder, another bullet of the orcs war machines. How it has remained intact despite three centuries of weather exposition remains a mystery. In addition to this it is possible to notice a slight thinning of the magical mist that was covering the valley. Much of the

Marukk, Ghost Ogre Warchief

Uncorporeal¹ 3, Chaotic
 Statistics: HD 3+4****, hp 16, AC 5, XP Value: 150
 Attacks: 1 touch or gaze, damage 1d6 or paralysis; also, see poisonous aura under special abilities
 Defenses: need silver weapons to hit.

Special abilities: poisonous presence (poisons water and food within 15', kills small plants and insects); paralyzing gaze (1d4 rounds), immune to charm and sleep spells, incorporeal, materialize (takes 1 round), enter Ethereal 1/day.

Summoned Uncorporeal Orcs: Uncorporeal NM, HD 1*, AC 6, attack 1 touch, damage 1d6, undead immunities, incorporeal, materialize (takes 2 rounds), enter Ethereal 1/day, XP Value: 15 each.

¹ See "Undead of Elegy Island" in *Threshold Magazine* #13. Note that, to represent the fact that this Uncorporeal was originally an Ogre, we have chosen to give it 4 extra hit points.

images and sounds produced by the mist seem to fade and melt.

- Bringing the banner back to Bleth Nar will cause him to finally find eternal peace. Before leavin,g the halfling will indicate to the group a place in the ground where a trunk is buried. Inside the group will find some coins (50 gp, 200 ep, 500 sp) and a *Rope of Climbing*⁶. If asked, Bleth Nar will be able to provide the direction in which the mine is located (although it will not be accurate about it).

⁶ *Rules Cyclopedia*, p. 241.

- O'Brann will be extremely happy that the nocturnal crying has finally ceased. He will give to the group a green gem (jade, 10 gp). He will also create (in one night) a pair of boots for one of them; they will be able to choose between *Boots of Levitation* and *Boots of Speed*. Once the boots have been delivered, he will depart from the characters with a mysterious "We will meet again".

Mistmyr Falls



For each 8-miles hex explored (or for each day of exploration), roll a random encounter. Exploration requires appropriate skill rolls to avoid getting lost in the mountains and

having to backtrack to a previous point. Use the *Navigation* skill for this purpose:

- On a *success*, the PCs explore the hex without problems, but may still meet random monsters (at the DM's option, a success on half score may avoid such encounters).
- On a *failure*, the PCs lose a day trying to get back on track, due to difficult terrain which forces them to take a longer path and/or rest more frequently.
- On a *failure by 4 or more*, the PCs believe they have found the entrance of the mine, but they have actually found a cave inhabited by a pair of mountain lions. On a repeated major failure, the DM may decide whether to add a new side-trek (in this case we recommend *The Witch of Windcrag* from *Dungeon Magazine* #51).

In any case, award a total of 100 XP for each explored hex.

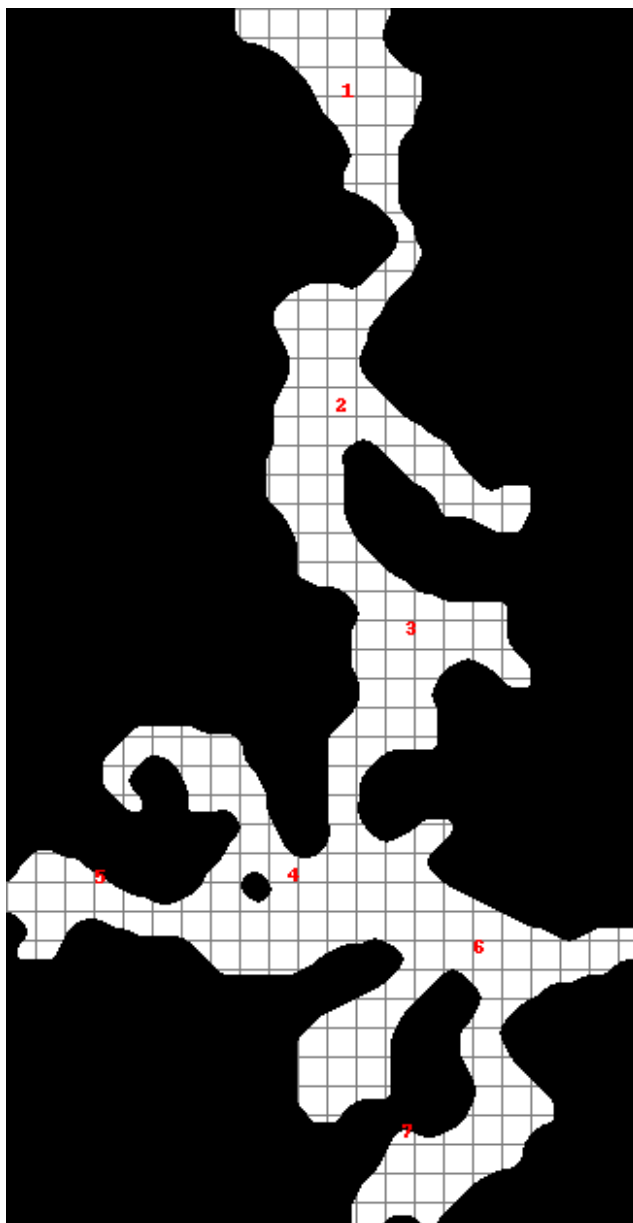
The Mountain Lion Den

This small cave is the dwelling of dangerous predators. However, the PCs are lost and take it for the mine entrance.

(Numbered areas refer to map overleaf)

1. A difficult (half score) *Danger Sense* or *Tracking* roll alerts them that the cave is not what they are looking for. Depending on the skill employed, the PCs may notice the tracks of a great cat, or sense the lingering scent of the puma.

2. This cavern is empty, but the ceiling is rather low. All PCs taller than 1 meter will have difficulty moving here: dwarves need to stoop, and elves and humans have to crawl.
3. The ceiling is higher in this area, and all PCs can stand. There is nothing here, except for discarded bones. A *Natural Lore* skill roll will identify carnivorous teeth marks on the bones of a mountain goat.
4. Two **mountain lions** (HD 3+2, AC 6; 14 hp, 15 hp; 100 XP) wait for the PCs. They have good sense of smell, so they are not surprised.
5. Four **mountain lion cubs** (HD 1+2, AC 9; hp 6, 7; dmg 1/1/1d2; 60 XP) are found here. They attempt to flee, but will fight if cornered.
6. This cave leads to an exit, which is rather difficult to navigate due to the very low ceiling. PCs have to stoop, and bulky PCs will need to make a successful *Dexterity* or *Escape* check to avoid remaining stuck between ceiling and floor.
7. This cave is empty, except for the corpse of a hin explorer. The corpse has been fully devoured by the mountain lions, leaving only a broken shortbow, an empty quiver, a dirty, long, jagged dagger of excellent manufacture (+1 to hit in melee), a pouch with 3 gold pieces, 12 silver pieces and 8 copper pieces, and a locket with the portrait of a hin girl and the name *Silagh* (value: 5 gp).



Map of the Mountain Lion Den

The Broken Shields Attack

When the PCs finally find the mine entrance at Mistmyr Falls, the Broken Shields fall upon them with their remaining forces. Depending on how successful the PCs have been in past encounters, the dwarves can be present in force, or they may be a relatively easy encounter.

Balur “Rockcutter” Naicwarf Filblys

Dwarf Cleric 2, hp 12, AC 2

Str 10, Int 10, Wis 14, Dex 8, Con 13, Cha 8

Balur is the leader of the Broken Shield team sent to track down Lotkal’s Vault. He is a good combatant, and is valued by his Broken Shield superiors because of his loyalty and dedication, but his leadership is hampered by his abrasive personality. Furthermore, an accident in his youth limits his mobility. Balur fights equally well with the hand axe and warhammer, and keeps a throwing hammer ready. He wears plate mail and a round shield. Contrary to his team, he rides a stout pony, which he will use to flee in case of defeat.

Any surviving agent from the previous encounter will have joined Balur for this attack. Furthermore, he has three more *agents* with him (D1, AC 5, hp 4, 5, and 6). Note that Aziz bin Jibril will not fight the PCs if they saved him. Furthermore, neither Bombin nor Doror will break any promise they might have made to the PCs, in order to get their help in Imelda’s lair.

Each dwarf has 3d4 gold coins and 4d6 silver coins, minted in Rockhome.

CONCLUSION: INTO THE MINES

The PCs reach a cave entrance protected by a palisade, over which hangs a ragged, dirty-yellow banner showing a bloody stag’s head over crossed scimitars. The gate is open, and the palisade is manned only by two spear-bearing **gnolls** (8, 9 hp; total XP value 40), neither of whom seems to pay much attention to what is going on outside - one of them is actually peering *inside* the cave. The deafening noise of the nearby Mistmyr Falls makes it so that the gnolls will not hear the PCs unless they go out of their way to attract attention.

If the PCs overcome the gnolls, they can have a closer look at the entrance. While the rock is chipped and smoothed by age, rain, wind, and goblinoids, the passage has been worked by dwarves. Any dwarf can recognize this with a *Mining* or *Engineering* skill roll, or with the “detect new constructions” dwarven special ability.



Before the PCs can actually enter the cave, a flight of 20 **earth fundamentals** will swoop on them from the upper reaches of the entrance. There are enough fundamentals to

drive the PCs away, but they will not attack fleeing PCs. At least half of the fundamentals disperse through the woods after forcing the PCs away from the entrance, so they can be met as part of random encounters on the mountains in groups of $1d4+2$, replacing hawks (entry 5 in the random encounter table) until they are wiped out. The remaining fundamentals will roost on the ceiling of the entrance, like so many rocky bats.

For surviving up to this point, and finding the entrance to the mines, the PCs receive a story bonus of 125 XP each.

The adventure will continue with the many levels of Loktal's Vault in future issues of Threshold Magazine!

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ARTWORK SOURCES AND CREDITS

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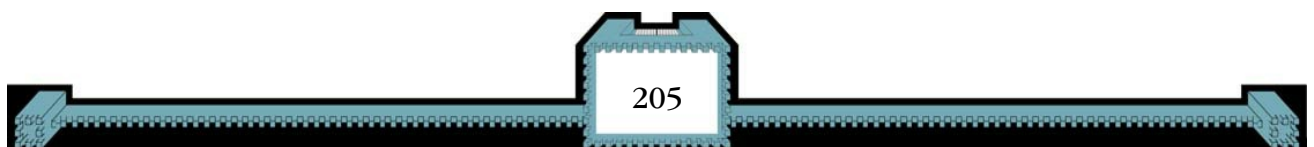
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NEXT ISSUE

In Western Brun there is a wild, untamed land with ancient ruins to explore, proud people and nations to meet, an ancient curse and strange weapons. The Savage Coast needs women and men, brave and free!



SAVAGE COAST

Anticipated contents include:

- People of the Savage Coast
- Torreon Mini Gazetteer
- The Great Northways Lands
- The Trident Isles
- The UnKnown World Trail Map part V
- Dwarven families of Rockhome

...and much much more!

Cover may be subject to change

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Please begin the subject line with the tag “[LETTER]”

Or by email to the Editorial address:
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Proposals

All proposal submissions can be sent by mail to the editors at the following address Threshold.Mystara@gmail.com, and must be received by the proposal deadline[†]. The Threshold editorial team will contact you within 7 days of the proposal deadline regarding the status of your proposal.

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The mail content should include the following:

- Proposed article title
- The type of article being proposed (short story, adventure, geographical location, organization, etc...)
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- An estimated word count of the article (articles should range anywhere from 1000 to 7000 words, depending on the type of article submitted).

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Manuscripts should only be submitted after you proposal has been accepted by the Threshold editorial staff, and must be received by the manuscript deadline[†]. When submitting a manuscript file, please use the following naming convention:

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- An attached document containing the article contents.
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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.

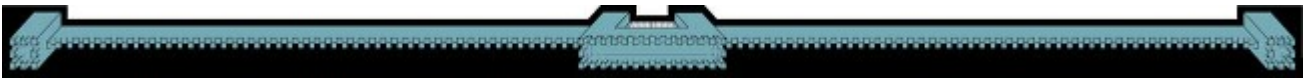
Tables: Tables should be numbered (Table X: Name of Table), and any references in the article should refer to that table number (and not to "the table below," for example).

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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.

[†]Refer to "Call for Contributions" (page 5) for next issue deadline dates.

#Insert relevant issue number in place of '#'



THRESHOLD

The Mystara Magazine



The UNexplored West!

You can cross the Sind desert or dare the trails of the Adri Varma Plateau. You can sail to Yavdlom or trek through the frozen wastes of Hyborea. Beyond lies Western Brun, the unexplored and unknown part of the continent. Only some incomplete and perhaps unreliable maps and reports describe the Western lands, all that remains was left by the few explorers who went that far. Yet many people, humans and not, call the West their home. Maybe you could find a guide among them, a saviour, a friend, or maybe a mortal enemy.

From the lost Sylvan Realm of the elves to the mythical Urzud, to the Yalu Sea and south to the Savage Coast and the Arm of the Immortals, behold the vastness of the unknown Brun!

