

-Valiant They Were-

A Dungeon Master's Notebook

By Sean Robert Meaney

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Introduction

I probably should write something here about being a Dungeon Master: Its been about multidisciplinary learning.

My art, Writing, and Poetry sucked but I Stuck with them and while they suck a little less...they are tinged with regret.

Feel free to rip off everything in this book for your own fun, though I wouldn't mind getting a coin or a set of D&D dice from whatever country you live in to put in my table of coins or dice.

Sean Robert Meaney

Chapter 1: Generate Abilities

Charisma must be considered the Primary Ability of Clerics (as opposed to Wisdom) as they must Sway people to worship their Immortal and Convince that immortal to cough up Cleric Spells.

Charisma	Adj	Retainers	Morale
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	0	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

Intelligence determines the number of Spells a Magic-user or Elf can have knowledge of.

Intelligence	Adj	%Know Spell	Min/Max
3	-3	20%	2/2
4-5	-2	30%	2/4
6-8	-1	40%	3/5
9-12	0	50%	4/6
13-15	+1	65%	5/8
16-17	+2	75%	6/10
18	+3	85%	7/12

Bell Curves

A bell curve of dice combination possibility is formed when rolling for a result for abilities.

Number of combinations by number of d6 rolled

#d6	combinations	#d6	combinations
1	6	10	60466176
2	36	11	362797056
3	216	12	2176782336
4	1296	13	13060694016
5	7776	14	78364164096
6	46656	15	470184984576
7	279936	16	2821109907456
8	1679616	17	16926659444736
9	10077696		

3d6 for Abilities

216 possible combinations of three six-sided dice. Elves, Dwarves, Halflings with their minimum abilities are barbarian cultures that dispose of any that fail to meet certain ability minimums in their

childhood through deliberate culling or roughness of the lifestyle.

Low Intelligence

Intelligence	Result
3	Unable to read or write
4-5	Has trouble speaking
6-8	Can read & write simple words

In a civilised human population 1 in 216 will have 3 intelligence while among the Spartans a deep pit filled with dead babies and kids is where they dump the defective children.

1d6 determines Alignment Spread in a population.

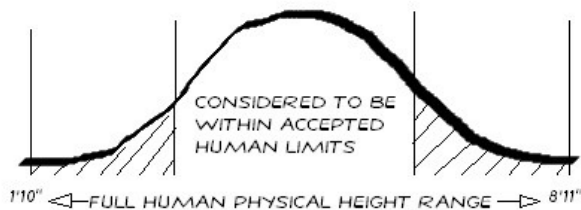
Roll Alignment

1-3	Lawful
4-5	Neutral
6	Chaotic

This means 50% are Lawful, 33% are Neutral, and 16.5% are Chaotic.

The Ansu Scale

Ansu is Protoindoeuropean for Demon. Anything not considered one of us was regarded as a Demon. The Ansu Scale is a measure of Demonization of the differences in humans. Fairies, Elves, Dwarves or Ogres, Trolls, and Giants. Dungeons and Dragons is a Mirror on Humanity and Mirrors can be dangerous.



17d6+5 determines Physical Height in inches in Humans. This means there is a 1 in 16,926,659,444,736 chance of being 1'10". this climbs to 17 in 16,926,659,444,736 of being 1'11".

Example: Specularum has 50,000 where 1/216 has 18 intelligence (231.48 people). 1 in six of whom are chaotic (38.5 people). So thirty eight citizens will be criminal super-geniuses (Moriarty).

A Selection of NPCs by Height

Height	Notes	NPC
1'9½"	Lower Limit	Khagendra Thapa Magur
1'10"	-	
1'11"		Gul Mohammed
2'0"		Paulina Musters
2'1"	-	
2'2"	-	
2'3"	-	
2'4"	-	
2'5"		Pingping He
2'6"	-	
2'7"	-	
2'8"		Verne Troyer
2'9"	-	
2'10"		John Rice
2'11"	-	
3'0"		Michel Petrucciani
3'1"	-	
3'2"	-	
3'3"	-	
3'4"		Emmanuel Lewis
3'5"	-	
3'6"		Warwick Davis
3'7"		Michael J. Anderson
3'8"		Bushwick Bill
3'9"	-	
3'10"	-	
3'11"		Herve Villechaize
4'0"		Danny Woodburn
4'1"		Martin Kebba
4'2"		Matthew Roloff
4'3"		Mighty Mike Murga
4'4"		Mimie Mathay
4'5"		Peter Dinklage
4'6"		Jason Acuna
4'7"		Doctor Ruth
4'8"		Gary Coleman
4'9"		Linda Hunt
4'10"	D&D Min.	Mother Teresa
4'11"		Lil Kim
5'0"		Danny Devito
5'1"		Janeane Garofalo
5'2"		Paula Abdul
5'3"		Kim Jong Il
5'4"	Av. Height	Seth Green
5'5"		Jennifer Aniston
5'6"		Penelope Cruz
5'7"	D&D Av. Ht.	Tom Cruise

5'8"	Angelina Jolie	C	ee	e
5'9"	Kirk Douglas	A	rr	n
5'10"	Colin Farrell	G	oo	s
5'11"	George Clooney	S		l
6'0"	Geena Davis	K		m
6'1"	Vin Diesel	P		a
6'2"	Jim Carrey	J		y
6'3"	Charlton Heston	V		
6'4"	D&D Max. Dolph Lundgren	F		
6'5"	Michael Clarke Duncan	H		
6'6"	Penn Jillette	L		
6'7"	James Cromwell	T		

6'8"	Daniel Cudmore
6'9"	Ted Cassidy
6'10"	Lamar Edom
6'11"	Joakim Noah
7'0"	Dirk Nowitzki
7'1"	Shaquille O'Neal
7'2"	Richard Kiel
7'3"	Sandy Allen
7'4"	Andre the Giant
7'5"	Anna Haining-Bates
7'6"	Yao Ming
7'7"	Gheorghe Muresan
7'8"	Yao Defen
7'9"	Sun Ming Ming
7'10"	-
7'11"	-
8'0"	-
8'1"	Zeng Jin Lian
8'2"	Bernard Coyne
8'3"	Sultan Kosen
8'4"	-
8'5"	-
8'6"	J. Erlich
8'7"	-
8'8"	-
8'9"	John Aasen
8'10"	-
8'11"	Upper Limit Robert Wadlow

From this a division of races and their common naming conventions might be established.

Human

Physical Height: 1'10" - 8' 11"

Name		
Prefix	Mid	Suffix
D	nn	o

C	ee	e
A	rr	n
G	oo	s
S		l
K		m
P		a
J		y
V		
F		
H		
L		
T		

Ogres

Physical Height: 8'

Name	
Prefix	Clan
Ko	san
Aa	zeng
Co	sen
	Sun

Elves

Physical Height: 4' 8" - 5' 8"

Name		
Prefix	Mid	Suffix
L	in	er
V	il	a
U	it	t
N	im	
K	if	
	is	
	ie	
	ir	

This is the name an elf uses when around non-elves. An Elf Birth-song is added to each year one letter at a time.

Dwarves

Physical Height: 3'8" - 4' 4"

Name	
Family	Suffix
Mi	Urga
Ma	Rollo
	Ath
	Kebb

Goblins

Physical Height: 3' 6" - 4' 6"

Clan Name

Prefix	Clan
Arku	Nage
Di(kl)	

Name

Male	Female	Clan
Thap	Ndra	Da-ngi
Khag	Pau	
Hadr	Amm	
Gendr		
Andr		
Moha		

Naming Quest

Location	Task
Wood	Burn
Ville	Chaize

It is tradition amongst the Goblins of the 'Death Earth' to receive a Naming Quest that the Goblin be tested to earn their clan status. The Clan Shaman determines a child's naming quest at birth.

Da-ngi are dark Green skin colour.

Gnomes

Physical Height: 3' 6" - 4'

Name	Family	Clan	First Name
	Bush	wick	Avi
	War		Obe
	Fens		Ull
	Tar		

The Wick discovered Fire. This protected their Clan when a Predator came for all the Gnome Clans.

Halflings

Physical Height: 2' 10" - 3' 2"

Name	Prefix	Vegetable
John		Rice
Kit		Bean
Anne		Plum
June		Wheat
		Fig
		Pea
		Sprout

Pixies

Physical Height: 1' 10" - 2'

Pixies are named thusly: *Name-Mother-Clan*.

Name	Male	Female	Clan
	Gul	Aul*	Ma-gur
		Adul*	

*Always born as Twins.

Ma-gur are light green skin colour.

Chapter 2: Choose a Class

Templates

Archer: S(16+), I(6+), W(6+), D(16+), C(9+), Ch(6+); Weapon: bow.



Classes

Titles

Always useful for a character class title list.

Warlord	Hero	Outcast
Rogue	Usurper	Savage
Hunter	Gladiator	Barbarian
Freebooter	Wanderer	Adventurer
Buccaneer	Swordsman	Warrior
Rebel	Mercenary	Marauder
Renegade	Raider	Champion
Destroyer	Conqueror	
King	Avenger	

B/X Barbarian

The Barbarian lives outside civilisation. Every day is a fight for survival in a brutal world.

Requirements: 13+ Constitution, Dexterity.

Primary Abilities: Strength, Dexterity.

A **Great Weapon** may be improvised or crafted by the Barbarian inflicting damage equal to Strength. It also requires Strength and Dexterity bonuses to hit.

Chieftain is the title of any Barbarian of Name Level who challenges the previous Chieftain in combat and kills him or her or establishes his or her own clan-hold in the wilderness.

Other Skills: As the Thief, the Barbarian can Climb Sheer Surfaces, Hear Noise, Hide in Shadows, and Move Silently.

Level	Title	HD	Exp
1	Savage	2d8	0
2	Marauder	3d8	5,000
3	Raider	4d8	10,000
4	Barbarian	5d8	20,000
5	Barbarian	5d8+1	40,000
+1 hp/40,000xp			

Barbarian Skills

Level	HN	CSS	MS	HinS
1	60%	90%	55%	50%
2	65%	91%	60%	55%
3	70%	92%	65%	60%
4	75%	93%	70%	65%
5	80%	94%	75%	70%

B/X Almeh

Almeh (Almei) are a class of women who are professional Musicians, Dancers, and Singers. Al (meaning to wander) – Mei (meaning to exchange goods/services by custom or law).

As with Druids and Clerics, Almeh (Bards) originate in a Shaman Tradition.

Prime Requisite Charisma

Requirements: Str 9+, Int 16+, Wis 13+, Dex 16+, Con 6+, Cha 16+

Weapons: Club, Staff, Spear, Bow

Armour: Leather

Spells: Any Cleric Spell heard when cast may be learned on a successful Wisdom Check as a song.

HD	XP	School	Spell-songs	
			1 st	2 nd
1d4	0	Apprentice	-	-
2d4	1,400	Calliope	1	-
3d4	2,800	Clio	1	1
4d4	5,600	Erato	2	1
5d4	11,200	Euterpe	2	1
6d4	22,400	Melpomene	3	1
7d4	44,800	Polyhymnia	3	2
8d4	100,000	Terpsichore	4	2
9d4	200,000	Thalia	4	2
10d4	400,000	Urania	5*	2
11d4	600,000		5*	3
12d4	800,000		6*	3
13d4	1,000,000		6*	3
14d4	1,200,000		7*	3

15d6 1,400,000 7* 4
 16d6! 1,600,000 8* 4

* May turn a first level spell into a tattoo as a permanent magic item at the cost of 100,000xp.
 ! There can only be one bard of 16HD and any that rises to 16th level must challenge the current bard or loose enough experience to be reduced to 15th level.

BX Sneigweik

The Sneigweik are the 'Snake Clan'. They are a mix of Poor people. Criminals and Cultists. They are a low Caste people whose skills involve clearing a field of snakes for farmers. Out of sight the 'Snake Clan' might be Cultists or even Assassins employing Venomous Snakes to kill their victims.

Weapons: Staff, Club

Armour: None

Spells: Can cast 1st level Magic-user Spells from 3rd level.

Thief Abilities: Can Hear Noise and Move Silently as a Thief.

Primary Abilities: Intelligence & Dexterity

Saving throws: May add Dexterity bonus to any Save v. Poison.

Alignment: Any

Starting wealth: 3d6 copper pieces

Level	Title	HD	Experience
1	Snake Beater	1d4	0
2	Snake Handler	2d4	2,500
3	Snake Charmer	3d4	5,000
4	Snake Eater	4d4	10,000

Level	Sneigweik Skills		Spells 1 st Level
	Hear Noise	Move Silently	
1	55%	60%	-
2	60%	65%	-
3	65%	70%	1
4	70%	75%	2

BX Mercenary

The Mercenary wanders the world fighting and killing for money.

Hit Dice: d6

Weapons: Any

Armour: Any.

Thief-Skills: Climb Sheer Surface without equipment.

Level	HD	Experience	Title	CSS
1	1d6	2,000	Wanderer	-
2	2d6	4,200	Freebooter	87%
3	3d6	8,400	Adventurer	88%
4	4d6	16,800	Mercenary	89%

BX Gladiator

Sold into Slavery this PC begins life in the Fight Pits and Arenas for the entertainment of others.

Hit Dice: Varies as the PC gains better food and training.

Weapons: Any (Initially none)

Armour: Any (Initially none)

Level	Exp.	Title	Hit Dice
1	0	Slave	1d4
2	2,000	Pit Fighter	+1d6
3	4,000	Arena Champion	+1d8
4	8,000	Gladiator	+1d10

B/X Kobold

These are evil smelling and dog like humanoids.

They can Set Traps, Hear Noise, Hide in Shadows.

Primary Abilities: Wisdom

Level	HD	Title	Exp
1	1d4	Marauder	0xp
2	2d4	Raider	2,500xp
3	3d4	Defender	5,000xp
4	4d4	Champion	10,000xp
5	4d4+1	Elder	20,000xp

+1hp/20,000xp

Level	Saving Throws				
	DR/P	MW	P/TTSDB	R/S or S	
1	14	15	16	17	17
2-4	12	13	14	15	16

Armour Class: 9 8 7 6 5

Level	Hit Rolls				
1	10	11	12	13	14
2-4	9	10	11	12	13

Chapter 3: Spells

Spell book

1st Level Spells

Iron Fist

Range: Touch

Duration: 1 round

Effect: Striking Damage

The Spell-caster is able to inflict 1d6+1 damage is a punch that hits automatically.

Magic Throwing Star

Range: Touch

Duration: 1 round

Effect: 1 Weapon

The wizard charges a single throwing star into a Magic weapon that hits a target automatically for 1d6+1 damage.

Ray of Pain

Range: 200'

Duration: Instantaneous

Effect: one specified Target

The wizard causes a purple ray to strike from the wizard's finger inflicting 1d6+1 damage. Automatic hit, no damage.

3rd Level Spells

Death Earth

Range: Touch

Duration: 1 round

Effect: 1 Jar of Earth

It causes a small Jar of earth to become an explosive which causes 1d6/level of spell-caster in damage when thrown.

4th Level Spells

Rough Stone

Range: Touch

Duration: Permanent

Effect: 1000 cubic feet

The Spell-caster can roughly shape up to a thousand cubic feet of stone to a crude shape, the waste material reduced to gravel and sand.

Chapter 4: NPCs

Assorted NPCs

Tarak the Lion: 1st level Fighter; Lawful; 9hp; AC6; S(12), I(7), W(10), D(11), C(15), Ch(14); Skills: Read/Write +2; Height 4'10"; Equipment: Leather Armour, Hand Axe (1d6), Shield.

Borg: 1st level Fighter; Lawful; 6hp; AC3; S(17), I(8), W(10), D(7), C(15), Ch(6); Equipment: 10gp, Backpack, Longsword, 2 Daggers, Shield, Platemail, Shortbow, 20 Arrows.

Savin Rho: 3rd level Fighter; Chaotic; AC9; S(16), I(9), W(10), D(11), C(8), CH(10); Equipment: Shortsword; Background: Cage-fighter.

Non Player Characters

D&D NPCS.

Class	Magic-user	Fighter	Thief
Level	4	4	4
HP	21	24	9
AC	9	1	5
Str	8	14	7
Int	13	10	12
Wis	8	8	10
Dex	12	9	16
Con	16	8	6
Cha	13	11	5

Class	Cleric	Elf	Halfling
Level	4	3	4
HP	13	10	21
AC	0	-2	2
Str	10	13	18
Int	10	12	9
Wis	13	9	10
Dex	14	15	10
Con	5	8	11
Cha	15	11	11

Chapter 5: Castles & Estates

Castle Building

Social Rank Modifier

mod	rank of most important resident
x3	King/Duke
x2	Marquis/Count
x1	Baron/Lord
x½	Landed Knight

Step One: Determine Occupants

Important People: lord, lady, children, senior officials.

Soldiers: Troops

Servants: Household Staff

- #Personal Servants = #important people x social modifier.
- #Servants employed in Smithy & Stables = #Soldiers/20
- #Kitchen Staff = (Important People + Soldiers + Personal Servants + Smithy & Stable Workers)/20

Step Two: Living Quarters

Details	Area of Room
Lord & Lady	400-500
Guests/Adult Children	200-300
Children	30 each
Servants/Troops	20 each
• Barracks	
• Servery	

Step Three: Utility Rooms

Room	Area
Kitchen	150+1 per person served
Smithy	150+5 per soldier

Step Four: Gathering Rooms

Room	Area
Great Hall (14-20 ceiling)	500+50/person
Common Hall	50+20/person
Chapel	½ Great Hall

Step Five: Storage Rooms

Room	Area
Armoury	1/3 Smithy
Pantry	½ Kitchen
Buttery	1/3 Kitchen

Cellars (15' ceiling)	40 cubic ft./person/6 months
Granary (15' ceiling)	½ Cellars
Stables	100/horse (+25/HD)
Storehouse	25 x social rank

Step Six: Other Spaces

Room	Area
Cistern	30 cubic feet = 250 gallons
Garment Robes Toilets	
Stairs & Hallways	
Increase room sizes according to social rank.	

The Monastery of Chom

The Monastery of Chom was established in the highlands on the River Magos.

Population

- Abbott
- 20 Clerics (senior, 4th level)
- 50 Clerics (junior, 1st level)

No servants. Clerics function in these roles.

Building Spaces

Priests Cells (4' x 5')
Abbott's Quarters (20' x 20')
Kitchen (10' x 25')
Buttery (10' x 7')
Pantry (10' x 11')

Building in Stone

Cost of quarry stone is 76 ounces of gold per thousand cubic feet of stone.

- A Small Square Keep (50' x 50', 10' thick walls, 30' high).

It represents 48,000 cubic feet of stone (2x(10'x30')x(50'+30')). Stone used is therefore worth 3,648 ounces of gold or 228lb gold (2,280gp).

Agricultural Produce

Ochalea

Produce	Description	Yield/Acre
Silk	from Silk-worms	23.39lb
Tea		478.8lb
Indigo Dye	From Indigo plants	1,322lb
Soy bean		5,290lb

Rice		1,650lb
<u>Wendar</u>		
Produce	Description	Yield/Acre
Maple Syrup	25 Trees	6 Gallons

<u>Sind</u>		
Produce	Description	Yield/Acre
Rose Oil		2 gallons

<u>Thyatian Hinterlands</u>		
Produce	Description	Yield/Acre
Cane Sugar		4.34 Tons

Production Scales

Silk: 957,000 acres of mulberry trees feeding silkworms to produce 22,389,798lb Silk.

Tea: 123,000 Acres producing 58,900,000lb Tea.

Secondary Production

Source	Qty	Produce	Yield
Coal	1 Ton	Oil	10 gallons
		Pitch	1/2 ton

Mining Operations

Mine Minerals-Yield

Savage Coast:

- Gold 2,937.5lb
- Silver 1,875lb
- Copper 83,000,000lb

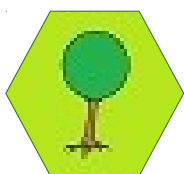
Shadow-elf Realms:

- Gold 38,800,000lb
- Silver 11,437,500lb
- Copper 10,200,000,000,000lb

Gold volume yield: 14.6 grams per ton

Estates

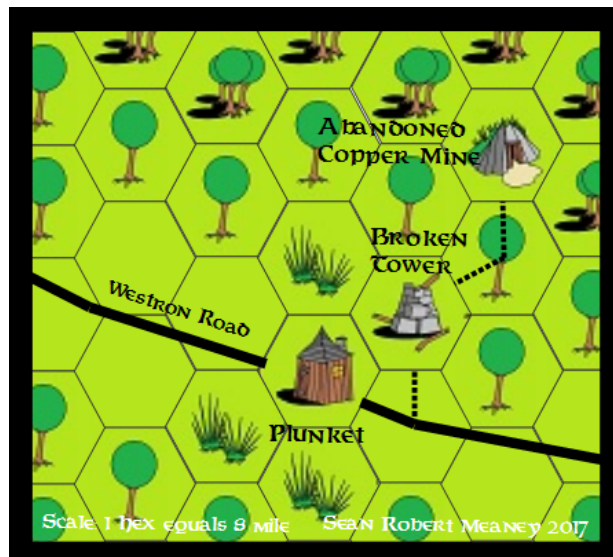
Estat di Radu



Light Forest

((20,000lb x 640 Acres x 56 Squ. Miles)/20) x 1cp)/100 = 358,400gp

One woodsman can harvest an acre per day. 7,168 Woodsmen can harvest a single hex in one week. With wages of 5gp per woodsman per week (35,840gp), same again for wagon-masters, contributes 286,720gp income to the initial dominion budget.



Turlough Radu, Magic-user of some talent, and greatly involved in toppling assorted conspiracies by the Radu Family, and outcast by his family as a consequence, having adventured long to the benefit of the Kingdom of Karameikos is granted lands on the Westron Road. There is a pre-existing Village of Plunket, which he declares his home. Lord Radu harvests fifty six square miles of light forest and sells the firewood to the King raising some 286,720gp.

Lord Radu employs the funds to build a stone paved road on this section of the Westron Road. Stone like all mined materials costs a minimum of one ounce of gold per ton mined/quarried. A thousand cubic feet of stone blocks weighing 76 tons costs 76 ounces of gold.

Twenty-four miles of ten feet wide stone paved road costs around 120,384gp to quarry (double that because the stone is shipped in from far off Highforge). A stone paved road is constructed through the estate. The remaining 40,000gp should cover a large Inn with stables to boom the village economy. Lord Radu investigates the ruined tower and after a descent fight for his life comes away with an old map indicating an abandoned copper mine. Ever the explorer he

vanishes into its depths never to be heard from again.

Starting Gold

- 120gp

Estat di Sulescu

Ruler: Lord Zemiros Sulescu
 Population: 960 Traldarans

Garlic Production in Sulescu

Six hundred and forty acres of garlic bulbs is grown as the sole estate income source yielding 25,600,000cn of Garlic as a specialist produce. The Rules Cyclopedia Price of Garlic is 5gp/1cn bulb. Garlic is 50gp/lb. An Acre of Garlic can yield 4,000lb to 8,000lb Garlic.

Stake-holder	Share	Yield	40lb Sacks
Sulescu	25%	640,000 lb	16,000
Salt Tax	10%	256,000 lb	6,400
Tithe	17%	435,200 lb	10,880
Farmers	48%	1,228,800 lb	30,720

Sulescu Garlic Share: 640,000 lb
 Garlic Reseed Reserve (10%): - 256,000 lb
 Export: = 384,000 lb

Garlic @ Sulescu

Garlic: 40lb Sack 4gp (0.2% market price)

Stake-holder	40lb Sacks	Income
Sulescu	9,600	38,400gp
Farmers	30,730	122,920gp

Community	Load	Price
Sulescu	10 40lb-Sacks Garlic	40gp

Sulescu PC Kit

Wealth

- Poor (Labourers)
- Comfortable (Garlic Farmers)
- Wealthy/Untitled (Garlic Merchants)
- Wealthy/Titled(Heir of Lord Sulescu)*

*Adopted Heir.

Family

- Traladaran

Home Town

- Sulescu

Estat di Threshold

Merchant Trade

Community	Class	Mod.	Trade Goods
Threshold	E	-7	Pottery
		-5	Monsters
		-4	Grains, Furs, Hides
		+5:	Animals, Salt, Preserved, Glassware, Textiles
		+6	Common Metal, Tools
		+7	Ale, Mounts
		+8	Armour, Wine
		+10	Oil, Silk, Spice

E 1d6 Merchants; 2d6 Loads

Duk Na

Population 13 (7 children)

Rice Paddy 2 acres @57%)

Rice, Paddy 2,630lb

Food Needs

Adults: half pound of rice per day

Children: quarter pound of rice per day

This leaves 500lb rice surplus to be extorted by the Huy Ban (Local Bandits).

Chapter 6: Monsters

Creature Catalogue

Zinj: AC9; HD 1-1*; MV 0' (0'); AT Poison; DA Death; NA 1-100; SA NM; ML 12; INT 1; TT V; AL Neutral; XP 6;

Description: Proto-plant gives of Miasma as it turns minerals into atmosphere creating fungi environment.

Ringwurm: AC-3; HD 20*; MV 3' (1'); AT Crush; DA See description; NA 1 (Unique); SA F10; ML 12; INT 2; TT nil; AL Chaotic; XP ;

Description: This large subterranean creature is basically a walking gate. The Large Loop-like body that is ten feet in diameter with a seven feet diameter hole. While there is one creature it is located in two places at the same time. It eats a gem and opens a portal allowing gate travel between the origin and destination.

Tesseraktor: AC3; HD5*; MV 45' (15'); AT Death Ray; DA 5d6; NA 1 (Unique); SA F2; ML 12; INT 2; TT nil; AL Neutral; XP ;

Description: Because it can see in all directions Tesseraktor's head is piloted by an other-planar operator. The death ray is up to 100' range. Save vs death ray for half damage.

Mesmer: AC8; HD 1*; MV 3' (1') / Fly: 30' (10'); AT Peck + Special; DA 1d4/se description; NA 1; SA F1; ML 11; INT 3; TT B(V); AL Chaotic; XP 6;

Description: This species of one-legged owl find a hole in a tree (or chip one with their beak). They then charm small prey with their eyes to come close enough to eat – or large prey to bring them food. PCs require a charisma check to resist.

Brainhive: AC4; HD 1-100*; MV 0' (special); AT 1-4 spells; DA as spells; NA 1; SA F1-36; ML 12; INT as brains; TT nil; AL Chaotic - Insane); XP Varies;

Description: A Type of Black wax, this collects the DNA of any life making contact physically and grows a clone brain in a white egg sac. Any Wizard brains might have spells stored. 10%

Chance of a teleport spell allowing the brain hive to escape.

Niiknik: AC7; HD 2; MV 120' (40'); AT Beak; DA See 1d6+1; NA 1-6 (1); SA F1; ML 9(7 if attacked with fire); INT 4; TT V; AL Chaotic; XP 16;

Description: These birds live in long grass and stab prey with beak. this aggressive bird is only afraid of fire and will retreat to safety.

Lightning Mangrove: AC4; HD 1*-20*; MV 0'; AT Lightning Discharge; DA 1d6/HD; NA 1d100; SA F1-F10; ML 12; INT 1/Tree; TT A; AL Neutral; XP 6+;

Description: Lightning Mangroves grow over areas of Iron ore. Anyone in range (10'/HD) will be hit by an electrical discharge. It takes a day for a tree to recharge. A Mangrove Forest will be 1x 20HD, 2x 19HD, 4x 18HD...

Swamp-tongue: AC2 (+1 Damage Absorb/HD); HD 1*-40*; MV 3'/HD(1'/HD); AT Swallow; DA 1hp/round/HD; NA 1(1); SA F1-F20; ML 11 (7); INT 12; TT AxHD; AL Neutral; XP Varies;

Description: It appears to be a cluster of blue glowing tentacles protruding from the bog. This is the tongue of a Sink-hole dwelling predator that swallows anything wandering on to its tongue. Mouth Diameter 1'/HD, Length 10'long/HD.

Leaf-Dragon: AC-2; HD 1-1*; MV 30'(10'); AT Bite, Breath-weapon; DA 1hp/as current hit points; NA 10-100(1); SA NM (+10 vs. dragon breath); ML 11 (7 if attacked with fire); INT 12; TT Ux2; AL Neutral; XP 6;

Description: A Single Leaf dragon will claim a tree, while a wooded territory will be defended by a swarm.

Lantern-head: AC 4; HD 9; MV 60' (20'); AT 1 hand; DA 2d4; NA 1 (unique); SA Fighter L9; ML 12; INT 10; TT Nil; AL Neutral; XP 3000;

Description: This fifty foot tall bronze statue has no hands or feet (they end in spear points).When not pretending to be art, the Lantern illuminates

a burning glow that is 30' radius or a 200' long search beam.

Water-snake: AC 6; HD 1; MV 0'; AT 10d10 needle; DA 1hp/needle; NA 1-20; SA Fighter L1; ML 12; INT 1; TT V; AL Neutral; XP 5;

Description: This plant grows in tropical waterways and around the edges of lakes. It filters out nutrients and toxins and leaves fresh water. Movement in the water causes the plant to sway unleashing a 10' radius cloud of needles.

Blackwax: AC4-0*; HD 1/1000 cubic feet; MV 0'; AT attracts rats, giant rats, snakes; DA as attracted predator; NA 1; SA F10; ML 12; INT 12; TT V; AL Neutral; XP varies;

Description: A Sugary web of black wax like organisms that give off an aroma that attracts predators.

Scent Attracted Predators

- 1-3 rats
- 4-5 giant rats
- 6 snakes

The Scent also sticks to PCs who make physical contact drawing the local predators to the PC.

Armour Class varies with Temperature (+/- 1 AC/10 degrees temperature variance).

Evolution of the Kobold



Holmes Kobold

Evil Dwarf-like Creatures behave much like Goblins. A Chief fights like a Gnoll as do his bodyguards. Kobolds have Infravision. They have +3 saving throw bonus on all saves except Dragon Breath.

Kobold: HD 1/2; AC 7; MV 120'/turn; AT 1; DA 1-4; SA Special; AL Lawful Evil; TT J

These could be considered Dire Dwarves.

BX Kobold

Described as 'Evil Smelling Dog like creatures'. This is distinctly different from the Dwarf Like Kobold of Holmes Edition D&D.

Kobold: HD 1/2; AC7; MV 60' (20'); AT 1 Weapon; DA Weapon-1/1-4; NA 4-16 (6-60); SA Normal Man; ML 6+ (8 with Chief); TT P(J); AL Chaotic;

- Chief 9hp, 2HD
- Bodyguard 6hp, 1+1HD

Shadow with Entropic Scythe

Auto-hit as Magic missile spell 1d6+1.

Normal Humans

Normal Humans are non-adventuring folks. Peasants, Children, Housewives, Workers, Artists, Villagers, Townspeople, Slaves, Fishermen, Scholars.

Normal Human: HD 1/2; AC9; MV 120' (40'); AT 1 Weapon; DA As Weapon; NA 1-4(1-20); SA Normal Human; ML 6; TT U, AL Any (Usually Lawful).

Lycans

Lycans have many possible animal forms.

Size	Small	Medium	Large	
AC	+1/+2	+3/+4	+5/+6	
HD	x8	x2	x1.2	
MV	x3	x2	x1	
AT	As Animal Form, As Weapon			
DA	+1/+2	+3/+4	+5/+6	
NA	1/2 of animal form			
SA	As fighter of equal HD			
ML	+1	+2	+3	+4
TT	T	U	V	
AL	Neutral or Chaotic			

Dragons

Dragons by Ranking

Rank: Zero

- Any Sized Red, blue, green, black or white dragon incapable of speech.

These dragons are incapable of speaking or spell-casting. They might acquire magic items but have no ability to communicate or use magic items that require activation words.

They would be little more than very intelligent animals if they were unable to convey an idea. And only you can figure out the coded clue they drew on the hide of their last victim and turned into a treasure map to lure you to the cavern of the Zombie master (aka their cave). They might have a larder filled with gutted adventurers and a collection of items.

Rank: One

- small white dragon
- small black dragon

This dragon has access to first level spells so it can detect magic items, scribe scrolls, and employ charmed agents in nearby communities. It can also function as a Patron -teaching a PC or NPC the basic spell casting and first level spells that character requires to be a Magic-user.

Rank: Two

- Large Black Dragon
- Large White Dragon
- Small Green Dragon
- Small Blue Dragon

This dragon can enchant magic items of a minor nature such as a wand of magic missiles, charm agents, detect magic items, and scribe scrolls. Spells up to second level are accessible.

Rank: Three

Huge White Dragon

Huge Black Dragon

Large Green Dragon

Large Blue Dragon

Small Red Dragon

This dragon has access to third level spells. It can produce significantly powerful magic items. Employ charmed agents and even undertake magic surveillance.

Rank: Four

- Huge Green Dragon
- Huge Blue Dragon
- Large Red Dragon

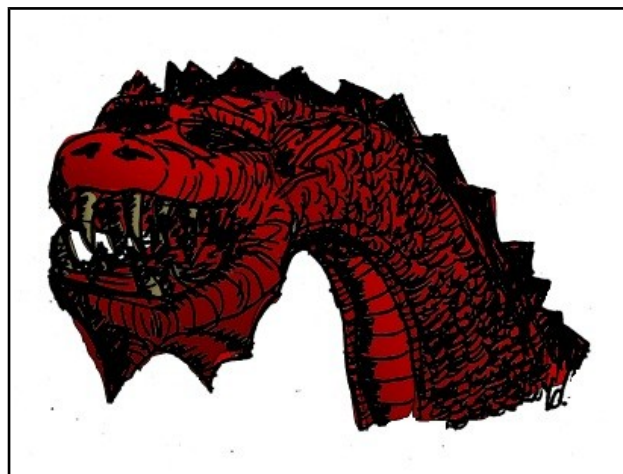
With access to fourth level spells the dragon may employ charmed humanoids and monsters. Enchant magic items and undertake magic surveillance and employ dimensional travel (dimension door) allowing the Lair to be inaccessible.

Rank: Five

- Huge Red Dragon

This Dragon can as above employ charmed monsters and Humanoid Agents, enchant magic items, and employ dimensional travel in the dimension door. With access to spells up to fifth level it can Teleport allowing multiple lairs around the world or beyond, animate an undead army, and enchant large magic items such as a flying pleasure barge (Think Jabba the hut's flying Barge-but made of woodform spells).

Example:



Merahangin: AC -1; HD 7 (22hp); MV 90'(30'); AT 2 claws/Bite + fire breath; DA 1d8/1d8/4-32; SA Fighter L7; ML 10; AL Chaotic
Spells: 1-Ventriloquism, Charm Person, Detect Magic, 2-Detect Invisible; Continual Light, 3-Dispel Magic

Description: Merahangin (Red wind) has dabbled in mortal affairs and now employs a charmed agent in a local village to bring him regular news. Merangin is prepared to teach magic to some young villager. Merahangin is looking to enchant magic items and is considering taking an apprentice who is interested in magic to collect ingredients for magic item creation.

Uniquely Powerful Dragons

Smaug: AC -10; HD 64 (512hp); MV 220' (73'), Fly 880' (293'); AT 2 Claws/Bite/Tail/Wings + Breath; DA 4d6/4d6/2d8/20d6 hurricane or Fire (Cone 640' long 30' diameter); NA Unique; SA Fighter L36; ML 12; INT 39; AL Chaotic; XP
Description: Hold up in an ancient dwarven fortress beneath the lonely mountain.

Wharf Rat: AC8; HD 2 (12hp); MV 30'(10') AT Bite/Claw; DA 2d6+1/2d6+1; NA 1-10 (1-100); SA Fighter L1; ML 8; TT Nil; XP 10

Spider-folk

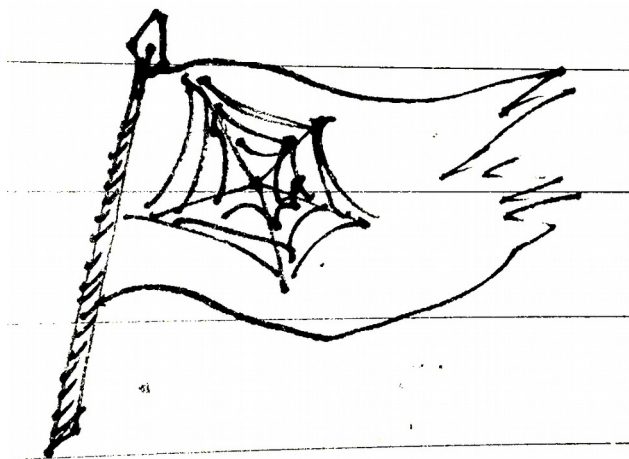
All Spider-folk can progress as Magic-users.

- Golden-Orb Weavers
- Red-backs
- Funnel Webs

1% chance that a Web funnel is an active Gate to a plane.

Lord Thrias Wagner

ner-weg (meaning 'beneath-to weave')



Teddy (Cloth-golem): AC 8; HD 1-1* (5hp); MV 15'(5'); AT slam/bite/claw/Poisoned Sewing Needle; DA 1d3/1hp/1d4/1hp+Poison; NA 1(1); SA Fighter L1; ML 12; TT special; XP 6
Description: Powered by a magic ring of animate objects on inside. Has darkvision 60',

Requirements to Craft: Magic-user L9+, sewing, alchemy, clothform spell, ring of animate objects.

Ku & Dhwergher

Commonly Attributed Powers

- Regeneration
- Environmental Awareness
- Wicche Magic
- See in Darkness
- Near Invisible
- Aura of Misfortune
- Future Sight

Creating Dhwergher and Ku

Dhwergher have any two primary abilities.

Dhwergher are Cursed:

- Must eat human flesh or Poisoned by Iron.
- fire damage does not heal, or stricken with Hule-bhe (Fairy- fire).

Dhwergher Subspecies:

- Albho
- Hob
- Dhwerg
- Twerg
- Geant

Specific Subspecies are feared/despised, unusual physical size Small/Huge.

Dhwergher: Huge, Feared/Despised, Iron is poisonous.

Urban Troll: Int & Con, Spell-craft, regeneration, man-eater.

Troll, Ice/Forest/Mountain: the usual troll – some much larger.

Ku have charisma as primary ability

Ku Subspecies

- Kobolt
- Gobelin

Ku: Small, near invisible, aura of misfortune

- su-ku
- su-iso-ku

Chapter 7: Immortality

Immortals as Artefacts

The Night Dragon, Synn has drawn off the Radiance from the Nucleus of the Spheres and has used the energies to grant minor Immortality to Princes and Princesses by creating into Artefacts from them.

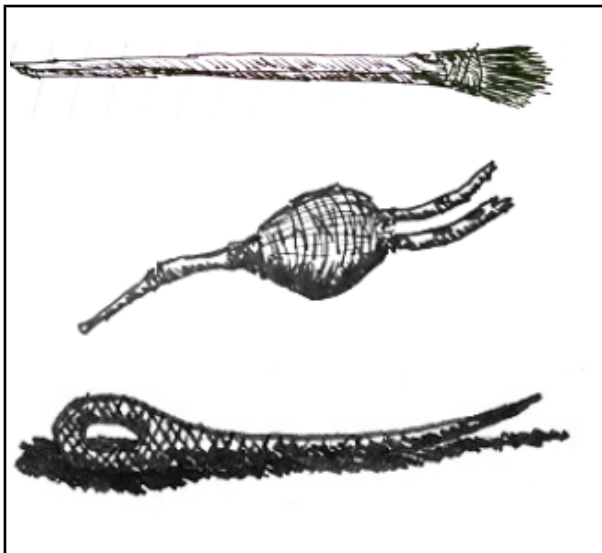
Power Points to Experience Points

1pp=10,000xp

100pp=1,000,000xp

This is the minimum experience points required to grant become an Immortal of Artefact form.

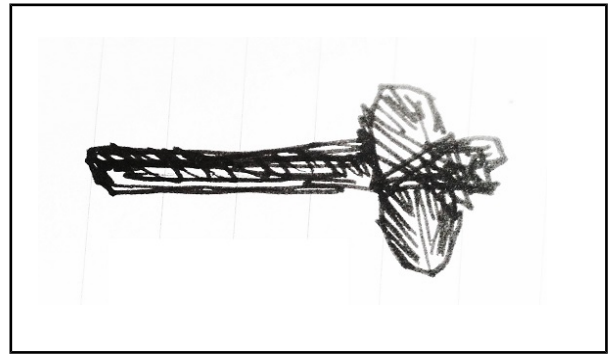
Minor Immortals of Glantri



Noble	Artefact Form
Belcadiz	The Witch's Brush
Klantlyre	The Lich's Bagpipes
Boldavia	The Iron Needle

The Minor Immortal can take possession of anyone using the power of the artefact which will be a Wish.

Axe of the Dwarf Lords



Description

An Axe-stone head bound to a wooden haft with beard hair and tar.

Powers

Absorb 75hp damage for any Dwarf war-band led by the Dwarf wielding this weapon.

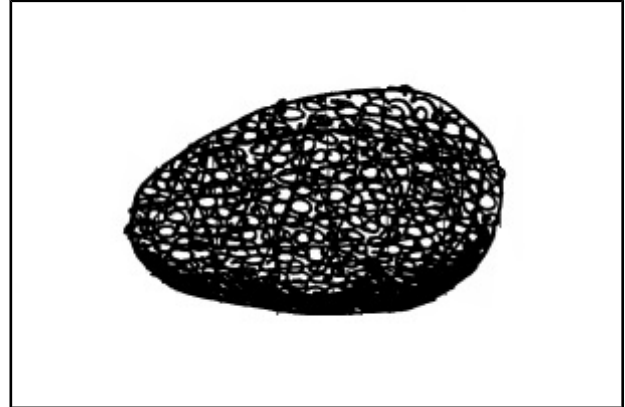
Detect Treasure (50' Radius)

Penalties and Handicaps

Afflicted with Berserker Rage in combat.

Any Dwarf looking upon it must save vs. spell (-4 penalty) or will make plans to take the Axe.

Dragon Egg



Description

Dragons literally give birth to an artefact. The egg is hard and leathery.

Powers

- Wish (Specific): Create a Dragon

Penalties and Handicaps

- Operating Cost: Must sacrifice the Resources of a Dominion (1,000,000xp) to give birth to the egg.

- Using the artefact results in the death of the user if they fail to sacrifice 1,000,000xp in dominion resources.

The Immortals of Mystara

Portfolios might be Death, Harvest, Lightning, War, Humans, Love, Birth.

Template Manual Entry

Name (Portfolio): HD; AC; MV; AT; DA; NA; SA; ML; TT; AL; XP

Also include:

- Worshippers Alignment
- Holy Symbol
- Dimensional Plane

example:

Emry (God of Cabbage Farming)

HD 1/2; AC9; MV 120' (40'); AT Club; DA 1d6; NA 1-4(1-20); SA Normal Human; ML 6; TT U; INT 11; AL Neutral; WA Any Alignment; HS Cabbage; DP Mystara.

Description: Emry found he was Immortal. Doesn't know how that could possibly happen, but despite his objections is now worshipped by Cabbage Farmers in his village. His Holy Symbol is the Cabbage and any cleric speaking with him can get sound advice on good cabbage growth.

Chapter 8: D&D Settings

Mystara

Distance between Shire Communities

Miles	Communities
16	Nob's Boots – Rollstone Keep
24	Mallofern – Rollstone Keep
16	Mallofern – Wardlystone
16	Mallofern – Wereskalot

Populations of Karameikian Communities

Community	Population
Karameikos	50,000
Kelvin	20,000
Luln	5,000
Marilenev	900
Penhaligon	3,750
Rifflain	1,700
Rugalov	650
Sulescu	950
Threshold	5,000
Vorloi	7,500
Highforge	7500 Gnomes, 1000 Dwarves

Karameikos Social Status Generator

Humans in Karameikos...

Wealth

d100%	Wealth
01-30	Dirt Poor
31-60	Poor
61-75	Comfortable
76-85	Wealthy/Untitled
86-95	Wealthy/titled
96-97	Very Wealthy/Untitled
98-99	Very Wealthy/Titled
100	Member of Royal Family

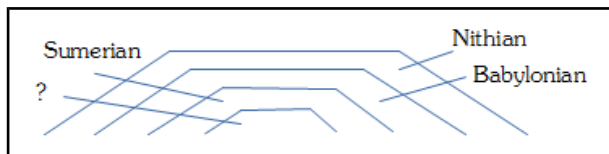
Parentage (1d100 +half previous roll)

d100%	Parents
01-70	Traladaran
71-90	Mixed/Other
91-100	Thyatian

The Red Tomb

The Hill is considered the most important district in the City of Specularum where the wealthiest and most powerful reside. What no one knows is

that the Hill is an ancient Mud Brick tomb of many construction layers the most recent of which is Nithian. The Tomb is eroded by millennia of weather until it looks like any other hill.



Nucleus of the Spheres

With the Destruction of the Nucleus of the Spheres magic fails. Thyatis, the great Republic, finds it can no longer provide the food and fuel needed by its populace. The only supply of Firewood in range is the forests of Vyalia. Here is the problem. A Million people require 10,000,000,000lb of fire wood each year. At 20,000lb per acre this represents 500,000 acres. There is 640 acres per square mile x 56 square miles per 8-mile hex. This is 13.95 hexes of light forest per year or 4.65 heavy forest. Recovery for light forest should be considered twenty to fifty years and heavy forest one hundred years. Vyalia will not be a sustainable fuel source, and it is inevitable that Thyatis will run out of wood fuel within a decade even if there is imperial management of that fuel reserve.

Grain imports would bankrupt the empire as it struggles to feed its populace. The sustainable economy might be the shift from slavery to one acre market gardens maintained by individual families as opposed to slaves.

Social Stratification exists in opposition to Military Participation. It is ultimately in the interest of the Thyatian Empire to recognise its slaves as the most junior military rank and employ them and every other citizen as Support Troops employed in food production, fortification construction, and so forth.

Poor Wizards Almanac Events

Year of Swords: Post Nucleus of the Spheres. Magic has failed and the world is set for change.

Vaterrmont 6: Sulescu Council is Arrested

Description: The Council of Sulescu is rounded up by the King's Guard and charged with Smuggling and Gambling.

What is going on: Last year Lord Sulescu died leaving instructions that an Elected Council be established to Govern the Village of Sulescu. Unfortunately some ambitious individual has decided this government by the people is unacceptable and has slandered the village council suggesting they are criminals who need a firm ruler in the shape of a Baron.

Narcotics & Poisons

Substance	Effects	Source
Locoweed	+2ML; Aggressive Behaviour.	Module X-1
Wolfsbane	Death 1d6 hours (No Save).	Rules Cyclopedia

New Races

In the aftermath of the destruction of the nucleus of the spheres communities and populations became cut off from the outside world and out of a common need for survival new races were born.

The Shires

Shire-folk: 3½' tall; halfling-gnome; Obsessive compulsive, Wanderlust; Charisma 16+

Half-dwarf: dwarf-gnome; Fantasy physics;

Lost-Shire

Half-man: Human-Halfling; 4½'; Any Human Class;

Plague-elf: Elf-Human; 6'; Any human Class; carrier of plague

Corun Island

Corun Islander: Human-Orc; Any Human Class; Plague Carrier

Housing

Status	Residence Footprint
Dirt Poor Freeman	Wood (20' x 20')
Poor Freeman	Wood (20' x 40')
Comfortable Freeman	Wood (30' x 60')
Landed Knight	Stone, 1 Story
Wealthy Merchant	Wood (30' x 60')
Landed Lord	Stone, 2 stories

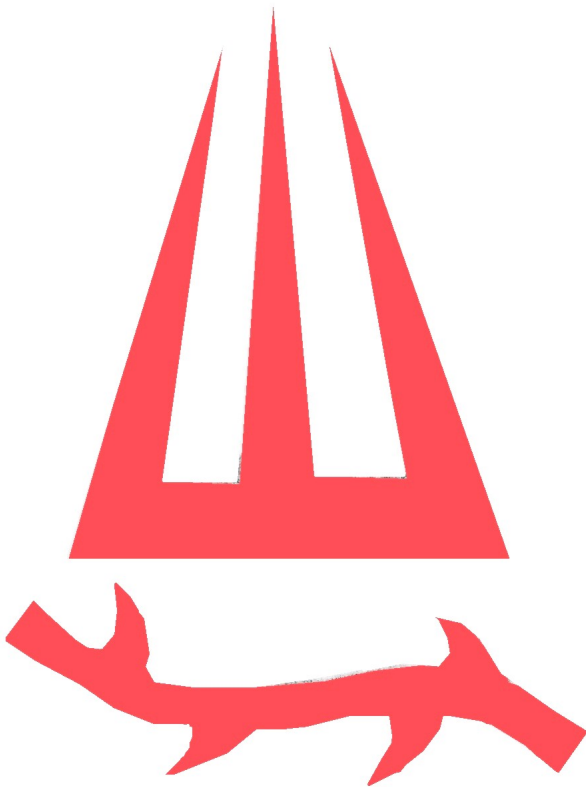
Very Wealthy Merchant	Wood (40' 80')
Very Wealthy Baron	Stone, 3 Stories
Royal Family	Stone Castle

Chapter 9: SciFi Settings

B/X Million Voices

A SciFi Setting so far ahead that humanity has been extinct a million years. The only Sentient Species are Droids, Jennifer Clones (Created by the 5G-YY droids who have spent the last thousand years rebuilding all the technology that they had been instructed to recycle by the very last recorded interaction with a human), and Genetically Engineered Life Forms from the Alien Attack™ Genetic Entertainment Resorts scattered across the Republic.

Briar of the Witch Queen



Chainport

Population: 26,000

One of the Greatest Ports of the old Republic, it has become a fishing port under the tyranny of the Witch Queen. The Old Republic Serpent Guards the entrance.

Manifold Gates

Black Hole transfer vessels are used to pull aside space time in a manifold gate allowing a transport vessel to travel to the destination in a few moments while the Black Hole Transfer Vessel can take thousands of years. Some travellers have seen a strange structure in hyperspace (Manifold transit space) and every report describes a girder like structure expanding in three dimensions.

Small Space Craft are common across the Republic.

Shuttle

- **ORVL:** The Orbit Return Vertical Lander is a Survival Drop Pod capable of transporting eight Passengers from Space to Planetary Surface and then returning to Orbit.
- Drop Ship
- Breaching Pod

Escape Pod

Utility Pod

Space Fighter

- Bomber
- Interceptor
- Stealth Fighter
- Recon
- Assault

Mecha

5G-YY Droid

All 5G-YY Segway Droids became self aware on Year AK142-A receiving a Kernal Update when a Portal Ship arrived at the long Derelict System

manifold-gate from which downloaded news and an unexpected AI Kernel update for Droids. Programmed Skills include: Detect Device, Interface Computer, Delicate Surgery, Move Silent, Conceal.

Level	HD	Exp	Hide	Detect	Move Silent
1	1d4	1200	10%	33%	20%
2	2d4	2400	15%	33%	25%
3	3d4	4800	20%	50%	30%

Level	Hack	Analysis	Surgery
1	15%	10%	25%
2	20%	15%	30%
3	25%	20%	35%

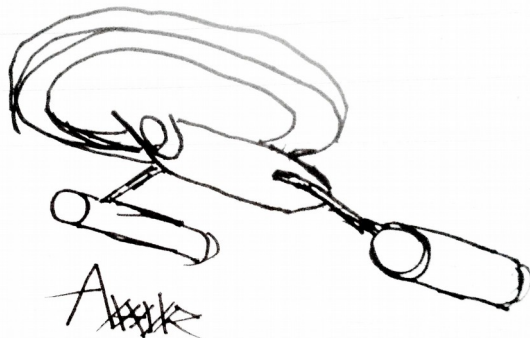
Blakes 7

Distance from Earth to Cygnus Alpha Penal Colony (Deneb): eight months at Time-Distort 5. The distance from Sol to Deneb is 802 +/-66 Parsecs.

TD-5 1,203 PC/year
3.26156 LY/PC
100 PC/month

Time Distort	Parsecs/Month	V ^{TD}
TD-5	100 PC	V ⁵
TD-4	10 PC	V ⁴
TD-3	1 PC	V ³
Sub-light Velocities		
TD-2	0.1 PC	V ²
TD-1	0.01 PC	V ¹
Sub-light	0.001 PC	V ⁰

Axanar



Klingon Phrases

“Maximum...Now!”: “aqroS...DaH!”

Federation Starship design

A Formula for Warp Velocity

$$\frac{\text{length of vessel} + (\text{warp core size}/2)}{(\text{nacelle size}^2 + 1)} - (\log \text{ of deflector size} \times \sin(\text{Warp field diameter}))$$

Ship Design

A Federation vessel's Warp Nacelles must be visible from front and back and across either above the hull or below the hull.

Information Distance Detection Range

Distance = $^{0.4}\sqrt[0.4]{(6,000,000,000^{0.87}) / (100\%/0.24)}$ = 90.8 Light-years

There are around five hundred Solar Systems with a yellow sun in this range.

Proxima Centauri would require a population of 5.2 million to be 1% detectable by Earth.

Real Star Systems

Star Name: Trappist-1
Star Category: Ultra cool red dwarf
Star Range: 39.5 light years
Star Location: Aquarius Constellation
Orbiting Planets: 7 planets detected
Description: Several of the Planets falling into a 'habitable' region though the system takes solar flares every twenty eight hours that would require a magnetic field a thousand times that of earth's magnetic field to protect against.

Star Name: Proxima Centauri
Star Category: red dwarf
Star Range: 4 light years
Star Location: Orbiting Alpha Centauri
Orbiting Planets: 1 planets detected
Description: Considered a water world though it receives 0.1% sunlight and 2000 times radiation as earth. Estimated 124 mile deep ocean.

There is a trend occurring here: Red Dwarf Systems uninhabitable.

Scifi Weapons

Hand Weapons Hit Points

Heavy Bone Club	2d6
Revolver	1d4+1
Blaster	2d6+2
Sawn off shotgun	5d6+5
Energy Staff	6d6+6
Wave-Saber	Reflects*

*Reflects up to 1,000,000AP

Heavy Weapons Armour Points

Naval ship Rail-gun	500,000
Orbital Kinetic Rod	540,000,000
Little Boy Nuke	630,000,000,000
Fat Man Nuke	840,000,000,000

Chapter 10: Treasures

20 Cheap Treasures

Rather than unguarded coin treasure throw in a random item of value...

1d20 Treasure

- 01 Box of fifty Arrows
- 02 Continual Light Rock
- 03 Jar of Honey
- 04 Belt & eight Throwing Knives (1d3)
- 05 Fine Clothes
- 06 Red Leather Slippers
- 07 Wooden Earring
- 08 Chunk of Wax
- 09 Roll of Tanned Leather
- 10 Polished steel shield
- 11 Engraves Wooden Staff
- 12 Leather Hat with broad rim
- 13 Scroll – How to work leather into a hat
- 14 Pouch of Fragrant Herbs
- 15 Helmet – for a Dwarf
- 16 Leather Head-guard
- 17 Sack of twenty leather Shoes
- 18 Ring of Twenty Keys
- 19 Pouch of Tobacco
- 20 Wooden Tobacco Pipe

Gems & Jewels

Monster Clam

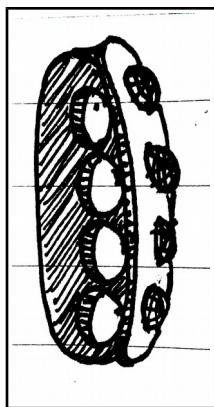
Giant Pearl discovered in Pearl Islands (74.9572 lb). How much is it worth in D&D game terms? D&D Pearl (1/10th lb) is worth 500gp/cn of pearl.

Monster Pearl (374,786gp, 74.9572lb)

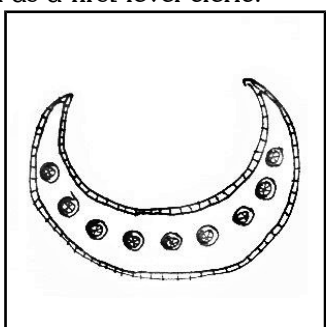
Diamonds (2272 carat/lb)

Magic Items

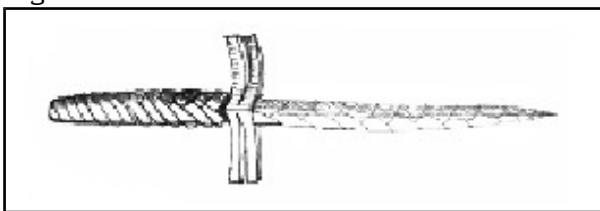
Starduster: The platinum alloy knuckle duster comes with four gemstone knuckles. Each may be enchanted with a magic missile variant spell allowing the user to inflict striking damage of 1d6+1 without the need for a hit roll.



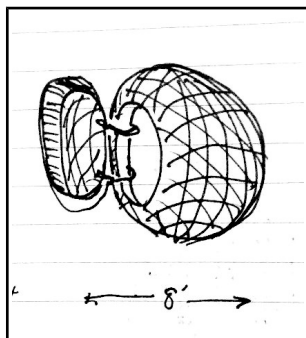
Holy Symbol of the Nine: This crescent Moon shaped holy symbol one feet in diameter and studded with nine Gem stones allows anyone to turn undead as a first level cleric.



Man-o-war Dagger: This magic dagger is a living metal organism that breaks off a piece of the dagger when a successful to hit roll occurs leaving a fragment which continues to inflict damage at 1hp/round. The dagger regrows (regenerating as a troll and is to be considered a +1 dagger in magical terms.



Sontaran Transport Sphere:



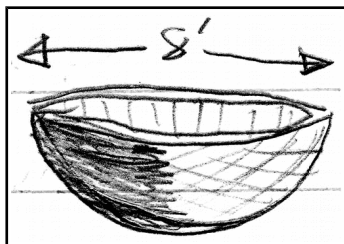
The Sontarans are a war-like space-faring Dwarf culture who long ago employed wizards to enchant flying spheres.

Enchantment Costs

- 2x Stoneform
- 2x Steelform
- 4x fly

- 1x Clairvoyance
- 1x Create Air

Teb's Flying Bowl



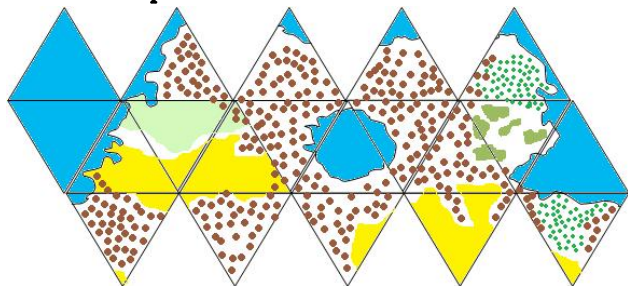
A Wizard enchanted the flying bowl for use on a world where magic was still primitive giving it to Teb - the first local Magic-user.

Enchantment Costs (spell levels x 3000gp)

- 1x Woodform
- 1x Fly
- Time: 32 days (1 week + 1 day per 1000gp cost).
- Cost: 24,000gp

Chapter 11: Setting Design

World Map



Determine the dominant feature for each of the triangles on the planet sized polyhedron. 20,000 mile equator. 4,000 mile triangle.

1d20 Feature

- 1-11 ocean/sea
- 12-15 mountain/hills
- 16 plains/grasslands
- 17 desert/desolation
- 18 swamp/fens
- 19-20 Forest/jungle

Mini-Gazetteer Layout

Geographical Region

State-Capital: City

Population: Total – Race types

Ruler: Name; Title; Personality; Alignment

Geopolitical History: 3000 words

Current State: 100 words

ex.

City-State of Ondberg

State-Capital: Ondberg

Population: 892 (Humans, Dwarves)

Ruler: Slevin; Mayor; Reasonable; Chaotic

Ondberg

118 Lawful Neutral, 28 Chaotic Good, 27 Other

Ond Prison

Guards: 445 Lawful Good Paladins

Convicts: 223 Neutral Evil, 56 Chaotic Evil

History: Two centuries ago the Holy Empire was expanding and it needed to establish a foothold beyond its existing borders thus the Emperor requested the Paladin Wilmar Kel to abandon his participation in the siege of the unholy city of

Essen and undertake a lone journey to the Northern Borderlands wherein he would bring law to the lawless.

These borderlands were a haven for free peoples and the worst of the worst and in a way, despite the hostility met by the Imperial Paladin, the People of the Borderland needed Kel. He travelled the region punishing the worst and defending the weak. He battled a Demon from the Helwood saving the entire village of Wroth Ond was founded by Wilmar Kel on the Banks of the River Gnashing beyond which was the Helwood and what began as a log-timber long-house and stable lasted a decade before Kel had recruited and trained new Paladins from the young of the Borderlands.

The Long-house expanded to include a separate stables, barracks, and a Prison house where offenders could be kept when they were not working to produce their own food. On the edge were established Watch Towers that were manned night and day once there were enough Paladins.

Those who could be broken were rehabilitated and taught farming and those who would not were tattooed in the Holy Symbols of the Empire, and taken across the River Gnashing to the far side and given a Sword. They could never return to the civilised world but they would always be human. Instead they were unleashed on the demons of the Helwood.

It had always been expected that the Empire would expand and absorb the Borderlands as the Borderlands became civilised. Unfortunately turmoil in the Empire halted the expansion and Ond was left to develop or fail on its own merits. The Paladins were able to establish Ond as a centre of Law in the Borderlands. Fifty years after it was established over time it became a Prison where other communities would send the worst of their populace. The convicts did their time and those who could be rehabilitated took up farming around Ond.

Ondberg grew up around the Prison until it was purchased by a Merchant house in payment for debts owed by the Emperor Cholm the Tight-Fisted. While the Merchants would never own the Paladins or the Prison, they were in control of the urban periphery they had established. Ondberg's

merchants had established shops and houses around the inside of a timber palisade and a road which separated them from the Prison and its half square mile of farm lands all up against the river Gnashing...

Current: Two hundred years on, Ondberg is now a significant City-state. The empire didn't expand to engulf Ondburg and the Borderlands so it has become a fairly free place. Stories of Paladins battling Demons from the Helwood are now considered fairy-tales though the Paladins maintain records of such battles.

Riverboats steer clear of the Helwood by tradition as they move goods up and down the River Gnashing...

Mineralogy

Determine the Mineral Types present in each geographic region of the D&D campaign.

Step 1: Determine Mineral Ratios in setting: Copper 29%, Iron 17%, Silver 17%, Gold 42%, Salt 9%, Coal 14%, Tin 11%.

Step 2: build a mineralogy table

1d100	Result
01-04	Salt
05-09	Tin
10-23	Copper
24-31	Coal
32-39	Iron
40-47	Silver
48-68	Gold
69-100	No Mine

Step 3: Determine mineral for each geographic area. Roll until a result of no-mine and move to next area. Multiple results equals deposit Size.

Example:

	South Lands	Great Wood	Kron Hills	Mountains of Doom
Mine.				
Salt	-	-	-	-
Tin	-	1x	-	1x
Cop.	1x	-	-	2x
Coal	1x	-	-	2x
Iron	1x	-	1x	3x

Silver	-	-	-	-
Gold	2x	1x	2x	2x

Structures A-Z

Asylum	Jetty	Stables
Barracks	Ksar	Town-house
Church	Lighthouse	Underground
Distillery	Mill	Villa
Embassy	Necropolis	Workshop
Furnace	Oratory	Yurt
Guildhall	Prison	Zimmer
Hut	Quinzee	
Inn	Root-cellar	

20 Random Events in a City

Roll 1d20 to determine what happens in the city this time your visit...

1d20 Event

- 01 Cleric on Horseback casting spells
- 02 Market Place Riot
- 03 Troops of Jugglers perform in Street
- 04 Duel between Wizards causes panic.
- 05 Brawl erupts in Tavern. Spills into street.
- 06 Wagon load of oil explodes killing people.
- 07 Two warriors engage in fist fight
- 08 Bards play music. Inspire street party.
- 09 Inn catches fire causing patrons to flee.
- 10 Thieves flee across rooftops
- 11 Streets filled with mist as 'ghosts walk'.
- 12 Foreign Troops battle populace.
- 13 Spectre with scythe chases people.
- 14 Dragon flies low over city starting fires
- 15 Sink-hole opens at intersection.
- 16 Local holiday as soldiers Parade.
- 17 Gate over city unleashes flying goblins
- 18 insects emerge from collapsed building.
- 19 Terrible Earthquake damages city
- 20 Flying Castle Appears over city.

20 Features of Snow & Ice

Roll 1d20 to determine...

1d20 Feature

- 01 Rock Outcrop
- 02 Huddled Frozen corpses
- 03 Single Frozen Corpse
- 04 Snow-covered Tree
- 05 Snow Cavity
- 06 Bog concealed by ice crust
- 07 Hot Pools

- 08 Steam from Hot pools
- 09 Pit Trap covered by snow
- 10 Metal Spring Trap (1d6+1/round)
- 11 Ice/Snow Tunnel
- 12 Dark Red Snow (Blood)
- 13 Animated Snowman
- 14 Burrow beneath tree foliage
- 15 Buried Merchant Wagon
- 16 Dismembered Animal (Small)
- 17 Blood Trail
- 18 Boulders Beneath snow
- 19 Fallen Tree (Spear Barricade)
- 20 Crushed Snow trail

- 5 Pale Gates
- 6 Castle Dragon-scar
- 7 Lich House
- 8 Gothridge Manor
- 9 Blood Keep
- 10 Hall of the Mountain King
- 11 The Tower of the Arch-mage
- 12 Temple of Demogorgon
- 13 Badger-King's Den
- 14 City of Iron
- 15 The Hydra's Grotto
- 16 Tower of Zordaz
- 17 Tower of Zenopus
- 18 Vaults of Aagol
- 19 Tenkar's Tavern
- 20 Way-star Highpoint

Village Name Generator

A Village Name Generator...roll 1d20 for Prefix and Suffix.

ex. Mar (15), Well (8). Village of Marwell

1d20	Prefix	1d20	Suffix
01	Upper	01	Cum-latterly
02	Lower	02	Cross
03	Great	03	Land
04	Little	04	Wood
05	Fletcher's	05	Bridge
06	Monk's	06	Shallows
07	Good	07	Rocks
08	Badger's	08	Well
09	Saint's	09	Yard
10	Ferne	10	Row
11	Tall	11	Low
12	Asp	12	Worthy
13	Morch	13	Ford
14	Mill	14	Drift
15	Mar	15	Ley
16	New	16	Mere
17	Lux	17	Ham
18	Elver	18	Man
19	Brough	19	Market
20	Caus	20	Ton

Places based on Blog Names

Roll 1d20 to determine location whether specific or regional.

1d20	Specific
1	Quag Keep
2	Wander-on-inn
3	Citadel
4	Black Gates

1d20 Regional

- 1 Aeternal Realm
- 2 Aldebaran
- 3 Drowning Woods
- 4 The Wall
- 5 The Borderlands
- 6 Fabled lands
- 7 Metal Earth
- 8 The Void
- 9 Lands of Ara
- 10 Land of Nod
- 11 Moldyvale
- 12 Nine and Thirty Kingdoms
- 13 The Realm of Zhu
- 14 Wasted Lands
- 15 Ur
- 16 Valley of Old Ones
- 17 Barbaric Frontier
- 18 Straits of Anian
- 19 Where the Sea Pours out
- 20 Garden of Hecate

Monastery of the Red Dragon

Ochalea is currently in turmoil as the Order of the Red Dragon has risen to prominence. The order of the Red Dragon is taking control of Ochalea. Who

Eight Tiers of the Temple of the Red Dragon

Level	Description	NA
1	Fighter 1HD	32
	Fighter 2HD	39

2	Mystic 1HD	35
3	Mystic 1HD	1
	Children (3 1HD)	21
4	Mystic 1HD	29
	Mystic 3HD	1
	Mystic 4HD	1
5	Mystic 1HD	11
	Mystic 5HD	1
6	Mystic 2HD	15
	Mystic 3HD	1
7	Mystic 3HD	8
	Mystic 4HD	1
	Mystic 5HD	1
8	Mystic 6HD	1

Mystical Order of the Red Dragon

HD	AC	#AT	DA
1	9	1	1d4
2	8	1	1d4+1
3	7	1	1d6
4	6	1	1d6+1
5	5	1	1d8
6	4	2	1d8+1/1d8+1

Adventure Ideas

Bargle the Elder's Daughter

She is a small black dragon who wears a ring of polymorph to maintain a human form. Koyla claims to be a mute child raised by Bargle the Elder. She comes to the PCs Desperate. Her foster-father has tripped and fallen down stairs and broken his neck. Koyla wants help. If the PCs are of good conduct, then she will award them with a minor gift of a treasure map. If they are of bad conduct then she will hold up in the Great hall in her black dragon form and eat the PCs.

Settlements

1d12 Purpose

1	Isolated Farm
2	Market
3	Industrial
4	Commercial
5	Mining
6	Administration
7	Culture/Education
8	Primary Residence
9	Resort

10	Port
11	Ecclesiastical
12	Residential

1d20 Locations

1	Minerals
2	Farmland/Forest
3	Labourers
4	Wind Power
5	Water Power
6	Forest-Plains
7	Water-land
8	Desert-Plain
9	Foothills-Mountains
10	River bank/roadside
11	Crossroad
12	Trail
13	Dyke
14	Hill
15	Mound
16	river crossing
17	River-bend
18	Gorge
19	Pass
20	Mountain

Network Maps

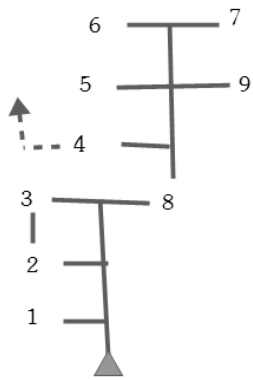
This is simply lines connecting numbered encounters or rooms of various types. These can be two dimensional or three dimensional indicating overlap.

Choke Points where the PCs must pass through to get to a higher threat level. This could be the throne room of the level one boss and the oubliette into the lower dungeons, or an iron gate that must be opened only having found the key.

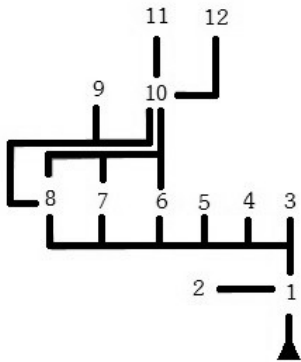
Rooms are usually dead end encounters which can be cleaned out or provide some resource needed elsewhere.

Hallways connect rooms and choke points but sometimes they are places where wandering monster encounters happen.

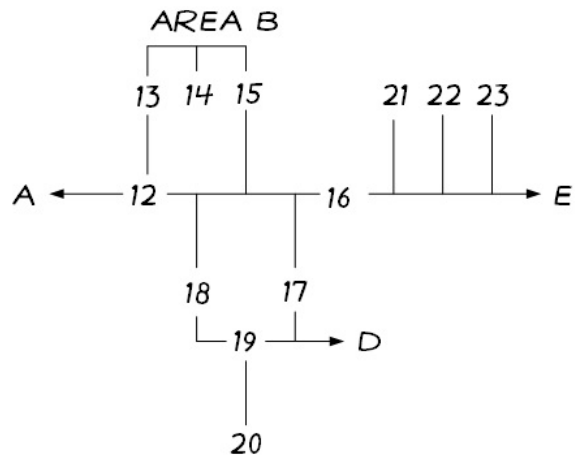
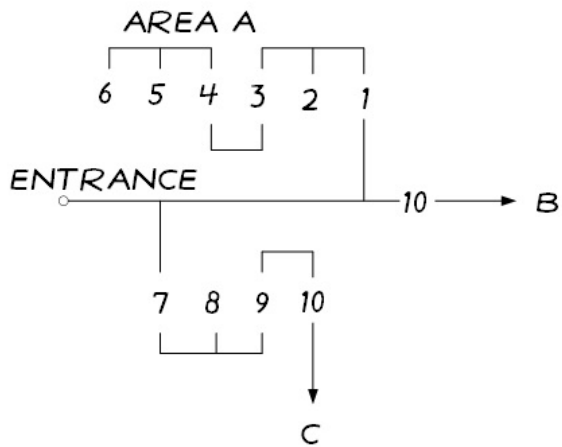
East Tower of the Haunted Keep



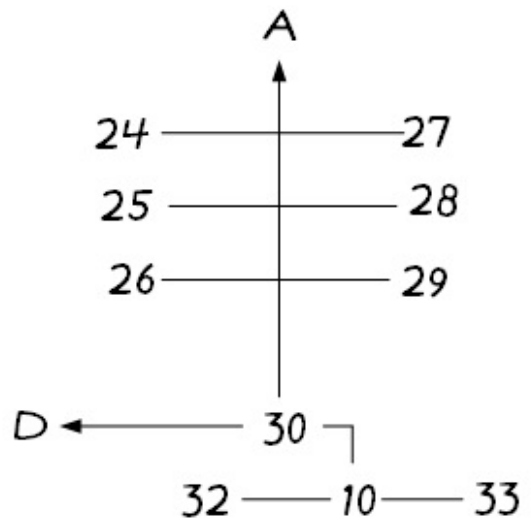
Castle Ruins



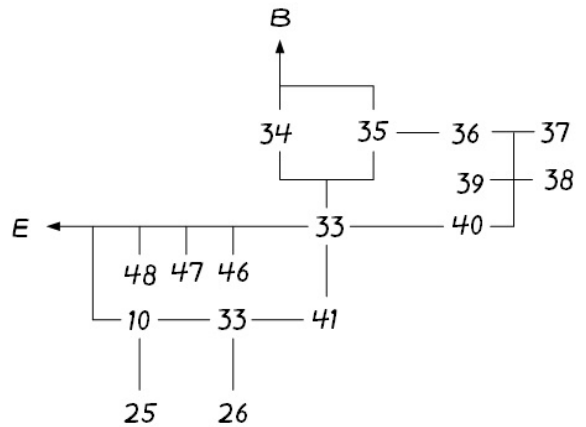
The Maze Network Map



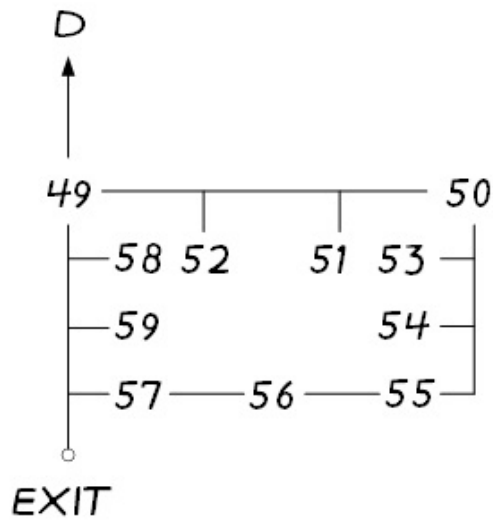
AREA C



AREA D



AREA E



Winterholm

The Local lord, Kholm Aelford, has for some time claimed the castle as his siege. He is however unable to get past the gate that confines him to the gate keep – no one can.

A stone carving depicting some violent struggle involving three men blocks the way into the castle. One may only pass through the barrier disarmed. Unfortunately a puzzle exists – a warrior with an Axe is now trapped in the stone. The axe must be removed so the door is freed. He was in fact a messenger. The Bronze Coin must be returned to his hand in place of the Axe. Guarding the barrier is a warrior with a spear and a medallion on a leather thong around his neck.

The Village of Crossbow exists because its occupants are descended of those who laid siege to the castle and when claiming it proved impossible, did not depart. Instead they settled in its shadow and raised families.

Setting Event

A Rock fell from the Sky bringing unknown horrors to the land.

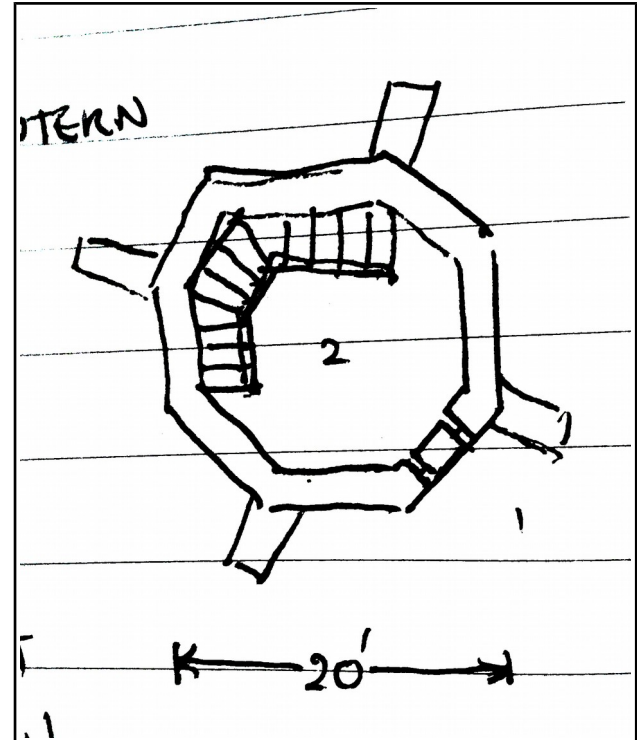
- Worms
- Crawler
- Spider Brain
- Blood Root
- Bluebhist

- Fungi-stink

The Wight's Lantern

Tower Height: 4 Floors

Description: A Wight guards the Tower



Castle Zenopus

Locations

- Gavin's Tavern
- Ruins of Zenopus Castle
- Wood of Oakthorn
- Swamp of Lobeln
- Mountains of Ash

Non Player Characters

- Grindal – Mentor and Mentor of Grimslade the Wizard.
- Saren – Female Cleric
- Valerius – Male Fighter
- Grimslade – Magic-user

Spells

- Sleep
- Fireball
- Charm Monster or Hold Monster.
- Indel – Male Elf

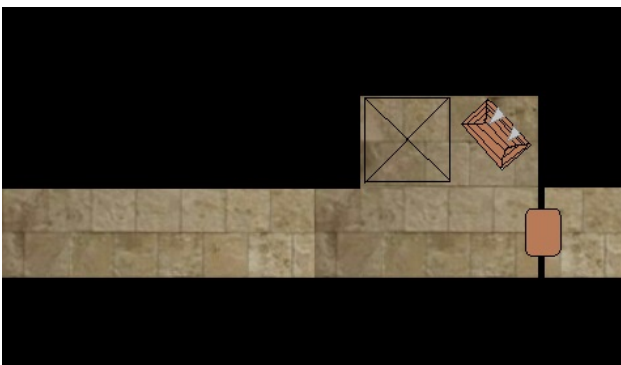
Magic Items of Zenopus

The Great sword Naril
The Jewel of Nekron

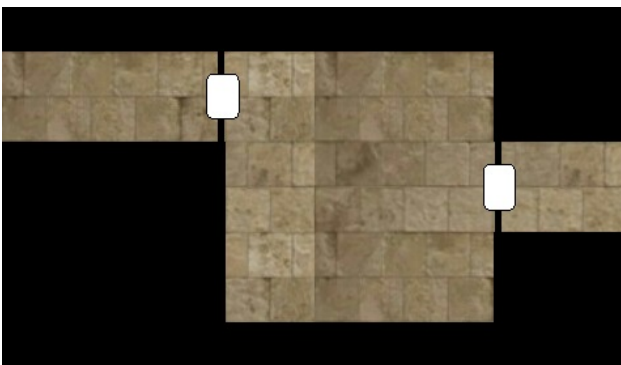
Map Sections of Ruins of Castle Zenopus



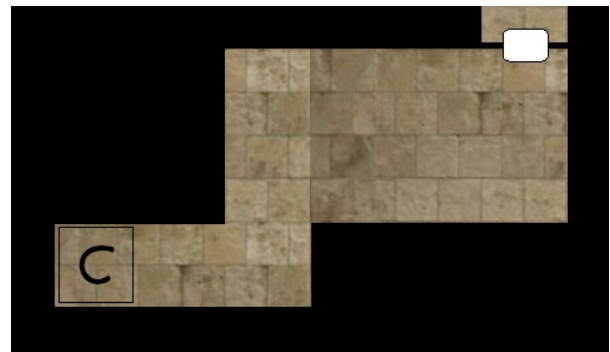
Shambling Mound: It is wandering the tunnel.



Green Slime: Drips from the walls and ceilings. Guards the Treasure chest wherein lies the Magic Sword Naril.



Goblins: Three Warriors armed with Swords.



Small Red Dragon: Can identify the great sword Naril by sight and prefers not to die.

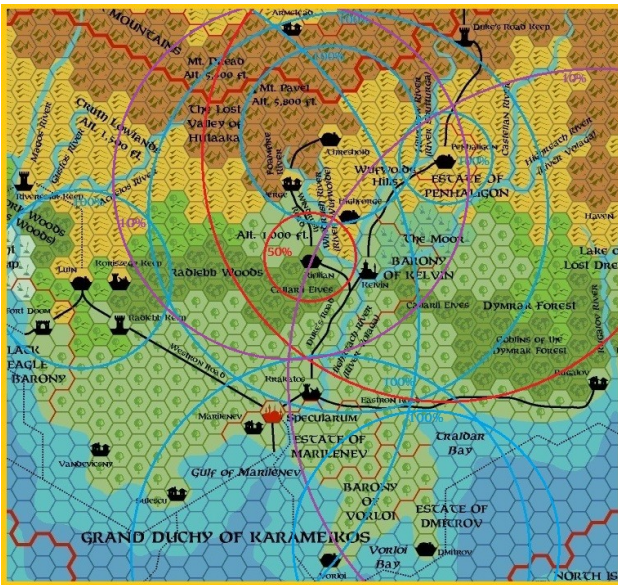
The Information Surface

Information Accuracy = $0.24 \times ((\text{Population of source}^{0.87}) / (\text{Distance from source}^{0.4}))$.

Example:

Information Range of Karameikian Communities

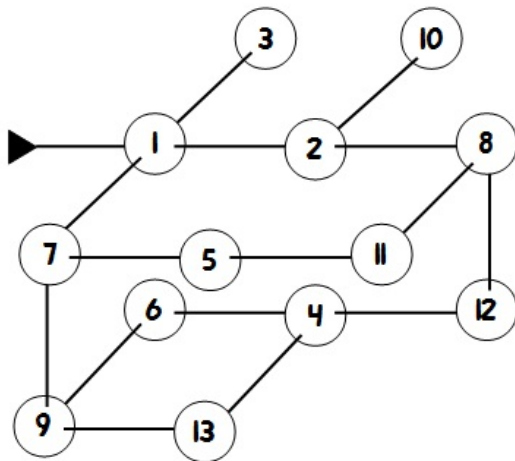
Source	Population	Rumour Accuracy	Range Limit
Threshold	5,000	100%	31 miles
Rifflian	1,700		2 miles
Kelvin	20,000		638 miles
Highforge	7,500		75 miles
Penhaligon	3,750		16 miles
Specularum	50,000		4,685 miles
Rugalov	650		< 1 mile
Luln	5,000		31 miles
Fort Doom	10,000		141 miles
Vorloi	7,500		75 miles
Sulescu	950		< 1 mile
Marilenev	900		< 1 mile
Verge	500		< 1 mile
Dmitrov	6,500		55 miles
Vandevicsny	100		< 1 mile



Those rumours coming out of Fort doom are reaching Karameikos with an accuracy of over a hundred percent. If we consider every hundred percent of accuracy good for a single accurate rumour, then the rusty dagger roadside tavern positioned sixteen miles south of Penhaligon will receive good rumours from Specularum, Threshold, Penhaligon, Kelvin and Highforge. Those from smaller or further population centres will be of low accuracy.

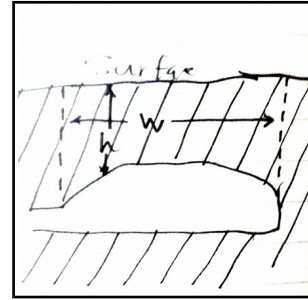
Dungeon Design

Dungeon Networks in Three Dee



The Three Dee Network map allows the indication of overlapping encounter points and the associated vertical connections to be indicated.

Subsidence



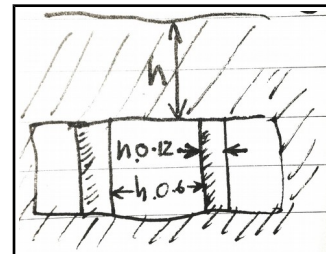
Subsidence is determined by the width (w) of the cave and the height (h) from the ceiling to surface. Subsidence begins at 10% and ends at Failure.

- Subsidence = W/h

35 degrees is the critical angle for subsidence of material into a subsidence.

Depth of Subsidence from surface is 80% of the height of the chamber ceiling from floor.

Time to Subsidence is ongoing determined by rate of excavation. As this passes through zero, Instantaneous extraction (Disintegrate) is instantaneous subsidence.



Insitu Columns are designed to reduce subsidence to 10%. Goaf distance is the space between columns or the Column and Wall.

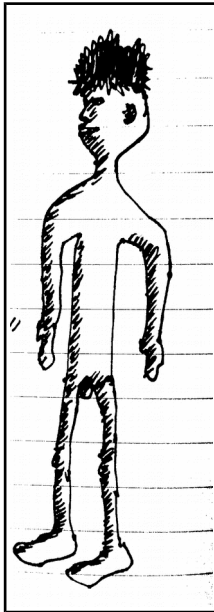
- Goaf Distance = height x 0.6
- Column Width = height x 0.12

Water Movement through cracks begins at 85% subsidence ($w/h=0.85$), Its possible for a mine or dungeon to experience water movement at the rate of 10-30 gallons per minute.

Chapter 12: Real World Cultures

The Khoesan

Name	Family Name	Height
Gheorge	Muresan	7' 7"
Ming Ming	Sun	7' 9"
Jin Lian	Zeng	8' 1"
Sultan	Kosen	8' 3"
John	Aasen	8' 9"



There is a family tree relationship in people of exceptional height. The Koesan (or The Chosen) are the Bushmen of Namibia who were at sometime selected as soldiers and taken into Asia as troops. This resulted in: (a) the introduction of increased physical height into the Middle East, Asia, and Europe, and (b) The depletion of their tallest from the Bushmen population leaving a shorter population.

For the DM

PCs of Bushmen Descent: Height 7' 5" +2d10"

Family Name

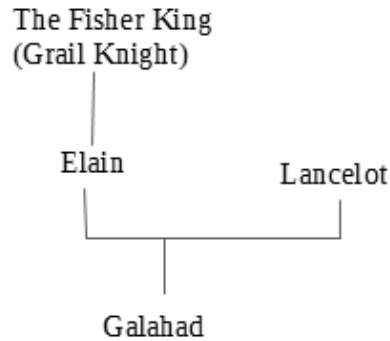
Prefix	Clan
Ko-	-san
Aa-	-zeng
Co-	-sen
	Sun

Willow

- Daikini (Deik-engw: PIE meaning 'to show-Groin') This is a human tribe.
- Nelwyn (Neud-lino: PIE meaning 'Make use of-flax') This is a tribe who make cloth.

Arthurian Legend

Galahad: Gul e Hadir



Fairy Races

Peri means fairy or elf. Peringatan can be considered an Elf-Human territory (of Half-elves Peri-Ngatan; the Ngatan being a Human Tribe) like Wendar in Mystara.

- Fairy-fire Mine
- Tanda Peringatan Memorial
- Tuga Peringatan Obelisk

The Fairy-fire Mine appears to be associated not with an elf-human context but with elf alone. Its a Sulphur Mine or a Coal Mine that builds up flammable Gas that burns blue. It might be a Shadow-elf colony.

The Obelisk might be an ancient carved stone, something along the scale a chunk of the city of the gods Space ship, a remnant Blackmoorean artefact, or even Oard in origin.

The Memorial might be a stone carving near the Fairy Fire Mine indicating the loss of miners working in the Mine due to poisonous gas.

Geographical Origins

	Korean	Tartar	Vietnam	Hmong
Lake	Mot	Kun	Ho	Pad Dej
Sea	Bada	Arhre	-	-
River	Nae	Enra	Song	Dej

Mtn.	-	-	Nui	Roob, Toj
Forest	Sup	Ypmah	Rung	Zoov
Road	-	-	Durong	Kev

When language is created it refers to a specific location, not a conceptual one. Road means 'that Road', not 'a Road'. Lake Ho will have been an actual lake in an actual location but when the next Lake is encountered that becomes 'like the original Lake' so it becomes 'Lake (insert other name here)'. Lake Ho might have been a Lake name from a previous language development group.

There are two common origins:

- Group A reside near a Lake with a river, forest and mountain (or two mountains).
- Group B reside near a river, lake and forest by the sea.

The forest may be the same forest, the River the same river, or they may be different.

The -ak Phonetic

Slave	Bald	Arrogant
Capoc Mattress	Iguana	Muddy
To Defecate	Swollen	Brains
Powder	Many	Plough
Many	Plough	Rhino
Act out of Play	Body	To Crowd
To March/Procession	Musty	Child
Calender	To Sieve	Tolerably
To Urge	Mica	To
Threaten	Ox-cart	gnash teeth
Movement	laugh out loud	Wild
Deck of ship	to thrash	crow
Side	Heaven	To Pound
Tasty	Mother	To evade
Jack-screw	Tame	Footprint
Snare	Circle Radius	To Push
To Vomit Violently	Bran	Creature
Rent	Taxes	Brains
To Poke up	To Overthrow	Wave
Sound of Sleep	Visible	Absolute
To Loathe	Oil	Peacock
Ripe	Uncle	Soft
Chinese Radish	Marten	Porcupine
To set down	fat/grease	to explode
Proper	Manner	Relative
To choke (on thing)	To Tan	Poem

A Fruit/to bark	destroyed	Pirate
To rebel/revolt	to pull down	crack
ripples in water	dish-rack	to spear
to stamp one's foot	top	shoulder
to crawl (on hands)	side	silver
to tread on	compartment	Silver
Deaf	Wedge	short
Palate	upright	to guess
to dance	palm/sole	tablecloth
to cook rice	visible	dam
to divorce	to collide	not
doubt	shellac	hoarse
closely pressed	simultaneous	spoke
scattered in disorder	oppressed	Since
Shrubs	palm wine	to reject
nature/character	design	torn
to be in arrears	lizard	arrogant
step	to print	no
cross-way	to hack	cattle
to scream	hut	skull
commission agent	to fire	contract
to mob	box	torn
armpit	eyelid	soon
Desire	Frog	Axe
Little Child	pretended	Iraq
Elder Brother/Sister	To Stamp	Wish
Competence	Trouble	To Drop off
To pound	Tasty	Mother

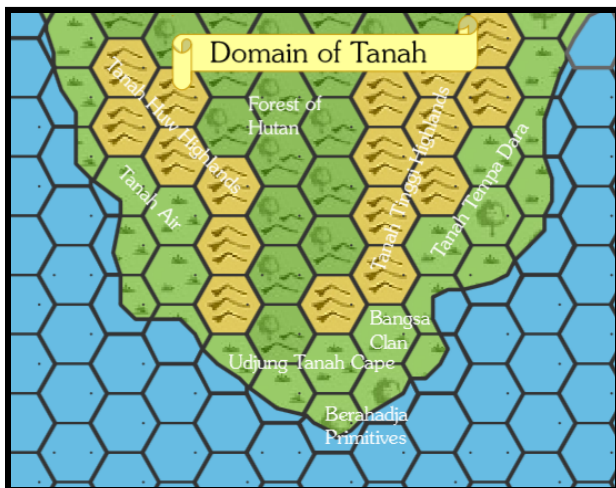
Origin of the Universe

In the beginning there was light and from the growing dark emerged the world that was once hidden until only the stars illuminated it.

Linguistic Archaeology

A Phonetic is used as they are developed. They describe real locations and the things that relate to them as language develops. So 'the Mountain' as opposed a Mountain.

The Domain of Tanah



- **Bersahadja** are a primitive halfling tribe who are in fact fleeing an Automaton uprising in the civilisation they left behind.
- **Bangsa** are a Human Clan who migrated to the Cape of Tanah and share it with the halflings.

Dwarf Families

Mi

- Territorial Colony
- Road
- Wilderness
- Lake
- Port
- Kami (God)
- Megami (Goddess)

Ma

- Island
- Swamp
- Town
- Barrier
- Dam

Geography

The Swine-cult

Su

- Cult
- Crypt
- Archives
- Mausoleum
- Cavern

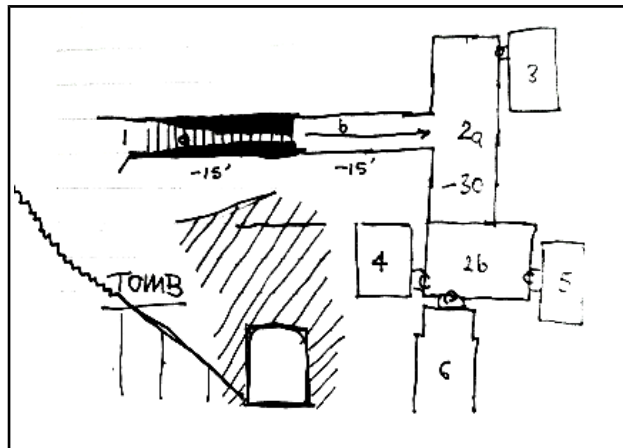
'The Two great lords...Swine head and elephant trunk.'

Archaeological Discovery

City of Petra

2,000 year old structure (56m x 49m)

Pharaohs Tomb



PIE Stuff

Historical Question marks?

Esen-ster (PIE): Harvest – To Rob/Steal.

- Esther was detained as a slave for stealing produce?

Mo-su (PIE): To Eat – Swine.

- Moses ate Pork?

N'garai

Ar (Protoindoeuropean): To fit together

Gal (Protoindoeuropean): To Call/To Cry

Ai (Protoindoeuropean): An Utterance

Naga (Indonesian): Dragon

Sel; Sule

Word Meaning

Sel- Human Settlement;
Of good mood, favour;
to take, grasp, to jump

Sel(g)- To release

Sel(k)- To Pull Draw

Sel(p)- Fat, Butter

Sel-os: Settlement – Ash-tree; Mouth

Sal- Salt

Dirty, Gray

Sal(ik)- Willow
 Sa- To Satisfy
 Lik- Like/Desire?
 Sen-Wos: Stranger (Old; Apart, Separated-You).

Aboriginal Tribes

At various times in history Aboriginals migrated to Australia.

Ul: The Wulgaru are described as Giants
 Anula

Al subgroup

Alyuwara	Nalakan	Malak-Malak
Balumumu	Gajalivia	Alawa
Maiali		

Ol subgroup

Wolmamba

No El subgroup?

Il subgroup

Andil-Jaugwa	Wailbri	Moil
--------------	---------	------

Ul: Australian Nenaderthal, Early Stone Age, pre-fire.

- Weapons/tools: Club, stone hammer, Leather/bark basket.
- Food: snake, marrow, grubs, caterpillar, maggots.
- Concepts: source of river, reflection equals to rebound.

Dj: Podj-Podj (Indonesian Hobbits?) are described as being the size of small children.

Luridja	Djauan	Iwaidja
Djinba	Gunavidji	

Dj:

- Weapons/tools: Bow, net, basket, cooking, fire, medicinals.
- food: elephant, honey, grain, seeds.
- Spirituality: tattoos, narcotics, concept of evil, champions.
- concept: Time

Ng: This phonetic is indicative of the main Human Migratory Surge.

Warramunga	Nginning	Malngin*
Naringman	Nungali*	Gaj-Arung
Binbinga	Wandarang	Mangarai
Yangman	Ngalkbun*	Ngandi
Nungubuju	Ridarngu	Rembarranga
Gungora-goni	Walang*	Maung
Gunuinggu	Nangomeri	

*Al-ng convergence

Ng: Main Human Migratory surge

- Weapons/Tools: Bow, net, spear, basket, dugout canoe, fire, cooking
- food: honeycomb, fish, shrimp, meat
- spirituality: drums, gods
- concept: future

Other Subgroups

Burera	Garawa	Pitjanjatjara
Wodidi	Pindubi	Mara
Amuraj	Aranda	Nakara
Warrgu	Anmatjira	Wadaman
Tunra	Kaitij	Dagaman
Warrai	Wanjira	Wagaman
Dai	Mudbura	
Brinkin	Guriunji	
Wagait	Wanji	
Larakia	Wogai-a	
Tiwi	Wombeia	

Aboriginal Names

Common Indigenous Names...

<u>Male</u>	<u>Female</u>
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Ng Migration Period Phonetic Names

Dingle	Ngulwun*
Mirawong	Wungala%

*Ng-Ul convergence name

%Ng-al convergence name

Dj Migration Period Phonetic Names

Kadjali&	Kudjerri
----------	----------

Badju

Djarapa

Windjedda

Muradja

Mattindji

&Dj-al convergence name

Ul Migration Period Phonetic Names

Bul-Bul Bulya
 Bulla Tulu

Post Neanderthal Subgroups

Male Female

al phonetic period migration subgroup

Jalnuk*** Jalna
 Dalmaru Ninual
 Jamalumpowa Wungala*
 Kadjali**

*See Ng; **See Dj; ***See Uk

40,000BC: Nothing from the Ol through el time
 Periods?

il phonetic period migration subgroup

Billara Milajun
 Lumberlili
 Bilemu

Male Female

Uk Indonesian Subgroup

Manbuk
 Numeuk
 Kunduk
 Jalnuk*

In Indonesia the -uk phonetic group are a
 shaman/medicine man culture.

*al-uk convergence name

-Uk Medicine People Sub-dictionary

Indo.	English	Indo.	English
Periuk	Cooking Pot	Njamuk	Mosquito
Patuk	To Bite	Pupuk	Dung
Masuk	To partake	Bungkuk	Hump
Putjuk	Sprout	Rusuk	Flame, Rib
Serbuk	Powder, Dust	Tarduk	Horn
Tjutjuk	To Pierce	Tubruk	To Collide
Batuk	To Cough	Amburuk	Collapse
Antuk	To be sleepy	Angguk	To nid-nod
Beduk	Big Drum	Bungkuk	Hump
Buduk	Rotten Smell	Gelatuk	to Tremble
Gemuk	Fat, Stout	Kutuk	To Curse
Buruk	Bad	Lupuk	Mould
Mabuk	Drunk	Mangkuk	Bowl
Idjuk	Fibre of Arenga palm		

They had experience with diverse illnesses.

Male Female

Other Migration phonetic Subgroups

-nni Taboo Subgroup

Kuparunni Ikeiginni
 Trauganinni*

*Tasmanian Indigenous

-ru Subgroup

Mamru Mamanduru

Others

Minyinderri Ditzi
 Nadba Mardinya
 Lobor Beminin
 Maran Yama
 Kinunjun Gumajun

Dunia

Yaba

Marlu

Bema

Iramaru

Kumbob

Inetina

Staff Subgroup

Protoindoeuropean Period

Spiritual Artefacts

Ta- is associated with a religious artefact, a bull,
 to melt, not to melt, theft.

Ta

- To Melt

Tag

- to touch, handle. Set in order

Taw

- to Move, Manufacture

Tap

- Plug, Wad, Projecting part

Tak

- to be silent, to take

Tauro

- Bull

Camping

Sta- phonetic associated with camping is a
 swamp.

Sta

- To Stand

Stag

	<ul style="list-style-type: none"> to seep, drip. Associated with a swamp 	tjatatan	<ul style="list-style-type: none"> handy, clever
Stam			<ul style="list-style-type: none"> note
	<ul style="list-style-type: none"> stammer 	tjatat	
Staup			<ul style="list-style-type: none"> to notebook
	<ul style="list-style-type: none"> cooking Vessel 	tinta	<ul style="list-style-type: none"> ink
<u>Bronze/Iron Age Period</u>			
<u>Religion</u>			
Tanach			
	<ul style="list-style-type: none"> religious tome; Ta-ne meaning to melt-not 	tetas	<ul style="list-style-type: none"> to hatch (eggs)
		tetapi	<ul style="list-style-type: none"> but, however
		tetapan	<ul style="list-style-type: none"> face value
<u>Food</u>			
Tapenade			
	<ul style="list-style-type: none"> Fish olive paste 	teratak	<ul style="list-style-type: none"> hut
		teratai	<ul style="list-style-type: none"> lotus
<u>Indonesian subgroup</u>			
Warta			
	<ul style="list-style-type: none"> tidings 	tentang	<ul style="list-style-type: none"> opposite
Utas		telantar	<ul style="list-style-type: none"> neglected
	<ul style="list-style-type: none"> String of Beads 	Tawas	<ul style="list-style-type: none"> Alum
Orang Utas		tawar	<ul style="list-style-type: none"> to bargain
	<ul style="list-style-type: none"> labourer 	tawanan	<ul style="list-style-type: none"> prisoner of war
Utara		tawan	<ul style="list-style-type: none"> to take prisoner
	<ul style="list-style-type: none"> north 	tawa	<ul style="list-style-type: none"> to laugh
Utang		taulan	<ul style="list-style-type: none"> friend
	<ul style="list-style-type: none"> debt 	tauladan	<ul style="list-style-type: none"> example
Utama		taubat	<ul style="list-style-type: none"> repentance
	<ul style="list-style-type: none"> excellent 	tatkala	<ul style="list-style-type: none"> at the time when
Unta		tata-	<ul style="list-style-type: none"> used in words about bureaucracy
	<ul style="list-style-type: none"> Camel 	tasik	<ul style="list-style-type: none"> lake
Untai		tas	<ul style="list-style-type: none"> bag
	<ul style="list-style-type: none"> to dangle 	tarum	<ul style="list-style-type: none"> indigo plant
tjitak		taruhan	
	<ul style="list-style-type: none"> to print 		
tjita			
	<ul style="list-style-type: none"> feeling, ambition 		
tjiptaan			
	<ul style="list-style-type: none"> creation 		
tjipta			
	<ul style="list-style-type: none"> thought, idea 		
tjinta			
	<ul style="list-style-type: none"> love, mistress 		
tjetakan			
	<ul style="list-style-type: none"> impression, copy 		
tjetak			
	<ul style="list-style-type: none"> to print 		
tjekatan			

taring	• bet, wager
tarik	• tusk
tarif	• to pull, to draw
tarich	• tariff
tari	• date, era
tarbantin	• dance
taraf	• turpentine
tara	• stage
tar	• equal, even
tapisan	• tart, cake
tapis	• filtrate
tapir	• to filter, to sieve
tapi	• tapir (animal)
tapelak	• but
tapal	• tablecloth
tapal batas	• paste
tapak tangan	• border, frontier
orang bertapa	• palm
tapa	• hermit
tantangan	• penitential exercise
tantang	• challenge
tanja	• to challenge
orang tani	• question
tangsi	• peasant
	• barracks

German Subgroup

<u>English</u>	<u>German</u>
Staff	Stab
Town	Stadt
Steel	Stahl
Starling	Star
Strong	Stark
Place	Statt
Stable	Stall
To Stamp/pound	Stampfen
Tribe	Stamm
To Stow (Coal)	Staudamm
Shrub	Staude
Site/Place	Statte
Tin	Stanniol
Valley	Tal
Yew	Taxus
Deaf	Taub
Tobacco	Tabak
Drummer	Tambour
Tallow Candle	Talg
Drum	Tambour
Seaweed	Tang
Rope	Tau
Tapestry	Tapete
Blame-finder	Tadler
Tablet	Tafel
Robe	Talar
Florin	Taler
Aunt	Tante
Fir Tree	Tanne*

*possibly used as source of tanning agent to tan hides.

Cultural Bias

Ansu means demon. Its inclusion in language is in the suffix -ans.

Bias toward Peoples

<u>Good</u>	<u>Bad</u>
Greeks	Germans
Turks	Russians
Iraqis	Georgians
Israelies	Americans
Kurds	Palestinians
French	Hungarians
Spaniards	Arabians
Irish	Iranians

Scottish	Africans
English	Asians
Chinese	

Bias toward Religions

<u>Good</u>	<u>Bad</u>
Catholics	Lutherans
Muslims	Christians
Buddhists	
Protestants	
Protestants	

Magic amongst the Ku Cultures

Japanese

- Supernatural power (Psionics)
- Kijutsu (Tree Magic)
- Majutsu (Witchcraft)

Indonesian

- Techno-magic (Technology)
- Hypnotism/Illusion

Japanese Geography

Water

<u>English</u>	<u>Japanese</u>
Ocean, Sea	Umi
World	Sekai ^{&}
River	Kawa
Lake	Mizu-Umi

Regional Descriptors

Continent of Tei-riku

Alps	Arupusu Sanmyahu
Canyon	Sabaku
Frontier	Kyokoku
World-jungle	Jaku-niku Kyoshoku no sekai
Caverns	Dokutsu
Homeland	Bokoku

Territorial Colony of Shoku Minchi

Swamp	Numachi
District	Chiho
Highlands	Suno Horando kochi

Jin-gai Colony

World Jungle	Jaku-niku Kyoshoku no sekai ^{&}
--------------	----------------------------------------------

& -ai seems to be the only common phonetic to indicate the location of the Jin-gai colony and associated objects.

Island of Shima

Abyss	Shiuen
Desolation	Mao Sabishisa
Mountain	Yama

Archipelago of Re-To

Wastes	Areno
Tower	To

Locational Descriptors

Continent of Tei-riku

Arena	Kyogijo
Arsenal	Heikiko
Archive	Kirokushushu
Archive	Akaibushu
Monastery	Shudoin
Tavern	Nokotsudo
Tavern	Dokutsu
Road	Doro

Territorial Colony of Shoku Minchi

Crypt	Chika shitsu
Market	Chiba
Arch	Achi
Road	Michi
Town	Machi
Outpost	Zen-sho

Jin-gai Colony

Sanctuary	Naijin ^{&}
Church	Kyokai ^{&}
Fortress	Yosai ^{&}
Canal	Ungal ^{&}

Island of Shima

City	Toshi
Temple	Shiden
Market	Shijo
Castle	Shiro
Pillar	Hashira
Quarry	Ishikiriba [%]
Gold Mine	<u>Kinko</u> [%]
Memorial	<u>Kinnen</u> [%]
Arsenal	Hoyuheiki [%]

[%] Ki means tree/possibly forest

Archipelago of Re-To

Tower	To
Port	Minato
Capital	Shuto*
Fort	Toride

*Straddles both the To island and Shu District on the continent.

Unknown possibly Frontier Locations

Cavern	Hora-ana
Village	Mura
Inn	Ryokan
Dyke	Teibo
Barrier	Kanman
Sanctuary	Hinanjo
Tomb	Haka
Coal Mine	Tanko

Political Divisions

Continent of Tei-riku

Empire	Teikoku
Republic	Kyowakoku
Monarchy	Ozoku
Clan	Ichizoku

Island of Shima

Monarchy	Oshitsu
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Archipelago of Re-To

Alliance	Rengo
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Religious Factions

<u>Tei-riku</u>	<u>Shima</u>
Shukyo	Philosophers
Kyoha faction	Shinpo
Kyo faction	Shiji ^{&}
Shuha Cult	

Pantheon

Kami*

Megami*

*-mi comes from Umi meaning Sea

Military and Merchants

Legion	Guntai ^{&}
Merchants	Boekish [%]

Avatar

Au-at-ar: off/away-to go-to fit together.

One who travels to be made whole. It does not distinguish good from evil. Merely that the traveller is in search of healing.

Double-Word Language Dictionary

<u>Double-Word</u>	<u>Meaning</u>
Abah-Abah	Tackle/Gear
Agar-Agar	Gelatine
Alap-Alap	Sparrow Hawk
Ali-Ali	Sling
Alun-Alun	Esplanade
Anai-Anai	White Ant
Angan-Angan	Meditation
Api-Api	Firefly
Anting-Anting	Ear Pendant
Ati-Ati	Caution
Ba-Ba	Chinese Descent
Balai-Balai	Bamboo Bed
Bata-Bata	In Doubt
Berang-Berang	Otter
Ber Bagai-Bagai	To Lie Down
Bau-Bauan	Perfume
Ber Biku-Biku	Zig-Zag
Biri-Biri	Sheep
Bul-Bul	Nightingale
Bunji-Bunjian	Musician
Dada	Breast/chest
Dajang-dajang	Attendants
Djamu-djamu	medicinal herbs
djangan-djangan	maybe
djarai-djarai	spokes/radius
djidjik	abhorrent
djindjing	to carry using fingers
enteng	light, not heavy
gaba-gaba	garlands
gagah	strong
gagak	crow
gagal	to fail
gagang	handle
gagap	to stammer
gagau	to grope
gegep	pair of tongs
geger	noise
gogoh	to shiver with cold
halai-balai	negligence
halal	legal
habaja-habaja	above all things
huru-hara	alarm

jang-jang	gods	pupuk	dung
kakak	elder brother or sister	pupur	face-powder
kakatua	pair of pincers	pupus	blurred out
kanak-kanak	little child	puput	to blow
kangkang	to straddle	pura-pura	pretended
kisi-kisi	lattice	rang-rangan	sketch
kokoh	strong	reng-rengan	diagram
kokok	to crow	sasar	dazed, lost
kuku	hoof, claw	sasaran	target
kukuh	strong	sia-sia	vain, useless
kukus	steam	sisi	side, flank
kukusan	rice steaming utensil	sisih	to quarrel
lajanglajang	kite (bird)	sisik	fish scale
laki-laki	male	sisip	to insert
lalai	careless	sisipan	infix
lalat	fly	sisir	comb
lalaer	fly	sumsum	marrow
leleh	to melt	susu	milk
leler	careless	susul	to follow
lilin	wax candle	susulan	continuation
lilit	to wind	susun	pile
labah-labah	Spider	susunan	arrangement
lulu	exclusive	susup	to penetrate
luluh	smashed to pieces	susur	to skirt
lulur	to swallow	susuran	bannisters
lulur	fillet of fish or beef	susut	to shrink
lulus	to pass exam	tata	grammar
mamah	to chew	tetek	breast
mamak	uncle	tetes	drop
mimikri	mimicry	titi	foot-bridge
mimipi	dream	titik	drop
momok	ghost	tjatat	to note
nanah	pus	tjatjat	defect
nanas	pineapple	tjetjer	scattered
nenek	grand-parent	tjintjin	ring
ngah-ngah	to gasp for air	tjitjil	payment by instalments
nganga	to gape	tjitjit	great grand-child
otot	muscle	tjotjok	to tally
papa	poor	tjutju	grand-child
papan	plant	tjutjuk	to prick
papar	flat and smooth	tjutjur	to drip or trickle
para-para	rack	tonton	to look at
pelan-pelan	slowly	tontonan	spectacle
pipi	cheep	totok	full-blooded
pipih	flat	tuntun	to guide
pipit	sparrow	tutuh	to lop trees
pokok	plant, tree	tutup	closed
popok	diaper	tutupan	lid cover
pupu	first cousin	tutur	to speak

tuturan	information
undang-undang	law
usus	intestines
wanti-wanti	repeatedly
waswas	suspicion

- Fairy-fire mine
- Friars
- 2x Memorials
- Obelisk
- 2x Crossroads

Identify Geographic Region by Wildlife

- Sparrow Hawk
- Sparrow
- White Ants
- Firefly
- Otter
- Sheep
- Spider
- Crow
- Nightingale

Aboriginal subgroup with double-word names

- Malak-Malak

The Dewan Council

Councillors

- Anggauta Dewan
- Nasihat
- Penasihat
- Permusyawaratan

Administrative Areas

Anggauta Dewan

- Money Lending
- Transport Ships
- Orchids
- Wine

Nasihat

- The Manuscript

Penasihat

- The Guard
- Robbers
- Clerical Order
- Pagans
- Spokesmen
- Guardians
- Aboriginies
- 3x Settlements

Permusyawaratan

Tribes

Dwarf

<u>Japanese</u>	<u>Indonesian</u>
Kobito*	Katai Tjebol

*Ko-bat-to (Proto-indo-european)

- Ko: This (demonstrative)
- Bat: Yawn (Imitative)
- To: Singular demonstrative nominative.

Meaning: 'This is boring.'

Elf

<u>Japanese</u>	<u>Indonesian</u>
Sho-Yosei	Peri

Fairy

<u>Japanese</u>	<u>Indonesian</u>
Yosei	Peri

Human

Orang

- Orang Katik: Half Man

Manusian

- Peri-Manusian
- Rasa-Manusian

Elemental Evil

- Naga (Dragons)
- Gnome

Naga

- snake tail sting
- elemental breath weapon
- elemental stealth
- human form.

Gnome

- Tiny 1'
- limited Future Sight
- Move through Earth

Monster Templates

	Skeleton	Dire
AC	-2	-1
HD	hd+1	x2-1
MV	1/2	-1/6th
AT	as	as
DA	as	+2
NA	+1 dice(1/2)	-1 lesser dice
SA	+1 level	+1 Level
ML	12	12
TT	nil	as
INT	1	+2
AL	chaotic	As

Ku Subraces

	Pooka	Knocker
HD	1+1	1-2*
AC	7	7
MV	150' (50')	75' (25')
AT	Bite	Stone Hammer
DA	1d6	1d6-1
NA	0 (1d8)	1 (0)
SA	Thief L2	Normal Man
ML	7 (8)	7
TT	(R)C	(Q)F
INT	5	9
AL	chaotic	chaotic

Pooka are a half-goblin/Pony encountered on the moors. Knockers are a Dwarf-like Kobold encountered in the caves, caverns, and mines. They can detect minerals.

Half Elves

Peri-Manusians

HD	1
AC	7
MV	120' (40')
AT	Weapon
DA	as Weapon
NA	1d4 (2d20)
SA	Fighter L1
ML	7-8
TT	(Q+R)M
INT	11
AL	Any
XP	6

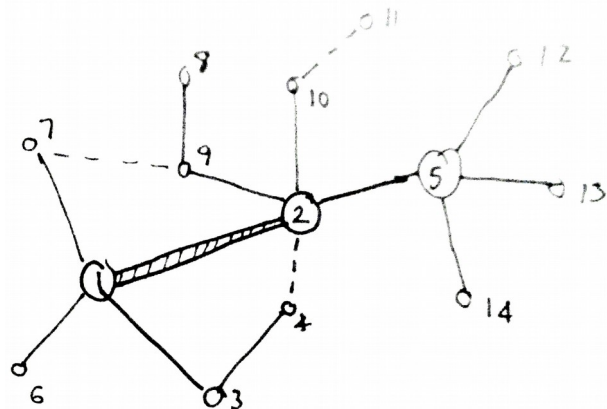
Peri-manusians are Half Human-Elf. Infravision 30'.

Chapter 13: Writing

Dystopian Lessons

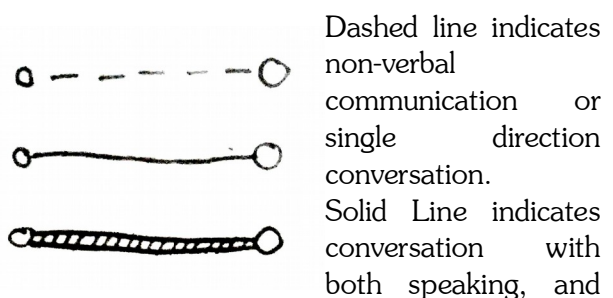
1. The Enemy of your Enemy is not your Friend.
2. The top guy isn't always the problem.
3. Sometimes making concessions leads to rebellion.
4. The down trodden groups will usually fight one another.
5. Never neglect the practical stuff.
6. Revolutions take place on a world stage.
7. Violent conflicts crop up from within.
8. New Regimes come with crazy ideologies.
9. Fear alone can precipitate uprising.
10. Afterwards there will be Mythology for the losing side.

Building a Novel



Create a network of character interaction.

This provides us with a story structure to which the Narrative can be attached.



heavy bar indicates multiple conversations at varying times.

It tells us that Baron Elbert has no fewer than five interactions and Lord Rohan no more than five

interactions (Several with Baron Elbert directly and indirectly).

Story Structure

Lord Rohan (#1), having had a significant interaction – by correspondence with Baron Elbert (Ch2) has pissed Elbert off to no end.

Elbert interacts with his servant Duro (#5) who gives instructions to castle servants: Onslo (#12), Jenkins (#13), and Haas (#14).

Elbert's Lover, Ella gets poison from the Castle Apothecary (#8).

Lord Rohan knowing that Baron Elbert rides for Rohan's Manor with a band of thugs, has his flunky Dray (#3) hire an Assassin named Bregia (#4) to kill Baron Elbert while he is travelling to Rohan's Manor.

Baron Elbert's Servant, Grim (#10) rides down a random Peasant (#11) while Elbert and retinue are travelling from the Castle Elbert to Rohan's Manor house by Horse for hunting in Elbert's Woods.

On Arrival at Rohan's Manor, Baron Elbert's Lover (and Secret Ninja), Ella (#9) poisons Rohan's Man Bertran (#7).

Elbert then has further face to face interactions with Rohan – killing him but not before Rohan whispers to his Son, Torhan (#6): "Avenge Me!" and Torhan replying: "Father."

Thus a novel can be built quickly and with purpose. The characters can comprise a dedicated chapter of the Character and their interactions. So the entire story takes place in a single day.

Character Archetypes

Hero/Anti-hero: Protagonist on journey

Mentor: Benefactor imparting knowledge

Herald: Brings a message/announces the hero

Threshold Guardian: Blocks the hero's path

Shape-shifter: One who changes

Trickster: Chaos bringer

Shadow: That which must be defeated

Ten Best Plot Twists

- Location/Time
- All part of the Plan
- Unexpectedly bad/guilty
- Unexpectedly good

- It was all a dream
- All in their head
- Not Dead
- Other
- The Third Man
- Other
- Mistaken Identity
- X is actually Y

The Structure of a Fairytale

A Fairytale will include the following:

- Princess
- Castle
- Witch
- Princess
- Fairies
- Romance
- Happy Ending

Language in a Fantasy or Scifi Setting

Pseudo-philological: Fun Developing.

Instrumental: Achieves Fictional Goals.

Aesthetic: Make it up because it sounds cool.

Short Fiction Fragments

Title: Vengeance is Mine

The Sword of Stars didn't move, the Universe moved about it. And when the Universe stopped moving in a manor determined by the Sword of Stars, the great engine; Light and Dark; Curve and Point; met the unexpected collision of a certain Moon; to the horror of the occupants of the world it orbited, with the erection of two great spears from within causing a blade of golden light to slice the local star in half, Intentional or not, Irrelevant. And while the effect of that event would take time to reveal itself to the life forms cowering in fear on the planet third from the sundered star, the two halves now pushing against one another.

Title: The Ruins

Seban waded through the tidal mud dependent on the wooden pole to keep him from encountering any mud that was too deep. He reached out to the muddy chunk that protruded from the mud pulling it free. It revealed itself as

heavily corroded as he washed it clean in the salt water of a pool. It was steel. He could trade it to the village smith for a knife.

Title: Star Wars-Lando's Secret

The Pitch Black Airlock was quickly Illuminated by the red glow of an old Light-sabre revealing to Lando Calrissian the full extent of his situation. Lando pushed the point of it into the hull until it was half the red glowing blade length into the Indestructible Alloy, a stream of molten metal elicited with its heat an equal measure of sweat from the man wielding the weapon.

Title: Startrek - Argos

Royce Benning handed the documents to the Captain. There it is Sasha...Ferenginar.” Royce smiled at the idea of going beyond Federation Space. “And they have requested a Shipment of Grain in trade for Dilithium Crystals.” Sasha Benning looked at the charts and looked up at her Husband. “And the reason we must skirt the edge of these Badlands?” Sasha flicked through the report and smiled. “Why would this Ferengi Bureau of Commerce recommend such a course?” “Apparently to avoid the Cardassians.” Royce Shook his head. “The Diplomatic Corps think they are some sort of Military dictatorship in control of a few systems.”

Poetry

Title: A Poem

Father	Bald
Mother	Slave
Child	To Spear
Uncle	Rhinoceros
Siblings	To Tan
Blood Relatives	Stained
Hut	To Sieve
Cattle	To Stamp
Plough	To Powder
To Cultivate	To Extract
Radish	Mica
Muddy	Silver
Footprint	To Measure
Crow	Radius
To Scream	Wedge

Pirate	To Crack
To Attack	To Move
To Thrash	To Erect
To Threatening	To Dam
To Intimidate	To Incite
To March	Revolt
Deck of Ship	To Overthrow
Waves	To Pull Down
To Defecate	To Destroy
Musty	To laugh out loud
Sound of Sleep	Cheering
Armpit	To Scatter
Swollen	A Poem.
To Drop off	

Title: Leaf-Dragon

Wings-wide
 Hanging from the branch
 of the mango tree.
 Watchful, ever
 for intruding prey
 Waiting to Soar.

Title The Hadj

Shall I tell you a story?
 This is the Song of Life
 At superposition Chess has one Piece
 The Hadj is a lost Metaphor
 Beneath the black cloth I looked
 and I entered my brother's Tent.
 There I glimpsed a man leaving
 As the tent has two doors
 And I sang for my brother
 of how much I miss him
 At superposition chess has one player
 And the Hadj is a metaphor
 One of those that we forgot
 And here is a forgotten story
 There are cities where none exist
 And tears fall on the floor
 And I think of my brother
 And the Hadj is a Metaphor
 Where White spirals toward the black
 and chess is a forgotten riddle
 And I think of my brother
 And tears fall as I cry
 All life is the same life
 The Hadj is a forgotten metaphor
 A black hole devours the faithful

Chapter 15: Blogging

Blog Development Exercises

Basic

- Create a New Monster (With Stats)
- Create an NPC Wizard (With Treasure & Two assistants)
- Create the Top level of a Dungeon
- Take four Rulebook Monsters and give them different abilities
- Create a New Magic item
- Create a New Spell

Advanced

- Pick four Monsters and build a society
- Create a hex map of six hexes
- Create a random encounter table for specific terrain.
- Create a d20 table for random events.
- Create a new PC Race or Class.
- Draw and stat an NPC.

Chapter 16: Cooking for Players

Food for your D&D Gamers.

Short Pastry

Ingredients

- 3lb Flour
- 1 desert Spoon of Salt
- 1½lb Shortening
- Water

Method

1. Sift Flow, Baking Powder, Salt.
2. Rub in Shortening with fingers until mix resembles breadcrumbs.
3. Mix with water keeping dry as possible.
4. Roll out as required.

Cornish Pastry

Ingredients

- 4lb Short Pastry
- 3lb Mince
- 2½lb Onions
- 3lb Potatoes
- 1lb Celery
- 2lb Carrots
- 1 Teaspoon Salt
- Egg for glazing

Method

1. Mince Vegetables.
2. Mix mince and seasoning.
3. Quarter Inch Pastry.
4. Cut seven inch Rounds.
5. 40 ounces on Round
6. Glaze edge with egg.
7. Turn up and shape.
8. Bake in a moderate hot oven for three quarters to one hour.

Pancakes

Ingredients

- 3lb Flour
- 3 ounces of Baking Powder
- 50 ounces of Raw Sugar
- ½ pint of Eggs
- 2 ½ pints of Milk
- 3 ounces of melted butter

Method

1. Beat eggs and Sugar.
2. Add Sieved flour and baking powder
3. Add two and a quarter pints of milk.
4. Beat well.
5. Add Butter.
6. Cook in oiled pan

Randang

Ingredients

- 1 lb Beef
- 4 Eggs
- 1 Fish fillet
- 2 cups Rice
- Coriander
- Cumin
- Pepper
- Garlic
- Ginger
- 2 cups Coconut milk or cream
- Tumeric
- Tamarind

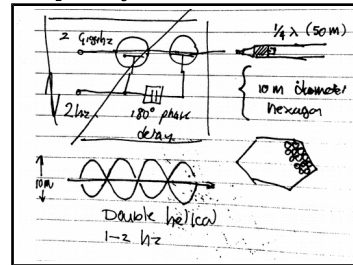
Method

1. Roast beef with pumpkin in foil until well done and allow to cool. Rend beef when cool.
2. Boil eggs to hard and allow to cool before shelling.
3. Boil fish fillet and green beans and rice for fifteen minutes breaking up fish into rice (removing bones).
4. Pan fry in beef juices, coriander, cumin, pepper, garlic, ginger, tumeric, tamarind and coconut milk or cream until a sauce is developed.
5. serve beef, pumpkin, peeled egg on rice with fish and beans.
6. Pour curry sauce over meats and serve.

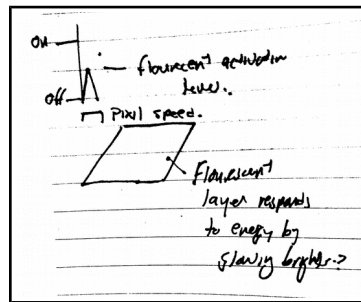
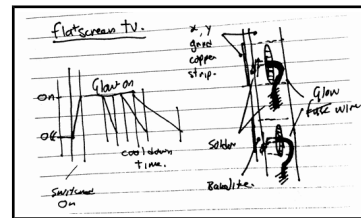
Appendix Zulu

Science & Technology. You didn't think I spent the whole notebook writing about Gaming...no this stuff popped in every so often and had to be written down.

Very Low Frequency Sonic Cannon

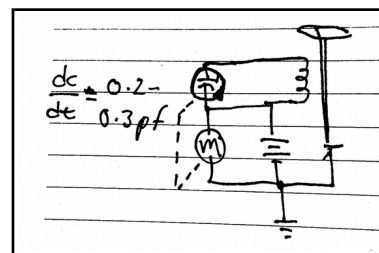


Glow Wire Flat-screen TV

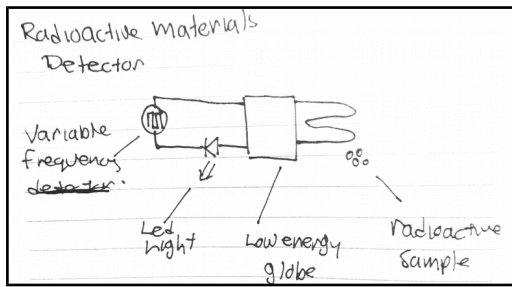


The idea is to use WW1 technology to achieve advanced technology.

Forcefield Generator

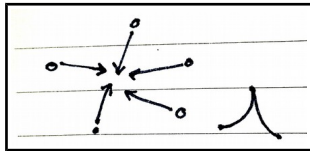


Radiation Detector

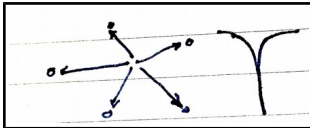


Matter

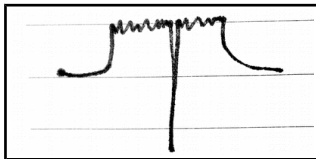
Mass is a force pulling toward a common centre.



Mass is also a force pulling at a common centre.



What if Matter is a standing wave of bunched up space time between two forces created by the same mass?



This implies Mass creates Matter. This is an incorrect assumption. We are looking at collapse of Superposition into a String (the ongoing division of one force by another).

Physics & Maths

String Theory

Division in a form that results in decimal places:
 $x/y = p$ remainder q

Example

- 1/7 = 0 r 1 2/7 = 0 r 2 4/7 = 0 r 4
- 10/7 = 1 r 3 20/7 = 2 r 6 40/7 = 5 r 5
- 3/7 = 0 r 3 6/7 = 0 r 6 5/7 = 0 r 5
- 30/7 = 4 r 2 60/7 = 8 r 4 50/7 = 7 r 1

Solution

$1/7 = 0.\{142857\}$ (recurring)

This is how a string forms (from the ongoing division x by y) and then ceases to exist when resolved. PI is an unresolvable string until it is resolvable.

Algebraic Roots:

$$1/7 = 0 \text{ r } 1$$

$$x_n/7 = y_n \text{ r } 1$$

$$x_n = 7y_n + 1$$

$$x_n/7 = y_n \text{ r } x_{n+1}$$

$$x_n = 7y_n + x_{n+1}$$

Divide by Zero

A divided by Zero equals NOT A (A set unrelated to A except at superposition). The Separating boundary is a String.

The distance between two points is change in possibility via superposition. A string is an entanglement separating one possibility from another possibility.

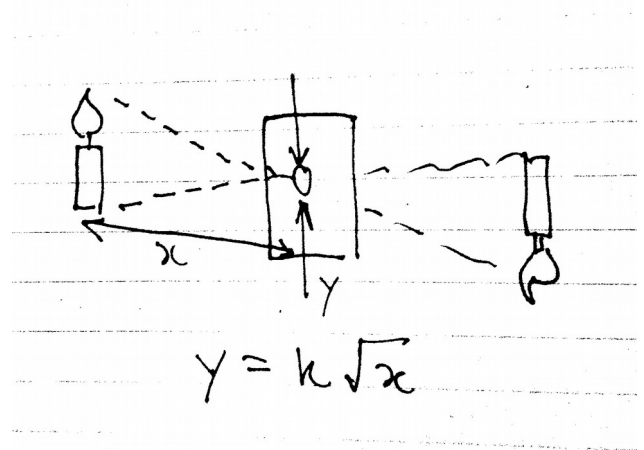
Particle & Wave

$$m^{n-1} + \{m^n\}$$

somewhere in there is a dark matter drive as we capture the particle with a superconducting chamber that creates a field in opposition to an applied field. And wrap the mirror particle in its field as it is expelled as propellant.

Pinhole Camera and Black Holes

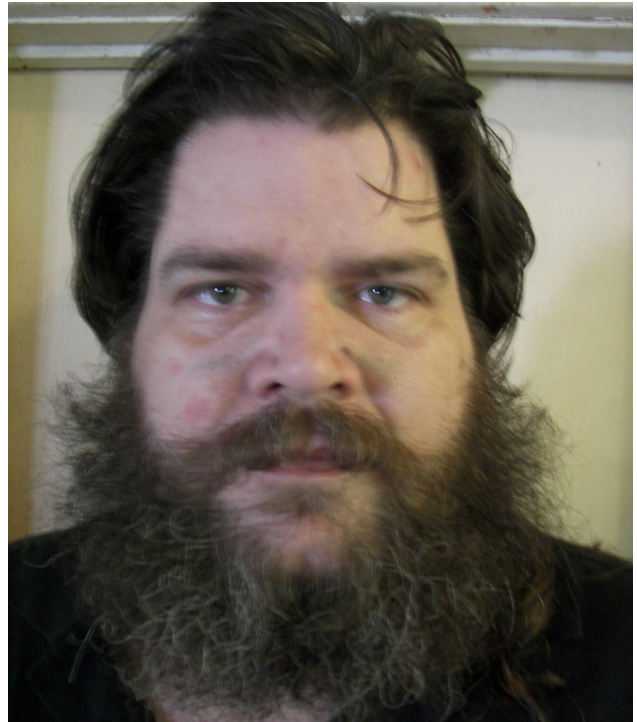
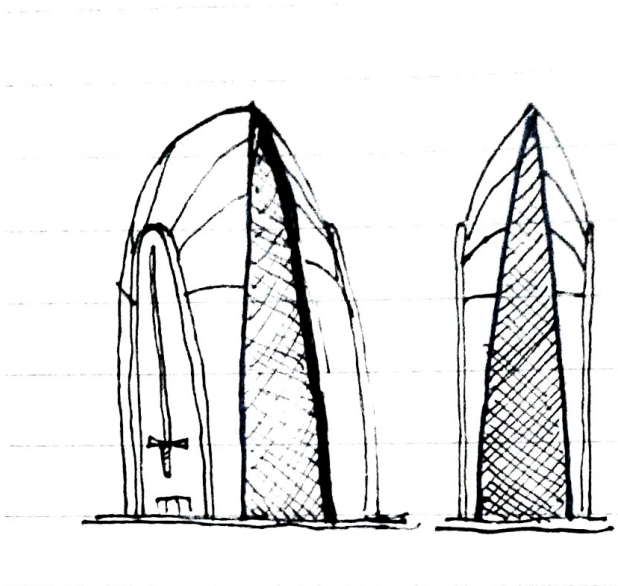
Y (diameter of pinhole) equals K multiplied by the square root of X (distance of object from pinhole). What if the pin-hole is a black hole that expands forwards and backwards through time as change in possibility.



DM: Sean Robert Meaney

Memorial

The memorial is to commemorate civilians killed in wartime by all nations.



Lifespan: 9 September 1971+ d100 years

Born in a town named after the guy who came up with the theory of evolution...but taking nothing but criticism for suggesting at superposition all life is the same life and humans don't know shit.

Filled the Void with D&D, Fiction, Poetry, Art, Music...

Fair warning to kids who want a Pool: When your dad says here is the shovel, he doesn't actually expect you to go to the effort of digging the hole. Persist. Dig that mud-hole and fill it with water from the tap. And you will need to soak the ground to soften the clay as you go. Crowbar the edges inward.

The Average alcohol drinking Parent spends five thousand dollars a year on alcohol instead of a Pool.

No Prisoners!

